

THE GAME

The game can be played by 2 players or 2 teams of up to 4 players on each team. A washer toss can determine which player or team starts first and chooses which Target and washer color to start with. The first player or team tosses 4 washers. The opposing player or team then tosses 4 washers. The player or team that earned points for

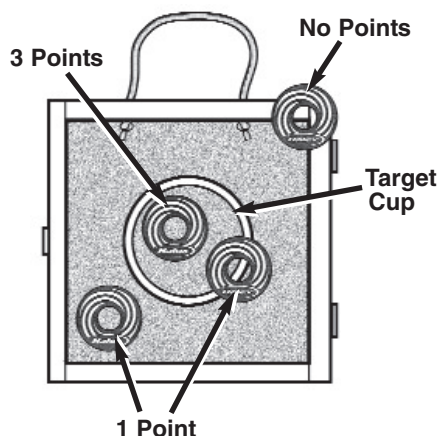
that round sets his slide at the correct position on the point counter and starts the next round. Both players or teams move to the opposite Target. Play continues until one player or team reaches exactly 21 points after all 8 washers have been tossed in any one round and all points on each counter have been tallied.

GENERAL RULES

All washers must be tossed underhand. Each player must stand behind the Toss Line when tossing a washer. If a player's foot crosses the Toss Line when tossing a washer, his/her points for that toss are not counted and the player misses that turn. Players must not try to distract or interfere with the player tossing a washer.

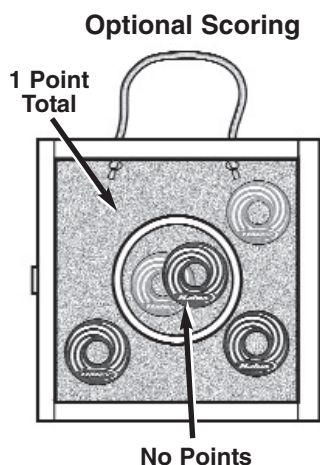
Standard Scoring Method

A washer must land in the Target Box to earn points. 3 points in the Target Cup and 1 point in the Target Box. A washer straddling the Target Cup is considered landing in the Target Box and earns 1 point. All other areas earn 0 points.



Optional Scoring Method

A washer that lands in a Target Cup earns three points. A washer landing in a Target Box but not in the Target Cup earns one point. If a washer straddles a Target Cup but does not fall into the Cup, it earns one point. If a washer lands on the rim of the Target Box, it does not earn any points. If a player's washer knocks another washer into the Target Cup or into the Target Box, the knocked in washer gains the appropriate point count.



WARNING

Adult supervision is required at all times when children are playing. Being struck by a thrown object can cause serious injury.

Canceling Points for the Optional Scoring Method

If a player's washer lands in a Target Cup or Target Box and an opponent's washer lands in the same Target area, neither washer earns points. If 2 or more washers, tossed by the same player or team, land in a Target Cup or Target Box, each washer tossed into the same Target area by an opponent cancels one of the first player's or team's washers. Points are only counted for the remaining washers not matched by an opponent's washers either in the Target Cup or in the Target Box. Only the highest scoring player or team earns points for that round.

Winning the Game

If the first player or team reaches exactly 21 points in a round, the opposing player or team must be allowed to take its turn. If a player or team goes over 21 points in a round, all the points earned for that round by that player or team are canceled. The opposing player or team wins that round and starts the next round. In the event of a tie, the game goes into "sudden death" mode and the player or team that earns points in the completed "sudden death" round wins the game. Rounds are only completed when all 8 washers have been tossed.

LIMITED WARRANTY

This product is warranted to be free from defects in material and workmanship for a period of 90 days from date of purchase. Should any evidence of defects in material and/or workmanship appear within the Limited Warranty period, manufacturer will either replace or repair the product at its option. This warranty covers normal consumer use and does not cover failure which results from alteration, accidents, misuse, abuse or neglect. An original receipt will be required before warranty performance can be rendered. Requests for return authorization should be sent to: Blue Wave Products, 1745 Wallace Ave., St. Charles, IL 60174. This warranty gives you specific legal rights and you may have other rights which may vary by state.

Parts List

Tossing Washer (red) NGP6303
Tossing Washer (blue) NGP6304

For replacement parts, further warranty information or inquiries, please call 800-759-0977