

HOOKEY

4 GAMES TO PLAY

QUICK + DIRTY

Each player takes turns throwing 6 rings at the Hookey board. Tally up your points after each throw. If you hook all 6 rings in a single turn, you get an extra ring to throw. First player to 60 wins.

HIGH SCORE

Each player tries to get as many points as possible with each 6-ring turn. The highest points total after 3 turns wins.

ROUND THE CLOCK

Each player tries to land hooks 1-13 in sequence. If you land on a number out of sequence, your turn is over. The first player to reach 13 in order wins the game.

THIRTY-ONE

Each player tries to reach a score of 31 with as few rings as possible. For example, if you hit a 10 and 13, you would need an 8 to win ($31 - 23$). If you hit a 4 on your next toss, you would now need to land another 4 to reach 31. If you land the 4, you've reached 31 in 4 tosses. Now your opponent tries to do it in three tosses.

