

CUBOCKLE™

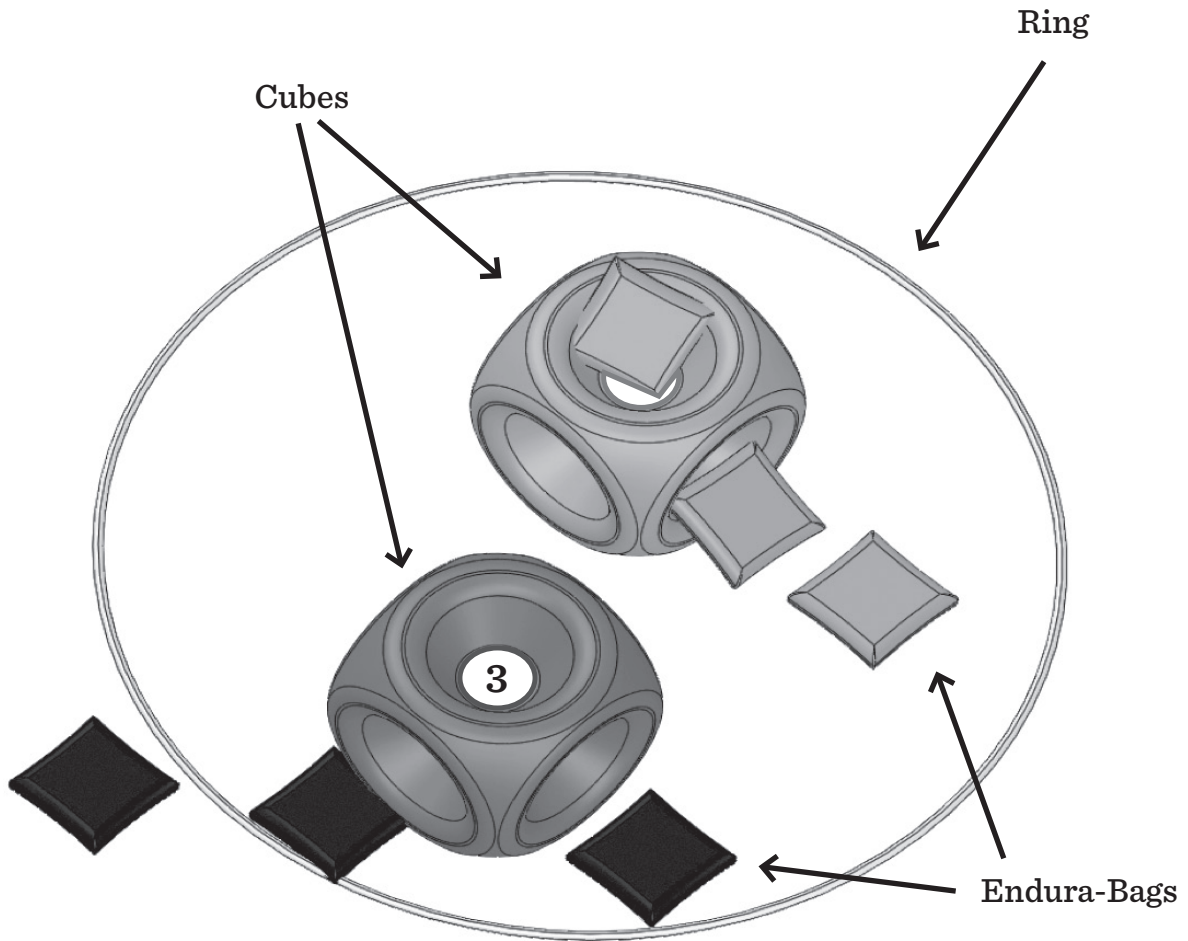
(KAH-BAH-KUL)

INSTRUCTIONS

DESCRIPTION OF GAME PIECES AND PLAYING SURFACES:

Cubockle consists of 3 major components.

- | | <u>QTY</u> |
|---------------------|-------------|
| 1. Cubes..... | 2 |
| 2. Rings..... | 2 (1 shown) |
| 3. Endura-Bags..... | 6 |



THE OFFICIAL CUBOCKLE RULES

SECTION A: HOW TO START A GAME

Both contestants pick a color of cube. Gray or Orange. The contestants will then roll their selected cube to see who goes first. The contestant with highest rolled number will start the first roll of the game.

SECTION B: HOW TO ROLL

Each contestant will roll from inside of one ring to the other. Once each contestant has rolled their cubes they will take turns tossing their assigned bags at their assigned cubes. Once the contestants roll their assigned cubes and finish tossing their bags, the Roll is considered over and the scores can be calculated. (See scoring on the top of page 3.) Once the roll has been completed you start another ROLL back to the opposite ring. The contestant with the highest score of the previous roll will start the next roll.

SECTION C: RING FOULS AND SHORT ROLLS

If a contestant steps on the ring or steps out of the ring during a roll its is considered a foul. A ring foul is scored as a ZERO! A "scoring" roll must at least make it half way between the two rings. It is considered a foul if a rolled cube does not make it half way. A rolled cube that does not make it half way is called a shortroll. A shortroll is considered a foul and is scored as a ZERO!!!

SECTION D: QUALIFIED ROLLS

For a Cube to be considered for a 'Qualified Roll', the Cube must finish rolling to a stop completely inside the ring. A Cube that stops its roll outside or has any part of the cube surface touching the ring, it is considered a 'Non Qualified Roll'. The top number inside the cone of a Cube of a 'Qualified Roll' is used as the score. A Cube that is a 'Non Qualified Roll' does not get a score. Note: It is perfectly legal for a rolled Cube to knock an opponents Cube out of the ring!

SECTION E: SCORING

Reference page 4 to see description of points and scoring examples.

SECTION F: HOW TO WIN

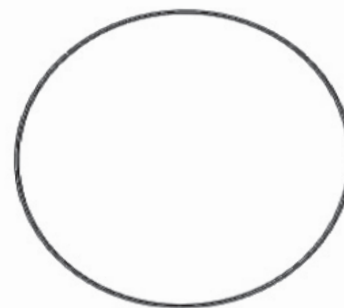
The first contestant or team to score 21 points wins the game. A contestant or team must win by 2. If the score is tied or not up by 2 points, you keep rolling until a winner is identified.

SECTION WIN: HOT TIPS FOR WINNING

- Qualify your rolls as much as possible.
- Roll your Cubes for position. Front and center ring position is optimal!
- Roll your Cube to knock your opponent out ring!
- Toss bags at 45 degree angle or higher to better your chances at scoring a CUBOCKLE!!

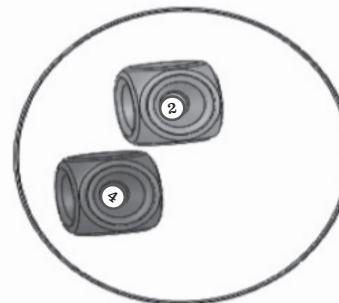
HOW TO SET UP CUBOCKLE

- Set up the game in an open area big enough to handle a field of play that has a minimum of 5 paces from the back 3 sides of the game rings.
- The game Rings should be placed on a flat area with no obstructions between the two rings.
- The game Rings can be set up at different distances depending on level of play.



1 Pace is about 3 feet!

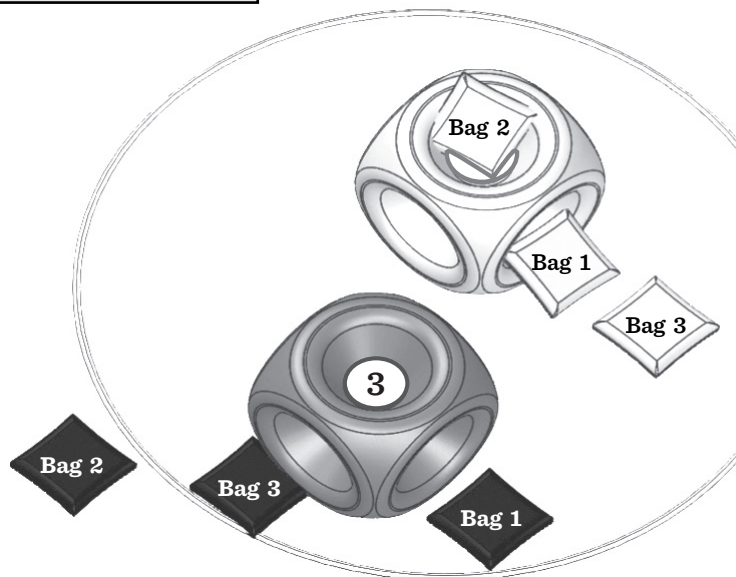
LEVEL	DISTANCE
Easy	5 Paces / 15 Feet
Medium	8 Paces / 24 Feet
Expert	10 Paces / 30 Feet



HOW TO SCORE CUBOCKLE

TERM	SCORE	DESCRIPTION
Qualified Roll	1 to 6	A Cube that has stopped its roll <i>INSIDE</i> the Ring
Non-Qualified Roll	0	A Cube that has stopped its roll <i>OUTSIDE</i> the Ring
Qualified Cubockle	4	A Bag that lands inside the Top Cone of a Cube that is <i>INSIDE</i> the Ring
Non-Qualified Cubockle	3	A Bag that lands inside the Top Cone of a Cube that is <i>OUTSIDE</i> the Ring
Leaner	2	A Bag that is touching or leaning against ones Cube
Bagger	1	A Bag that is within a "Bag width" or 6 inches from one Cube

Example #1



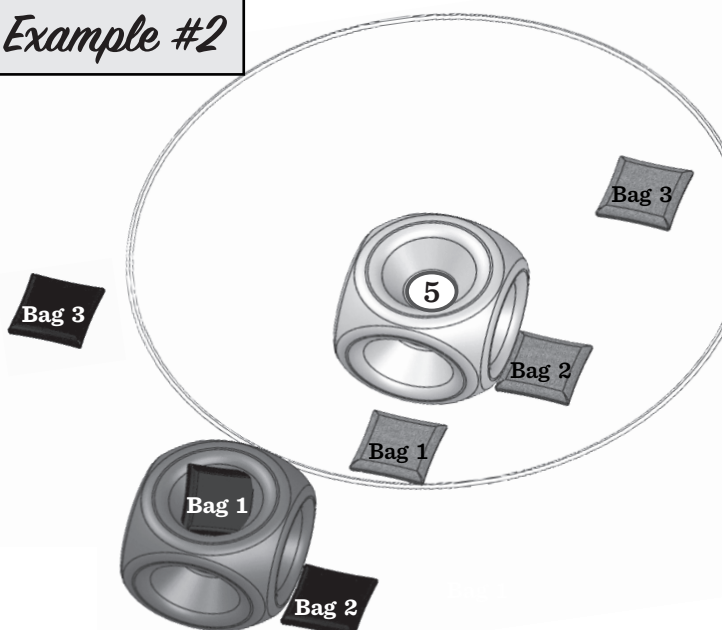
BAG NUMBER	TEAM WHITE	SCORE
1	Leaner	2
2	Qualified Cubockle	4
3	Off, No Score	0
Roll	Qualified Roll	4
TEAM WHITE TOTAL		10

BAG NUMBER	TEAM GREY	SCORE
1	Bagger	1
2	Off, No Score	0
3	Leaner	2
Roll	Qualified Roll	3
TEAM GREY TOTAL		6

Winner of Round!
Team White

NET Score	4
-----------	----------

Example #2



BAG NUMBER	TEAM WHITE	SCORE
1	Bagger	1
2	Leaner	2
3	Off, No Score	0
Roll	Qualified Roll	5
TEAM WHITE TOTAL		8

BAG NUMBER	TEAM GREY	SCORE
1	Non-Qualified Cubockle	3
2	Leaner	2
3	Off, No Score	0
Roll	Non-Qualified Roll	0
TEAM GREY TOTAL		5

Winner of Round!
Team White

NET Score	3
-----------	----------