

ON TARGET

A game for 2 or more players or teams

Shoot the ball at five targets mounted on the rotatable disc inside the scoring ring. Each target has a point value determined by a spin of the disc before each shot. Points are earned when the targets are knocked down—the more difficult banked shots score the higher points. Players alternate turns, and the player to score 200 or more points is the Winner.

GAME ASSEMBLY:

This game is completely assembled except for rubber pads (in parts envelope) to be applied to feet on base of game and no further set up is necessary. However it is important to know the game parts and terms used as they are referred to in the rules. (See diagrams.)

TARGETS:

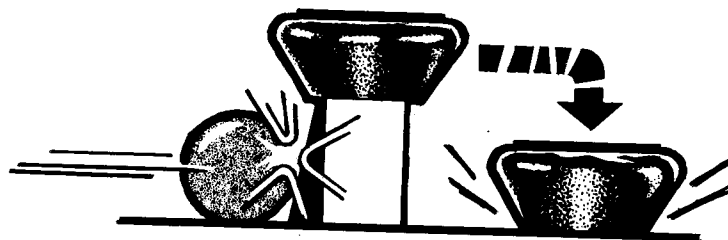


A. The targets have a figure embossed on the top of the knob. They are Devil — Ghost — Vulture — Skull and Bones and Witch. They help to identify the target you intend to shoot at.

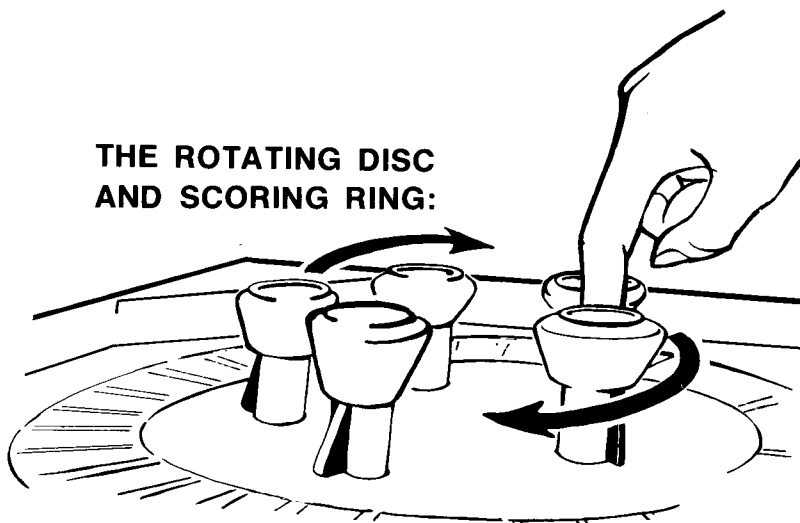


B. To set the target, lift the knob up until the trigger snaps out and holds the target in the up position.

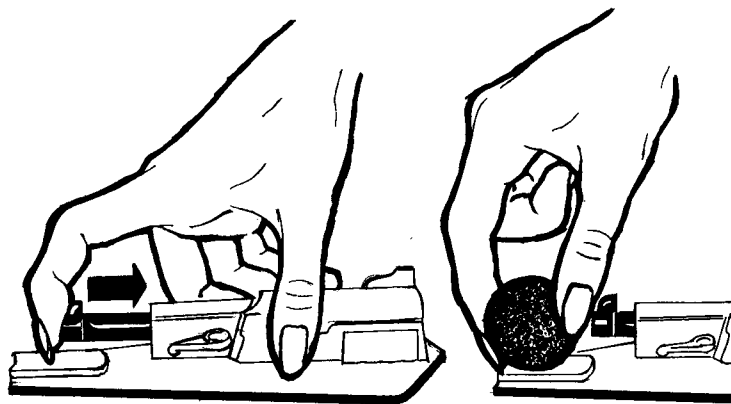
C. To set off the target, the trigger on the shaft of the target must be struck with the propelled ball, pushing it in. This properly struck will release the target and it will quickly snap to the down position with a loud thump.



NOTE — The trigger should be hit straight on to push it in as a glancing blow often will not be enough to set off the target and lower the knob.

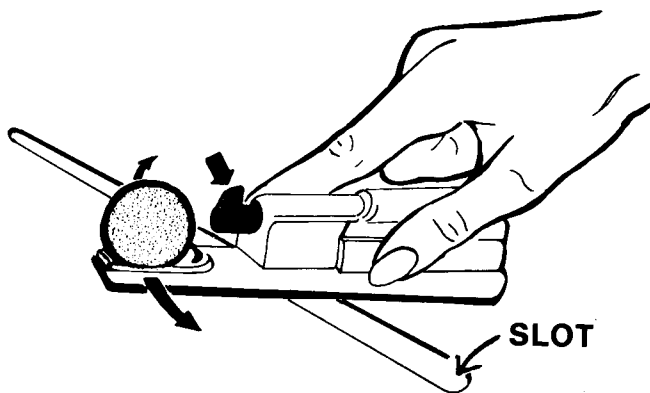


A. Five targets are mounted on a rotating ring. After all targets have been set and all knobs up as described above, the disc can be rotated. The disc will rotate with a clicking sound and then stop. Arrows on the disc in front of each target will point to a number on the scoring ring. This is the point value for each target. **NOTE** — the targets in the back always have a higher point value and are more difficult to hit.



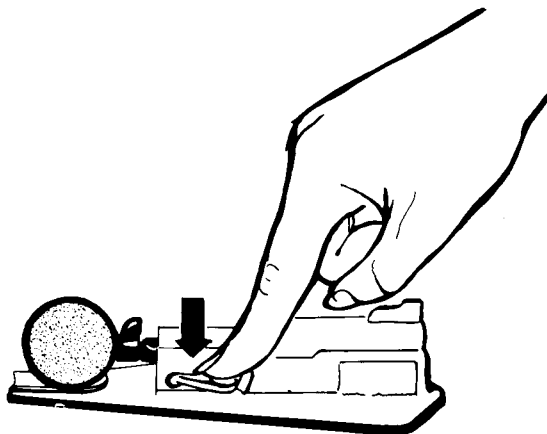
THE SHOOTER:

A. To cock the shooter, push the striker all the way in and place ball in channel against the striker.

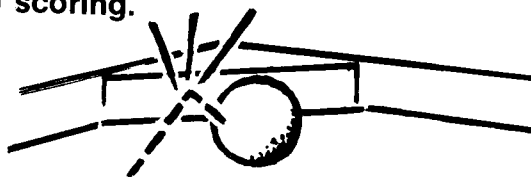


B. The shooter can be swiveled in an arc and can be moved side to side along the slot in order to line up a good shot at the target.

C. The shooter can be aimed by lining up the sights. To shoot the ball push the trigger located on either side of the shooter barrel.



D. It is possible to get bank shots using the angled barriers at the back of the game playing area. These shots once mastered will help towards high scoring.



OBJECT OF THE GAME is to shoot accurately and hit targets to get the highest score.

RULES:

- 1. For a two-player game each player alternates turns. For partners or teams, the teams alternate their turns, one player on a team at a time.**
- 2. Before a turn, set all targets by pulling them to the up position.**
- 3. Any opponent spins the disc for at least one revolution in a turn:**
 - A. Player cocks the shooter, places ball in channel in front of striker. He must call out the target he intends to hit, by identifying the knob, (the "Witch" or "Devil" etc.). He then aims and shoots.**
 - B. When a ball strikes the target trigger and the knob goes into the down position it is a hit and the player scores the point value shown by the arrow pointing to that number on the scoring ring.**
 - C. If the target does not go down, it is a miss — even if that target was struck.**
 - D. If the wrong target went down it does not count and the turn is over. But — if the called target went down and another in addition, both count as hits and are scored the values the arrows indicate.**
 - E. If the first shot was hit the player may stop and keep that score. He must announce if he wants to go further and his opponent will spin the disc before he shoots again.**

He must shoot after calling for a spin. But if he misses he loses all previous scores made in that turn and his turn ends.

F. If a player can continue his turn and shoot all five targets down in the same turn he not only gets all the scores for the targets hit, he also doubles his score for that turn as a bonus. His turn is then over.

Example: A score for all five targets recorded after play 1 - 13 - 10 - 29 - 9 totals 62, double that total for a bonus score of 124 for that turn.

G. Players (or teams) alternate turns and adding scores. The first player (or team) to get 200 points or over is the winner. If the player (or team) going first at the start of the game, gets 200 points or more, the other player (or team) gets his last turn.

SOME TIPS ON STRATEGY:

1. Note that the higher point targets are harder to hit. Try practicing bank shots to get these better scoring targets.
2. Sometimes it is better to play safe and take only one or two targets in each turn — forcing your opponent to risk more to catch up. You may be forced to go all the way to catch up with an opponent who is way ahead.

THE STATIONARY GAME:

Another way of playing ON TARGET may have more appeal to experienced players. In this version all rules for ON TARGET are the same EXCEPT — the disc is NOT spun at all once a turn has started. As a target is hit, the player calls his new shot and continues without turning the rotating disc to a different location.



4370-X1

Made in U.S.A.