

2 PLAYER GAME

- 1) The players sit across from one other.
- 2) Each player takes 5 discs.
- 3) Play by the same basic rules as the 4 player game. Try to get all discs out of your zone first. Discs that stop in the zone to the right or left of the two players are considered out of play.

When playing with 3 players, rotate seats after each game so that each player has one turn playing a round with no one sitting directly across from him or her. The first player to win 3 games wins!

The Scoring Game (Alternate Play)

Each player gets 5 of the same discs (Either Throwbot's, Pop Top's, Chester's or Burper's).

PLAY

- 1) You only shoot your own discs.
- 2) You may only shoot your own discs if they are in your zone. If your discs come to rest outside of your zone they remain there unless they are knocked back into your zone.
- 3) You may not touch a disc that is not yours, but you may hit it with one of your own discs that you sling.
- 4) Every player shoots until one player yells "OUT!" to signal that he is out of discs, at which point everyone stops shooting.

SCORING

After the discs come to rest, score them! In the Fig. 5 example, you would:

- > Deduct 2 points for every one of your discs still in your zone (-2)
- > Deduct 1 point for every one of your discs that land outside of the arena (-1)
- > Add 2 points for every one of your discs in some else's zone (+2)
- > Add 1 point for every one of your discs in The Pit (+1).

Winning

The player with the highest score wins!



FIG. 5

YOUR ZONE. IF YOU'RE POP TOP

○ = YOUR DISCS

BATTLE-BOTS-EDITION

THE SLING SLIDERS™ GAME



INSTRUCTIONS



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FOR 2-4 PLAYERS
AGES 6+

CONTENTS:

Wooden game board, 20 wooden discs, 4 elastic slings, and rules for 2, 3 and 4 player games.

Battle Bots are experts at launching discs! Throwbot's arm is mechanical perfection. Pop Top shoots with deadly aim. Chester has a cannon for a breastplate. And Burper is a mouthful of mayhem. Choose your Bot and get ready to battle!

OBJECT:

Clear your zone by being the first player to sling any discs that are in your zone, into the zone of any other player or into the pit. Everyone plays at once in a frantic race to win!

THE FIRST TIME YOU PLAY



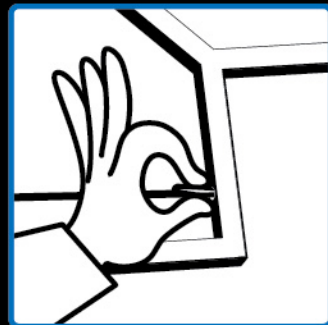
String an elastic sling on each end of the game board as shown.

DON'T HAVE 4 PLAYERS?

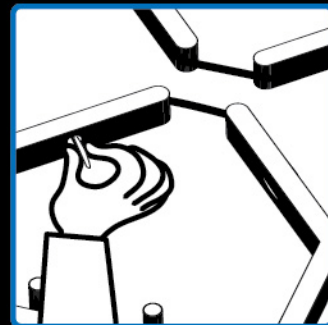
To modify for 2 players simply borrow two elastic slings from the two 'Bots sitting out this round. Here's How:



Grip the elastic and push it out towards the metal T-end. When the T-end pops out. Grab it and...



...Thread it back through the hole. Releasing it from the board. Do it again for the other end. Then do it 2 more times for the elastic on the opposite side of the board.



Next. Re-thread the free elastic through the holes in the centre barrier. Now you are ready to go head-to-head, Pop Top vs. Burper!

PLAY

- 1) Take your 5 discs and place them within your zone.
- 2) When all players are ready, start the game saying, "Battle Bots... BEGIN!" Now shoot discs by placing them against your elastic sling, sliding them back and then releasing them to shoot forward!
- 3) You may sling discs straight across from you or ricochet them into the zone of the player to your left or right.
- 4) If any players' discs land in your zone, you must get rid of them by slinging them out. Discs in The Pit are considered out of your zone. If any part of any disc is touching your zone, it's considered in your zone and you must sling it out. The Pit has a black dotted line to show its border.



WINNING

Win the game by being the first player to clear your zone of all discs. When you shoot the last disc out of your zone, you're the VICTORIOUS BATTLE BOT!

