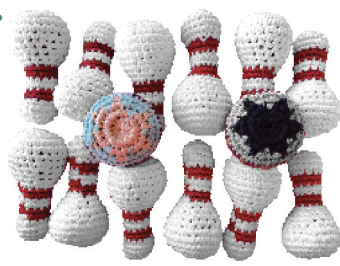
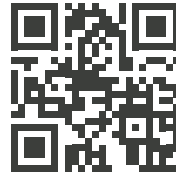


Puckit™



A Great Flickin Party Game
4 pucks • 12 pins • 5 games • 2-8 players

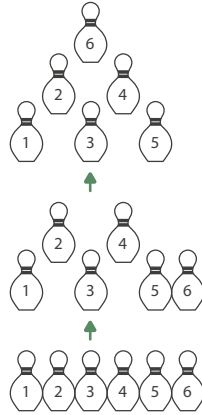


For inside tips and more –
scan this sucka

You just made the best \$69.69 purchase of your life. So now we're gonna hit you with the basic games to get things rollin'. But just in case this printed piece of goodness falls into the wrong hands - as we don't wanna corrupt anyone - you'll need to scan the QR code to reveal how the serious flickers puck.

Basic Bowlin'

Line 6 pins in an equilateral triangle in front of you, about 6 - 12" from the edge of the table - while your opponent does the same at the other end of the table. Use the right side graphic to settle any pin spacing disputes with nitpickers or to bust a sneaky pin-spacing Puckit player.



The Puckin' Rules

- Set the three extra pucks off to the side of whoever shoots first. These act like the dealer chip and serve as a reminder of who went first. The other player gets one salvation shot later if you knock all their pins down first.
- Agree on a spot to shoot from - normally about 12" from the table's edge then take turns flickin' the puck.
- The winner is the one who knocks all of their opponent's pins over first.
- 2 Players: If it's just you and your homie, then 3 wins takes the set. 3 sets win the match.
- 3 Players: Feel the glory and the pain that much more when there's someone on deck to take the table. Play one game. The loser takes a big chug, gives up their seat to the new challenger and fetches more drinks if needed. King, Queen, or Royal Highness stays on.
- 4 Players: Swing into the Puckin' with two teams of two!
- Anything but a table bump or a strong wind goes. Meaning if you bump over one of your own pins, be more careful next time. If you choose to do the lazy backstop pose with your forearms making a wall, fine... unless it bounces off and knocks over your pin.
- Alternatively catch the puck as it flies off the table to prevent a rebound and to sharpen your fielding skills if you play beer league softball. Puck flies off the table and hits the ground? Well...house rules may require a 'consequence'.
- After each game, the "dealer chip" goes to the other Flicker and perhaps a consequence is in order.
- Oh and what if they nail their redemption shot? Ya you guessed it...it's a flick off! Place one pin in front of each of you and play until a winner prevails, with the second shooter always getting one last salvation shot.
- Science has proven how much our accuracy increases on that redemption shot. It's a testament to the competitive spirit and rising to the occasion. And you'll want to rise to the occasion when flickin'. This ain't no game, kid!

This is Puckin' War – Our hardest and longest game

Set your pins up in a strategic formation on your side of the centerline of the table while your mate does the same. A more aggressive lineup is lots of soldiers close to the center line because your invisible shooting line is always just behind your most advanced standing soldier. But those soldiers are more vulnerable and when they go down, your invisible shooting line moves back to just behind your next standing soldier. Also, try to avoid making your soldiers susceptible to a Doble (spanish for double) where two of your pins go down on one shot. But...unlike Bowlin' when a soldier falls, they stay on the field. Play until all soldiers are down and the salvation shot is spent. As above, 3 games to 3 or loser hops off table when there's a line. 2-on-2 is even more intense.

And here's some Fast As Puck Games that will get the juices and the party goin'.

Threesome

You'll need 4 players. You're in teams of 2, with team members sitting opposite each other. Set up 3 pins in front of each player in a nice equilateral triangle like the 6, 2, 4 arrangement of the top graphic on the left. Each team gets one puck.

On 3, teams start flickin'. It's a frantic race that ends when both team members have knocked all 6 pins down. When a team member has knocked their 3 target pins down but their partner hasn't, they must pass the puck back to their mate until their partner hits their 3 target pins.

Basic and wild, the only Puckin' Rules are don't touch the other team's pucks and if you knock over any of the pins in front of you (your partner's target pins) you have to stand them up again. Normally this happens because you bumped the table leg, the wind, or you have your arms in the lazy backstop... well that ain't fair in racing games now is it? Stand them up again. All Taproom Toys games are based on the honor system, so Puck with integrity.

The Puckin' Piledriver – For serious Flickers only.

You need 4 players again, seated the same as in the Threesome game. Start with 6 pins and a puck in a pile in front of you as your opponent (seated next to you) does the same. Both your partner and your opponent's partner are sitting opposite, but they'll have to wait a moment... On 3, you'll race to set your pins up in a line. Then make an equilateral triangle by sliding the 2 and 4 pins in the line forward and then the 6 pin slides up to the 1 head pin position to complete the triangle. Once this is done, slide the puck to your mate who begins rapid firing. Confused? See graphic above and left for Bowlin'.

Now your partner shoots. After each shot, slide the puck back to them until all 6 pins are down. Once all 6 pins are down, slide them over to your partner. They now have to do the same 2,4,6 movement to make their triangle, and then you can fire away. First team to knock 'em all down from both sides of the table wins.

Pro Puckin' Advice:

Stamp each pin down on the table. Yup, just like an old school rubber stamp. That will get them nice and grounded so they don't fall over during this painful setup process. It can be insanely frustrating for your partner if they're forced to wait to Puck your pins simply because they aren't ready and in place. You need to get everything up quickly but not prematurely. You can practice this on your own if you like - we promise you won't go blind.

Some Puckit Housekeeping:

- If you plan to drink alcohol while playing these games, remember - a glass of water after every round won't kill you. Please drink responsibly. You'll thank yourself in the morning.
- While feeling the glory of a simple win is great, it sure is even more intense with something on the table! Play for money or actions/items of value to up the ante.
- Stamping your pin and it still wants to wobble and fall... give its head an upward tug and then stamp it down.
- A flat puck is best. Mash it down with the heel of your hand, stomp on it, whatever you need to do.
- Playin' on a non sliding surface? Here's 2 solutions:
 - Shoot hub caps instead of pucks. Stand the puck up on its side paper football style and send that hubcap rollin' down the table.
 - Mix 'n Match - Take a few balls from your Beersketball or Canastaball game and roll them towards the Pins instead of Puckin' around.
- Hand wash in a bowl or bucket of warm, soapy water and air dry.