

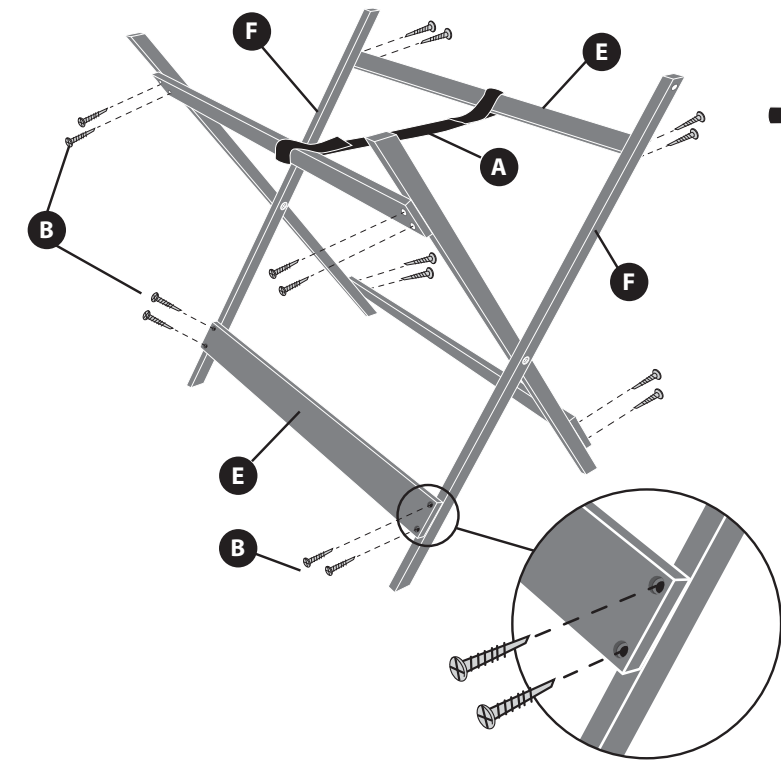


DK Vejledning

Indhold:

- 15 røde brikker
- 15 grønne brikker
- 4 sorte stødnrikker
- 2 køer
- 18 skruers
- 2 møtrikker
- 1 ben
- 1 vejledning

Før du begynder:



A Velcro bånd x1

B Skruer x16

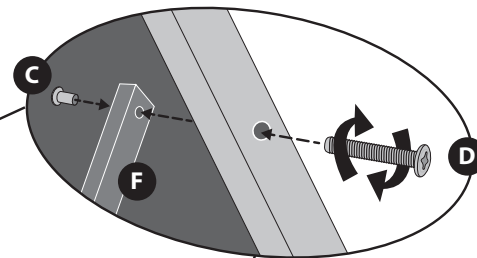
E Træstæ x 4

F Krydsben x2

C Møtrikker x2

D Skruer x2

G Køers x2



Bobspil kan spilles af 2-4 spillere.

Læg 15 røde og 15 grønne brikker i cirklen på midten af bordet (**A**).

Holdene kan l danne efter hvor mange spillere l er.

Et hold/en spiller har de røde brikker, det andet hold/den anden spiller har de grønne brikker.

2 spillere:

Der er 2 måder at spille bobspil på: en for begyndere og en for øvede.

Begyndere:

Sid/stå over for hinanden ved bordet.

Spil fra startlinjen i din side ad bordet og fra linjen på din venstre side.

Øvede spillere:

Sid/stå over for hinanden. Nu må du kun skyde fra startinjen foran dig.

Hvis en af dine brikker kommer bag din startlinje, må du skyde stødbrikken mod modstanderens bande for at ramme brikken så den falder ned i et af hullerne i hjørnerne. (**B**) Du kan gøre det sværere for dine modstandere hvis du skyder hans brikker om bag ved hans startlinje.

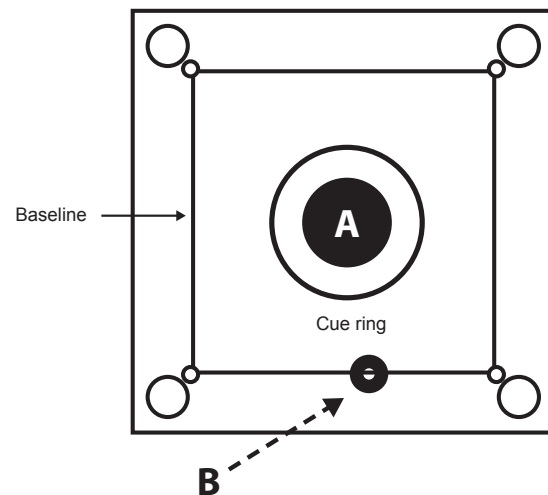
3 spillere:

2 spillere står over for hinanden og danner et hold.

Den 3. spiller danner det andet hold og skifter mellem de 2 resterende side af bordet.

4 spillere:

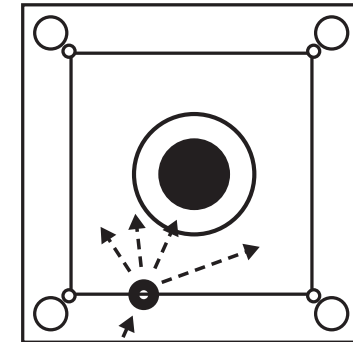
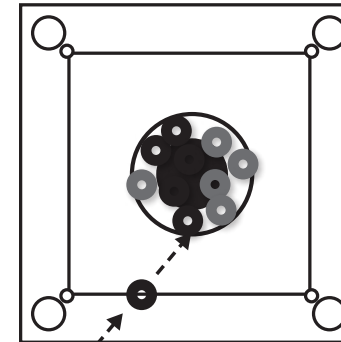
Del jer i 2 hold. De 2 holdkammerater sidder over for hinanden.



Sådan starter du spillet

Spilleregler:

For at begynde spillet skal en spiller fra hvert hold tage en kø og skyde sin stødbrik mod brikkerne i midten ad irklen så brikkerne spredes ud over bordet (**C**). Nu begynder rødt hold. Formålet med spillet er at skyde dine brikker eller dit holds brikker ned i et af de 4 huller i hjørnerne med stødbrikken. Når det er din tur, skal du lægge stødbrikken på din startlinje så du kan se linjen. Når du har skudt, skal du fjerne stødbrikken fra bordet til det er din tur igen. Du skal altid skyde fremad (**D**).



Skyd en af dine egne brikker ned i et hjørnehul, og du vil få en tur mere. Hvis du skyder en af modstanderens brikker ned i et hul, er det din modstanders tur. Hvis du ved et uheld skyder din stødbrik ned i et hul, skal du som straf fjerne en af dine brikker fra et hul og lægge den tilbage i cirklen på midten af bordet.

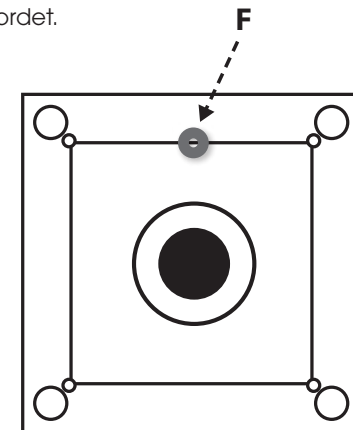
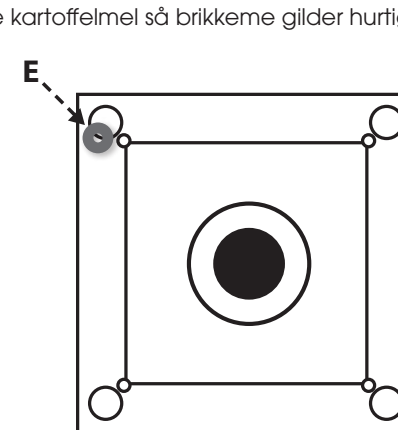
Hvis en af dine brikker ligger på kanten af et hjørnehul og du kan se ned i hullet gennem hullet i brikken, må du prøve at blæse på den 1 gang for at se om den falder ned i hullet (**E**).

Hvis en af dine brikker ligger på din startlinje og det er muligt at se den røde linje gennem brikken, kan du skyde den direkte ned i et af hullerne. Hvis det er en af din modstanders brikker, kan du bruge den som stødbrik. Det er som at få et ekstra skud (**F**).

Hvis du skyder en af brikkerne ud over kanten af bordet, skal du lægge den tilbage på bordet i den cirkel der er nærmest det hjørne hvor du skyd brikken ud.

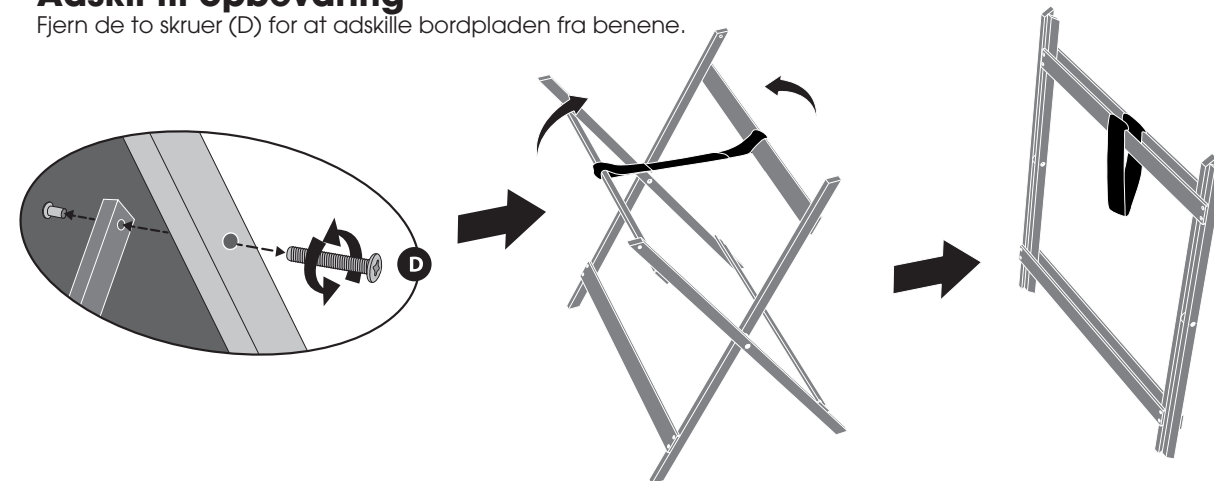
Vinderne eller vinderen er det hold eller den spiller som først får alle brikker ned i hullerne. Rødt hold begyndte spillet, så grønt hold får det sidste skud.

Det anbefales at bruge kartoffelmel så brikkerne gilder hurtigere på bordet.



Adskil til opbevaring

Fjern de to skruer (D) for at adskille bordpladen fra benene.



90144791

Imported by Salling Group A/S
Rosbjergvej 33, DK-8220 Brabrand
www.sallinggroup.com

Produced by Hape International (Ningbo) LTD
9-27 Nanhai Road, Beilun, Ningbo, P.R.CHINA
https://global.hape.com

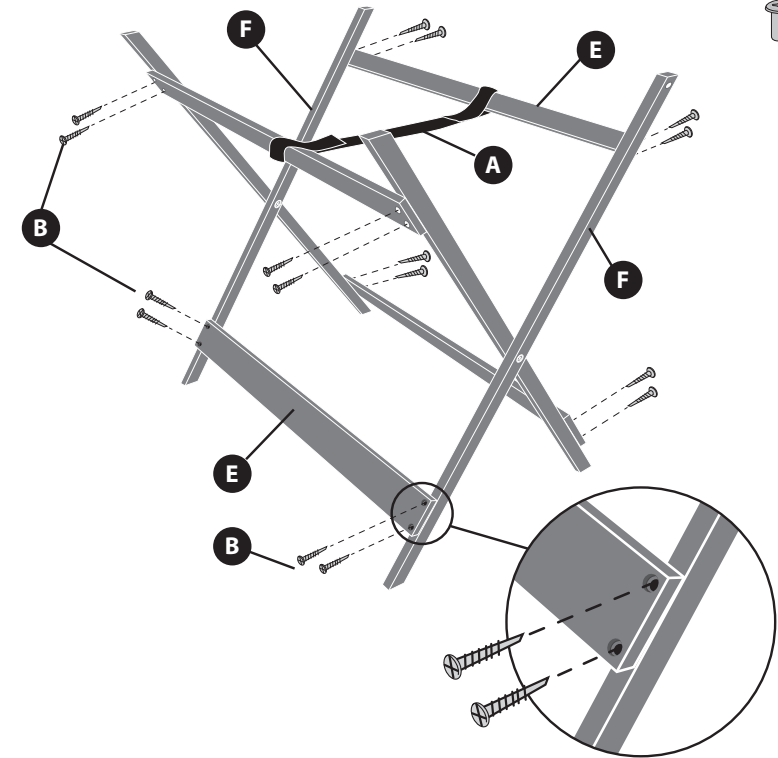


GB Instruction Manual

Contents:

- 15 red rings
- 15 green rings
- 4 black cue rings
- 2 cues
- 2 nuts
- 18 screws
- 1 leg
- 1 Instruction manual

Before starting the game:



A Velcro strap x1

B Screws x16

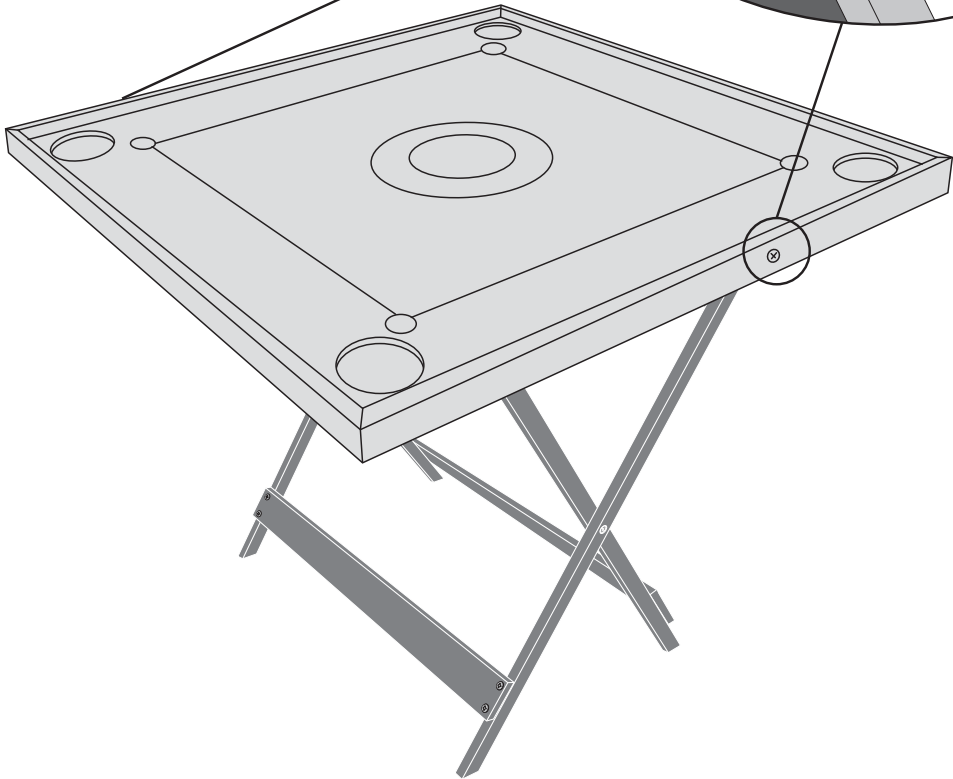
E Straight wooden bars x 4

F Cross wooden bars x2

C Nuts x2

D Screws x2

G Cues x2



C

F

D

Couronne game can be played by 2-4 players.

Place 15 red and 15 green rings in the circle in the middle of the board (**A**).

Make up teams depending on how many players.

One team/player play the red rings the other team/player play the green rings.

2 players:

There are 2 ways to play the game; one for novice and one for experienced players.

Novice players:

Sit/Stand opposite each other at the table.

Play from the baseline of your side of the table and from the baseline to your left side.

Experienced players:

Sit/Stand opposite each other.

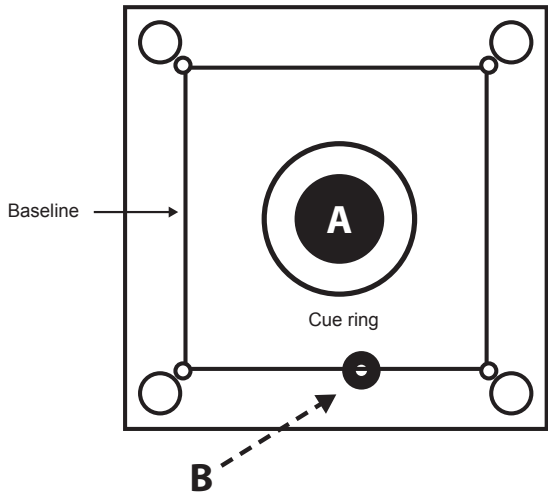
Now you are only allowed to shoot from the baseline in front of you. If one of your rings gets behind your baseline you have to hit your opponent's cushion with your cue ring before you can shoot the ring into one of the corner pockets. (**B**) You can ake it more difficult for your opponent by shooting his rings behind his baseline.

3 players:

Two players sit opposite each other and form a team. The third player forms the second team and switches between the two remaining sides of the board.

4 players:

Divide in 2 teams. The two team-mates sit opposite of each other.



Baseline

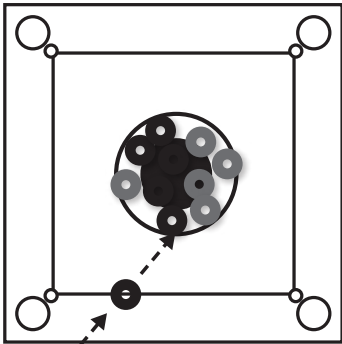
Cue ring

B

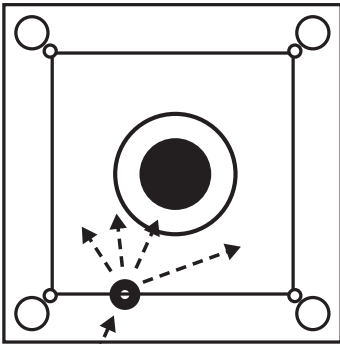
How to start the game

Game rules:

To start the game a player from each team takes a cue and shoots their cue ring towards the rings in the centre of the circle so that the rings spread across the board (**C**). Now red team/player will start the game. The purpose of the game is to shoot your rings or your team's rings into any of the 4 corner pockets with the cue ring. When it's your turn place the cue ring on your baseline so you can see the line. When you finish your turn remove your cue ring from the board until it's your turn again. You always have to shoot forwards (**D**).



C



D

Shoot one of your own rings into a corner pocket and you will get another turn. If you shoot one of your opponent rings into a pocket the turn goes to your opponent. If, by accident, you shoot your cue ring in a corner pocket you will be penalised and must remove one of your rings from a pocket and place it back in the circle in the middle of the board.

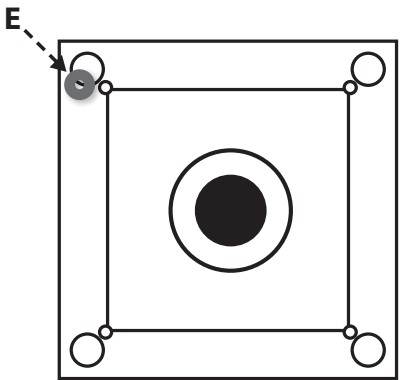
If one of your rings is lying on the edge of the corner pocket and you can see into the pocket through the ring, your are allowed to try and see if you can get it into the pocket by blowing on it once (**E**).

If one of your rings is lying on your baseline and it's possible to see the red baseline through the ring, you can shoot it directly into one of the corner pockets. If it's one of your opponent's rings, you can use it as a cue ring. It's just like getting an extra shot (**F**).

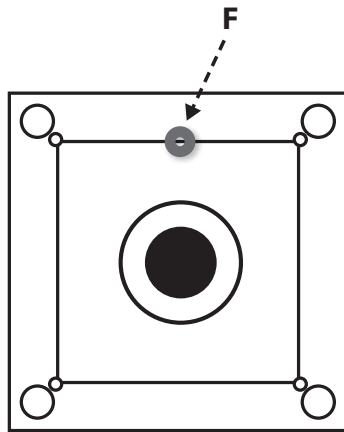
If you shoot one of the rings over the edge of the board put it back on the board by placing it in the circle nearest to the corner where it went out.

The winning team/player is the one who gets all their rings in the pockets first. Red team/player started the game so green team/player will take the last shot.

It's recommended to use potato flour for a faster surface.



E



F

Disassemble for storage

Removed the two screws (D) to separate the tabletop from the legs.

