

next highest scoring area has the highest scoring position.

The winner is the player with the highest score in ten rounds of play.

NOTE: FOUR PLAYERS can play as two teams, each player having 2 pucks instead of 4. Rules for teams are the same as those for individual players.

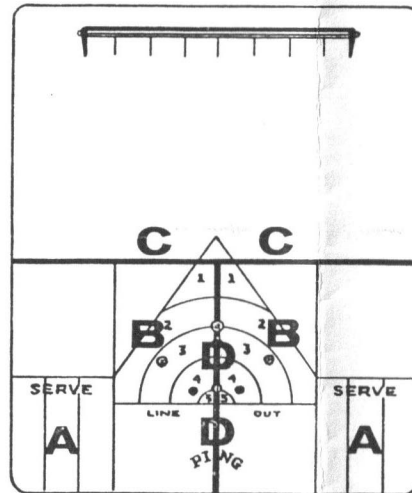
PING PUCK

PING PUCK, a game similar to Ping Pong, is played by two players who play from the two serving areas at the end of the PING board. The Puck is served from the serving area to the rebound wire from which it must rebound into or through the inner court (B) of the opposing player. A player has two serves in which to accomplish this. If he fails in these two serves, his opponent receives one point. If he succeeds in either of his two attempts, the Puck is IN PLAY and must be returned by the other player VIA THE REBOUND WIRE back to any point within the server's court.

This back and forth play continues without stopping until one of the players misses the Puck or fails to return it on a rebound to the center court line. After the serve and rebound, the Puck may pass into the opponent's court at any point along the line which divides the two players' courts, so a player must judge whether a Puck will pass into his court and decide whether or not to make a return play. If he does not return the Puck and it passes into his court at any point his opponent will receive one point, but if it does not pass into his court and he lets the Puck go by, he will receive the point. In the event that he returns a Puck which has not entered his court, the game will continue as though it had entered his court.

A Puck cannot stand still or be held still or be moved sidewise across the board with the hand. To receive a shot, the hand should be held with the thumb lying flat against the board and with the hand slightly cupped. The Puck is stopped against the thumb and returned toward the wire with a sweeping motion. This motion is simple to learn, and skill can be developed quickly. Do not use the back of the hand, because this makes accuracy difficult. In using the back of the hand, one tends to strike the Puck instead of shooting it. Striking the Puck or shooting extremely hard sometimes causes the Puck's course to become erratic. If the puck flips or rolls after hitting the rebound wire, serve point over again.

In scoring Ping Puck, the score is kept by the server, who announces the total scores after each point is scored, always stating his score first. When the total of the scores of both players reaches five, the serve is turned over to the alternate player. This alternating of serves also takes place when the total scores of both players reach ten, fifteen and twenty. A total of twenty-one points for either player finishes a game. In the event of a tie at twenty points, the winner must score two consecutive points to win and serving must alternate with each point played.



- A - Serving Areas
- B - Inner Court
- C - Center Court Line
- D - Dividing Line

Each player's playing court is outlined by two sides of board and by line C & D

FOR BEST RESULTS APPLY A COAT OF PASTE WAX TO BOARD SURFACE.

NOTICE

EXTRA PUCKS MAY BE PURCHASED FOR 50¢ PER SET.

PING GAMES

The Sound Of Enjoyment

MANUFACTURED BY PING, INC.

Box 44-026

Tamiami Branch
Miami, Florida

ABER PROMISE...
12/24/60
PING

THE SOUND OF ENJOYMENT

A fascinating new type of game in which the players serve an object (referred to as a Puck) from one end of the board to a wire at the other end of the board. From the wire, the puck rebounds back to the scoring area of the board.

The PING REBOUND DEVICE greatly enlarges the playing area of the board and gives every play a double action. The game board derives its name from the novel pinging sound which is made when the Puck strikes the rebound wire.

PING games are so simple, almost anyone can play, yet a high degree of skill can be developed in judging the rebound angles of the Puck and in serving.

The Ping Games

Your PING Board has been designed for the playing of six games, three old favorites (Ping Pong, with a new twist, Shuffle Board, and Bowling) plus three completely new ones, (PING, POINT PUCK, and PLUS AND MINUS). A set of Pucks is included with each game and all games except PING PUCK may be played by 2 or more players or by teams.

General Directions

All playing on the Ping board is done by shooting a Serving Puck from the serving area to the rebound wire, from which it returns to score either by its stopping position in the scoring area or by striking a Target Puck or Pucks. All serves are made by hand, and the Target Pucks and Serving Pucks must remain flat on the playing surface at all times (One exception to the above rules: In the game, PING PUCK, which is similar to Ping Pong, there is no stopping position for the Puck.)

When a Puck stops on a line dividing one scoring area from another, the player receives the score of the higher scoring area bordering on that line, unless the line is the "OUT" line. In this case, his Puck will score nothing, but it will remain on the board until the end of that round of play. However, if a Puck is served past or knocked past the "OUT" line, it will then be removed from the board.

Some games use only Serving Pucks, while other games use both Serving Pucks and Target Pucks. Pucks come in two different colors, so they can be used to differentiate between player or between Serving Pucks and Target Pucks.

Players "Ping for Serve", in all games.

GAMES

PING

This is the simplest of the PING games.

Each player has one Puck. Players take turns serving their Puck against the rebound wire. Served Pucks remain on the board until each player has had a turn. Scoring is made on the final position of the served Pucks. When a player has a Puck resting in the pointed scoring area, he receives one point, and when he has a Puck resting in one of the circular areas, he will receive the number of points indicated in that area.

After scores are added, Pucks are removed and another round of play begins, *with the player who made the higher or highest score in the previous round serving last in the new round.* The player who plays last has the advantage of being able to knock his opponent's Puck off the board.

The player who first reaches a score of twenty-five, wins the game.

PING PLUS AND MINUS

PING PLUS AND MINUS, one of the favorite of the Ping games, is played the same as Ping, but the scoring is different. At the end of a round, the player whose Puck has stopped in the higher scoring area receives a Plus score and the player whose Puck has stopped in the lower scoring area receives a Minus score. This type of scoring presents great variation in the choice of shots to make, and makes the game a great deal more interesting for the older players.

When the Pucks of both players are in the same scoring area, the first player whose Puck reached that scoring area is the one who receives the Plus score, and he will serve last in the next round of play.

In both PING and PING PLUS AND MINUS, when both players make no score in a round of play, they take their serves in the same order in the following round of play.

At the end of twenty-five scoring rounds, each player adds his Plus scores together and his Minus scores together. His Minus total

score is subtracted from his Plus total score, and the result is his score for the game.

The player with the higher score wins the game.

PING--POINT PUCK

Point Puck is a simple game, but one that demands skill and accuracy. It is played with four red Target Pucks, located on the four yellow dots numbered one, two, three, and four, and with four white Serving Pucks. Any number of players can play. The object of the game is to score fifty points, and the first person who reaches this score wins the game.

Players take turns shooting or serving. Each player's turn consists of making four shots with the four white Serving Pucks. The player attempts to strike the Target Pucks in Numbered sequence, one, two, three, and four. When a player fails to strike the proper target, he must continue shooting for that target until he has hit and moved it OR until he has finished his turn. Before each turn, the Target Pucks must all be in place, and at each new turn a player must begin the serving sequence all over again, beginning with Target Puck number one as his Target.

For each Target Puck which a player hits and moves in proper sequence, he receives five points. If all four Target Pucks are hit and moved in proper sequence in one turn, the player will receive a total of 25 points, giving him a bonus of five points. When a player strikes an improper Target Puck (one that is NOT in sequence), he receives a penalty of minus one point for each improper Target Puck he has hit and moved in that serve. Whenever the proper Target Puck is hit and moved, there is no penalty for hitting and moving other Target Pucks with that serve.

As each Serving Puck is used, it must be removed from the board, and the scoring Target Puck which has been hit and moved must also be removed. All Target Pucks which have been hit in error must be replaced in their proper places on the board before the next shot is made. If a player reaches a Minus 25 score, he is automatically eliminated from the game.

PING BOWLING

This game is played and scored similarly to bowling. The major differences are these: Serving Pucks are used in place of bowling balls and Target Pucks are used instead of pins:

only six Target Pucks are used instead of 10 pins: when a Puck is moved enough to expose a portion of the circle on which it sits, the player scores one point, the same as knocking over a pin.

To set up a "frame", the 6 Target Pucks are placed in position on the yellow dots which form a triangle. A player shoots two Serving Pucks for each frame unless he makes a "strike" and moves all the Target Pucks on the first serve. Players take turns shooting, but they may shoot 1 or more frames before changing turns if they wish.

How Ping Bowling Is Scored

10 Frames -- is a game.

2 Serving Pucks -- to a frame.

A strike -- moving all the Target Pucks with the first serve delivered in a frame.

A Strike is marked with an "X" as shown to indicate a credit for 6 Target Pucks moved. A Strike earns a Bonus of all the Target Pucks moved by the next two serves in the following frames or frame.

A Spare -- moving all the Target Pucks with two serves in a single frame.

A Spare is marked with a slanting line to indicate a credit of 6 Pucks moved. A Spare earns a BONUS of the Pucks moved by the First Serving Puck in the Following frame.

SPLITS AND ERRORS ARE ELIMINATED IN PUCK BOWLING UNLESS THE PLAYERS WISH TO INCORPORATE THEM IN THE GAME.

PING SHUFFLEBOARD

Two players each have four Serving Pucks, one player has red Pucks and the other has white. Players take turns shooting or serving one Puck at a time.

The object of the game is to make the highest score by serving the Pucks into the scoring areas, 1, 2, 3, 4, & 5. All Pucks remain on the board until both players have played all four of their Serving Pucks. The score of each round is determined by the position of the Pucks at the end of the round.

The player who has the highest scoring Puck is the only player who makes a score for that round of play, and he receives credit for each and all of his Pucks that have scored. When there are Pucks of two or more players in the same scoring area, the puck closest to the