



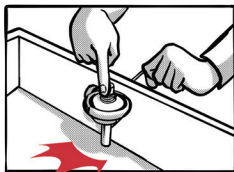
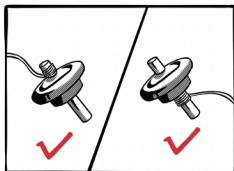
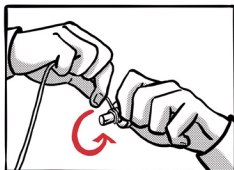
TABLETOP SKITTLES

by *Carrom*

Skittles is a game played originally in Britain in which players try to knock down wooden pins, and each wooden pin is called a skittle. The object of Skittles is to wind the top, set it loose and score as many points as possible by knocking down the individual skittles.

SKITTLES PLAYING INSTRUCTIONS

1. Set the individual wooden pins (skittles) on the scoring circles located on the play surface.
2. There are two tops provided and the point of each top is offset differently in an attempt to get the tops to dance across the play surface. Each player should try whichever top they like since they are not the same! They will spin differently, and you need to decide which will be your lucky top for the day.
3. Wind the string around the stem of the top. Note the following:
 - You can wind the string on the top half of the stem;
 - You can try to wind the string on the bottom half of the stem;
 - You can try to wind the string on the disc in the center of the stem if you can make that work;
 - You can wind the string around the stem counterclockwise or clockwise;
 - Or you can even try all of this with the top upside down!
4. Note there are two stings provided.
 - Have the next player set up the spare top while the top is spinning. This helps the gameplay move quicker.
5. Once the string is wound and you are ready, place the top against the inside of the game using the cutout in the game board to line up the stem of the top.
6. Pass the extra string through the cutout in the game board so it's facing towards you and away from the skittles.



7. Lightly hold the upper stem of the top in position with the first two fingers of your hand, which rests over the top of the end board. With your other hand, pull the string towards you and let the top fly on the play surface! A couple key details:
 - Try changing up the amount of force you use when pulling the string. Do you need to pull it as hard to get the movement you wanted? Sometimes a sharp pull works and often a gentle pull may be more effective.
 - Pull the string at varied angles to see if that helps you set the top on a wild course.
8. Add up the points from the skittles your top knocked over.
9. You can determine a winner of the game through one of these methods. Pick one before you start to play:
 - Establish a points total. For example, the first player to 500 points wins.
 - Establish a number of turns for each player, say 5 spins, and after the 5th turn, the player with the most points is the winner.
 - Opposite play! Play three rounds and the player with the fewest scored points is the winner.
 - Or make up your own rules, have fun with it!



FEEDBACK!

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