



SKATTER™

INSTRUCTIONS

AGES 7 THROUGH ADULT

2 TO 4 PLAYERS

CONTENTS:

- Four separate “puzzle” boards to be assembled into one game board
- Twenty game chips - punched out from the four “puzzle” boards
- Four Skazooms™ characters
- Game instructions

OBJECT OF THE GAME:

Players roll their Skazooms™ characters into their holes on the gameboard, then place a matching colored chip into the hole. The first player to get all five of their colored chips in their matching holes wins the game.

GAME SETUP:

Remove all of the ‘punchout’ chips in the four boards, then assemble the four “puzzle”board pieces together so that the colored lines on the boards line up correctly. Each player selects a Skazooms™ character. Chips are then divided among players according to color, i.e., player with the green Skazooms™ character gets the green chips, etc. Players place their Skazooms™ in its matching colored circle at the corners of the game board.

GAME PLAY:

One player says “ready, set, go!” and all players start rolling their Skazooms™ towards any one of their matching colored holes. Each time you land in one of your colored holes, place one of your chips into that hole. Then bring your Skazooms™ back to your corner and roll again. If you don’t land in any hole, grab your Skazooms™, go back to your corner and roll again. **For each roll, you must begin at your corner circle, and release your Skazooms™ at the “RELEASE LINE” as indicated on your corner.** BE CAREFUL! Aim for your holes only, because if you land in an opponents hole, that opponent can put their chip there! Play continues until one player gets all of his/her chips into their five holes. That player wins the game!

ZOOM LEVELS: *CUSTOMIZE YOUR LEVEL OF PLAY*

LEVEL 1: Want to slow it down? Use same instructions above, except players *TAKE TURNS* rolling their Skazooms™ (instead of all players rolling at once).

LEVEL 2: Before each roll, “Ready, set, go” is announced and all players roll their Skazooms™ at once. This play pattern is repeated until there is a winner.

LEVEL 3: Use original instructions described above. “Ready, set, go” is called once to start the game, and everyone rolls at a frenzied pace until one player wins by being the first to get all five chips in their holes.