



DISCS

- **BOUNCE-A-CANDY CANE**
- **COLLECT-A-CANDY CANE**
- **SNATCH-A-CANDY CANE**

BOUNCE-IT

BOUNCE-A-CANDY CANE (2 PLAYERS)

OBJECTIVE Be the first team to bounce a "Candy Cane Disc" () into your entire **Group** ("Light" or "Dark") of cups and then into the "H" cup.

SET-UP Place cups into board slots as shown in diagrams below. Groups assigned to teams at start of game (pick a side).



Board 1



Board 2



BOUNCING Starting with the 1st player on each team, players attempt to bounce a Disc off the table into a Group cup. 1st player on each team starts Bouncing simultaneously on countdown "3, 2, 1, Bounce". Once a player has successfully bounced a Disc into a Group cup, the next player on the team can begin bouncing. After a Disc has been bounced into all of a team's Group cups, the team can bounce a Disc into the "H" cup.

PENALTY If a disc is bounced into the "H" cup before discs are bounced into entire Group of cups, opposing team has the option to: (1) remove a Disc from Bouncer's team cup or (2) add one to their own cups. Discs can't be added or removed from "H" cup.

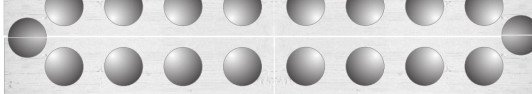
GAME OPTIONS "ADVANCED BOUNCING": Each player must bounce 4 Discs into their Group cup before proceeding to the next cup. "SOLO SPIN": Race against the clock as you try to bounce a Disc into each cup in 60 seconds or less. "FESTIVITY CARDS"⁽¹⁾: Place cards under each Group cup. Once a Disc is bounced into a cup, hand the card to opponent.

COLLECT-IT

COLLECT-A-CANDY CANE (2 PLAYERS)

OBJECTIVE Collect the most "Candy Cane Discs" ().

Attach board halves together using magnetic connection. Set board(s) onto playing table or surface. Place four (4) Discs into each non-center hole.

SET-UP  Board 1
Board 2

HOME BASE The center hole to the right of the player is the player's "Home Base". The 8 non-center holes in the board directly in front of a player are the player's "Pockets".

1ST COLLECTOR Heads or Tails: Flip a Disc for who goes 1st. Alternate subsequent games.

COLLECTING 1st Collector starts the game by removing all the Discs from any of player's own Pockets. Moving counter-clockwise, the player places 1 Disc into each adjacent hole until all removed Discs have been placed. If there are enough Discs to continue into opponent's Zone, continue placing into pockets, but skip opponent's Home Base. Player shall include own Home Base, but skip opponent's Home Base.

If the last Disc placed lands in own Home Base, player's turn continues with another round of Collecting. If the last disc lands in own empty Pocket, take it AND all discs in opponent's Pocket opposite (across) from the empty pocket and place them in Home Base. Next player starts Collecting.


END OF GAME The game ends when all 8 of a player's Pockets are empty. The player with Discs remaining in Pockets, shall collect all those discs and place into own Home Base. Count the Discs in each Home Base and the player with the most WINS!


SNATCH-IT

SNATCH-A-CANDY CANE (1+ PLAYERS)

OBJECTIVE Catch the most "Candy Cane Discs" () without any falling.

SELECTING Player declares how many Discs will be stacked before turn begins. Count out and prepare desired number of Discs. 

STACKING Stack your desired number of Discs on your posterior forearm, near your elbow with hand facing down. Your hand should cup the same arm's shoulder. 

SNATCHING Once the Discs are stacked in place, extend and rotate the arm to swing it forward. See how many you can catch, using only the hand the Discs are stacked on. 

SCORING Player's Score is the total number of Discs caught in Snatching attempt; however, if any Disc falls the Score is 0. Player must catch all Discs that were stacked to Score.

GENERAL RULES & GAME OPTIONS Compete solo for your personal best or vs other players. "Best of 5": Players alternate turns going 1st in a best of 5 series. Each of 5 rounds is won by player with highest Score. Winner is player with most rounds won. "High Score": Agree on any number of player attempts. Player with the single highest Score wins. "Total Score": Agree on any number of player attempts. Player with the highest total cumulative Score wins.

(1) Sold Separately