INSTRUCTIONS

Contents:
• 2-Piece Sturdy Wooden Game Board
• 8 Adjustable Game Board Legs
• 4 Red Shuffleboard Pucks
• 4 Blue Shuffleboard Pucks
• 2 Metal Scoring Pegs

Object of the Game:
Be the first to score 15 points by sliding your colored pucks farthest into the scoring zone without falling off the end or sides.

Game Board Set Up:
• Screw each adjustable leg into a leg socket located on the bottom of the two game board pieces.
• Place the 2-piece game board on a level, sturdy table.
• Connect the two game board pieces at the center. The three large, built-in magnets will hold the game board together.
• Roll several shuffleboard pucks across the game board to check whether the playing surface is level.
• Adjust the legs as needed to achieve a level playing surface and to eliminate any bump where the two game board pieces meet. If fine-tuning at the center is still needed, push down with moderate pressure on the higher side. The large magnets will allow for a "seamless" connection between the two sides. You are now ready to play!

Starting:
Determine who goes last (it is an advantage to shoot last) by having each player/team slide one puck down the game board. The player/team with the puck closest to the end goes last. The other player/team goes first, and chooses a color.

Classic Pub Rules – 2 Players:
Both players shoot from the same end, alternating ends after each round. The first player slides one of his pucks toward the opposite end (the scoring end). The second player then slides one of his pucks towards the same end trying to either knock off or outdistance the first player's puck(s). The two players continue to alternate turns until all 8 pucks are shuffled. The round is over. The person with the farthest puck still on the board is the winner of the round. The winner's score is calculated (see Scoring section), and the points are registered by advancing the winner's scoring peg that many points.

The 2 players then move to the opposite end of the board, where the pucks are resting. Another round is played in the same manner with the winner of the previous round going first.

The game continues, with as many rounds as needed, until one player reaches 15 points.

Classic Pub Rules – 4 Players:
With 4 players, the game is played with 2 players on each team. One person from each team stands at opposite ends of the game board. Play begins, and is scored, in the same manner as in the 2-player game. The players (1 player from each team) at one end of the board alternate sliding their colored pucks in the same manner as a 2-player game.

After the winner and the score of the round has been determined, the 2 players who were at the scoring end of the game board now pick up the pucks. These players alternate sliding pucks to the opposite end of the game board. Rounds continue until one team reaches 15 points.

Scoring:
The player (or team) that has the farthest puck down the board (without falling off) wins the round and can score points as follows:
Zone 3: 3 points
Zone 2: 2 points
Zone 1: 1 point
In alleys or before Zone 1: 0 points
Hanging off the end (not sides) of Zone 3: (4 points total = 3 for Zone 3 and 1 bonus point)
If a puck is overlapping two zones, the score registered is the lower point total. The winner of the round can only score points with the puck(s) that are leading, or ahead of an opponent's leading puck. See example below:

Horse Collar Game Variation:
• Each player shoots all 8 pucks.
• After all pucks have been shot, the total score is counted. All 8 pucks score points if in a scoring zone.
• The game board is cleared and then the opponent shoots in the same manner.
• Winner is player with most points.

Solitaire Variation:
• One player slides the 4 pucks of one color down the game board, scoring points for only the one puck that is farthest down the board (without falling off).
• Play ends after 10 rounds or when player reaches 15 points, whichever occurs first.

Other Front Porch Classics Games:

4-in-1 Casino™
Indoor Cornhole
State Fair Bingo™
Skittle Pool™

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The 2 players then move to the opposite end of the board, where the pucks are resting. Another round is played in the same manner with the winner of the previous round going first.

The game continues, with as many rounds as needed, until one player reaches 15 points.

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After the winner and the score of the round has been determined, the 2 players who were at the scoring end of the game board now pick up the pucks. These players alternate sliding pucks to the opposite end of the game board.

Rounds continue until one team reaches 15 points.

Scoring:
The player (or team) that has the farthest puck down the board (without falling off) wins the round and can score points as follows:
- Zone 3: 3 points
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Hanging off the end (not sides) of Zone 3: (4 points total = 3 for Zone 3 and 1 bonus point)

If a puck is overlapping two zones, the score registered is the lower point total. The winner of the round can only score points with the puck(s) that are leading, or ahead of an opponent's leading puck. See example below:

Baseball Game Variation:
Same as Classic Pub rules except:
- Game is played in 9 rounds (innings).
- Player/team with highest score after 9 innings wins (play extra innings if tied).