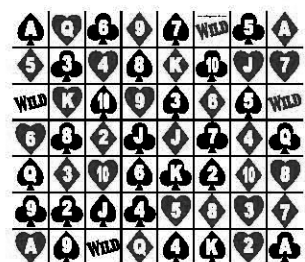




GAME INSTRUCTIONS

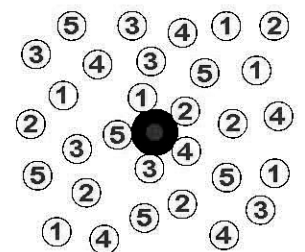
Interchangeable insert sticker for Archery Cubes



5 CARD SHOOT DIRECTIONS

2-7 Players

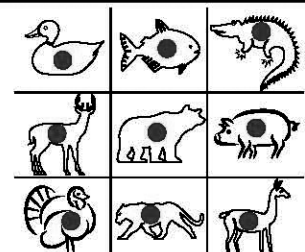
- Set Archery Game Cube at 20 yards.
- Each player gets 1 shot per round and 5 shots per game.
- Cube has 52 cards plus 4 wild cards.
- The 4 wild cards can be used in your hand, or to switch a card with any other player.
- Best hand wins. *If more than 1 player hits same card, only the first player can count the card.



NOCK OUT DIRECTIONS

2-5 Players

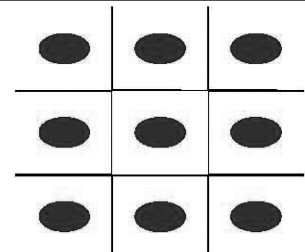
- Set Archery Game Cube at 20 yards.
- Each player is assigned a number 1-5.
- #1 player shoots first, then rotate players.
- Object is to shoot other players numbers.
- When all your numbers have been hit, you're out.
- Last player with spots not hit wins.
- Hit red center bullseye and win automatically.
- Hit black outer center and lose automatically.



GO HUNT DIRECTIONS

2-3 Players

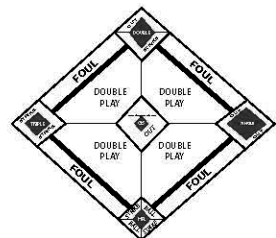
- Designed for young or beginning archers.
- Set Archery Game Cube at 10 yards.
- Shuffle the 9 cards given to you.
- First player to draw a card has to shoot the matching target.
- If he/she misses the next player is up, if he/she hits it they get to go again.
- First player with 3 hits wins the game.



CONNECT 3 DIRECTIONS

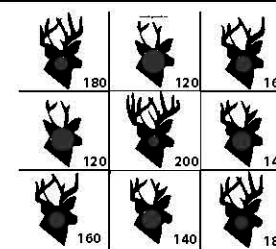
2+ Players

- Set Archery Game Cube at 20 yards.
- 2 players take alternate shots until 3 in a row are hit (horizontally, vertically, or diagonally)
- Beginners shoot square and advanced players shoot circles.



BASEBALL DIRECTIONS - 2-8 Players (5 innings)

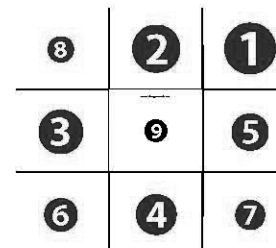
- Home team is determined by coin flip. Visitor team shoots first.
- First player shoots until out or successful hit.
- Rotate players until team shooting has 3 outs. Then other team shoots and completes the inning.
- Next inning starts with on deck shooter from previous inning.
- At the end of 5 innings, team with most runs wins.



BUCK FEVER DIRECTIONS

2-5 Players

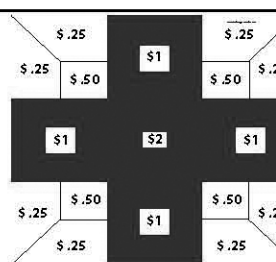
- Set Archery Game Cube at 20 yards.
- #1 player shoots arrow, alternating to next player.
- Hit red dot on deer and get those points.
- First player to reach above 1000 points wins.



9 BALL DIRECTIONS

2 Players

- Set Archery Game Cube at 20 yards.
- First player shoots at #1 ball. If successful, advances to #2 ball and so on.
- If player #1 misses, then second player resumes from the last ball shot.
- Whoever hits the 9 ball first wins the game.



BREAK THE BANK DIRECTIONS

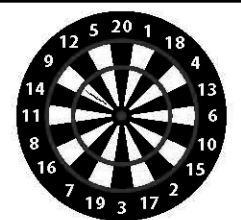
2-7 Players

- Set Archery Game Cube at 20 yards.
- Each player deposits \$2 play money in pot.
- First player shoots one arrow. If successful, he removes play money from pot.
- Next player does the same and so on until pot is empty.



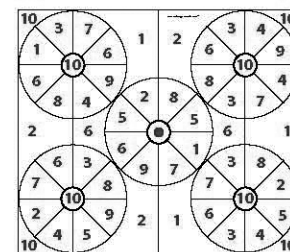
CRICKET DIRECTIONS - Up to 5 Players

- Set Archery Game Cube at 20 yards.
- 1 hit = / 2 hits = X 3 hits = ⊗
- Outer red ring = 2 hits Outer black bullseye = 1 hit
- Inner red ring = 3 hits Inner red bullseye = 2 hits
- 3 hits = Closeout
- Object: Close out all these numbers first by using scorecard and you win.



301 DIRECTIONS - Up to 5 Players

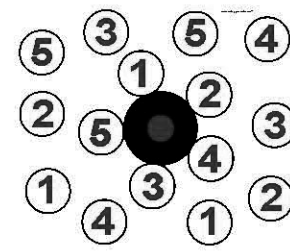
- By using scorecard, every player starts at 301.
- Each player shoots one arrow in rotation, subtracting from the scorecard.
- First player to reach zero exactly, wins the game.



"28" DIRECTIONS

2-7 Players

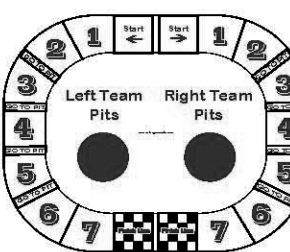
- Each player takes a turn shooting, starting with player one followed by player two and so on...
- Each player shoots one shot per round. Three rounds per game.
- Each player adds all three arrows to get total score. The closest to 28, without exceeding twenty eight, wins!
- If more than one player scores 28, those players are to shoot for the tie-breaker bulls-eye. Closest to the bulls-eye wins.
- * NOTE: Only the first player to hit a number can count it; all of the other players to hit that same number will count that shot as 0.



NOCK OUT Jr. DIRECTIONS

2-5 Players

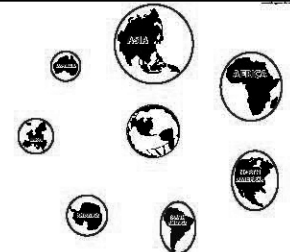
- Set Archery Game Cube at 20 yards.
- Each player is assigned a number 1-5.
- #1 player shoots first, then rotate players.
- Object is to shoot other players numbers.
- When all your numbers have been hit, you're out.
- Last player with spots not hit wins.
- Hit red center bullseye and win automatically.
- Hit black outer center and lose automatically.



PIT SHOT

2 teams of 2-9 Players

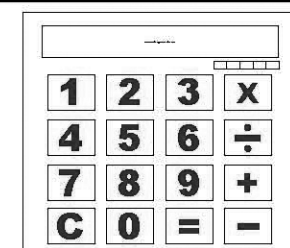
- Set target at desired distance.
- Each team shoots in rotation starting at the the start square.
- If player hits the "Go To Pits" square then the next player must hit the pits bulls eye before exiting the pits.
- Once exiting the pits you must return to your previous position.
- Once each square is hit in succession, including the finish line; you win.



AROUND THE WORLD

2-5 Players

- Set target at desired distance.
- The first player starts out by shooting the largest continent (Asia). If successful then they move on to the next continent.
- If player misses then they can use a chance, if they hit it then they may proceed.
- However if they miss, they must return to the first continent. Allowing the next player to shoot.
- If the player decides to stay then the next player gets to go, however he gets to go back to that same spot the following turn.
- The first player to go all the way around and hit the earth wins the game!



GAME CALCULATOR

2 or more teams of 3+ Players

- Set target at desired distance.
- Every player takes 1 shot per team.
- The team with the highest score from their team's equation wins the game!

However this game has endless possibilities!