

INSTRUCTIONS

1. Find an opponent.
2. Place eight pucks on each side of the board.
3. Slide each end of the elastic band into side grooves so it snaps into place.
4. Players clap hands "high ten" style to start game.
5. Use the elastic to launch pucks through the gate until there are no more pucks on your side.

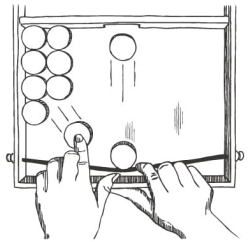
TO CLARIFY

- ~ Don't take turns - just reload and fire as fast as you can.
- ~ If a puck flies off the board, play stops and the player whose side it left from must retrieve it.
- ~ You're not allowed to push pucks towards the gate using your hands, but you can move pucks to the side of the board to clear space.
- ~ Jeering and shouting at your opponent are allowed.

TWO TECHNIQUES

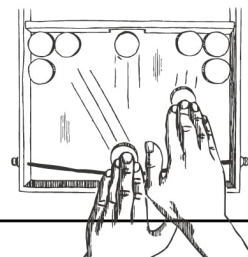
The Harpist

- one hand pulls back the elastic as the other hand places a puck in front of it. Be sure to let go of the puck before letting go of the elastic. Once in a while you'll find all the pucks are on the wrong side, and so you'll need to sweep them over with a broad movement of your arm (this move is known as the "typewriter").



The Garner

- drag a puck back against the elastic and let go, first with one hand and then the other. This produces the highest firing rate but only Mr. Garner himself can combine it with good accuracy.



FOR EXPERTS: THE PUNISHER

The Punisher is a funny variation of play for seasoned players: every time you fire without a puck going through, you must take one of your opponents's pucks and put it on your side while reciting "I accept my punishment". Feeding your opponent the Dinner counts as getting one though, but suffering the Cardinal's revenge does not (see EVENTS DURING THE GAME).

TIPS FOR TOURNAMENTS

We recommend a ladder: Put the players' names in a list on a wall. Any player can challenge the player directly above them in the list, and if the lower player wins they swap places. The winner is the one at the top at the end of the allotted time.

EVENTS DURING THE GAME

See these events animated at www.etgames.co.uk/pucket/how-to-play

Gatekeeper's dinner

- when a poorly aimed puck becomes lodged in the gate. Feed your opponent the dinner by knocking it through with another puck.

Flying sailor

- when a puck flies over the gate. The sender must take it back.

Cardinal's revenge

- when a too well-aimed puck bounces off the opposite elastic and comes back through the gate.

Neptune's kiss

- players fire at the same time, causing the pucks to "kiss" at the gate and rebound.

ORIGINS

Pucket is our own version of a traditional French game, known as *Table à l'élastique*. French artisans would make the game from wood and use cat-gut for the elastic, which had to be kept moist during gameplay to stop it turning limp.



Questions or Comments?
Questions ou commentaires?
buffalogames.com
855.895.4290

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The word "PUCKET" is written in a large, bold, black, sans-serif font, slanted upwards from left to right. It is enclosed within a decorative border consisting of two parallel lines with small circular motifs at the corners. The entire graphic is set against a white background.

CONTENTS

- One wooden board with a "gate" in the middle
 - Sixteen wooden discs ("pucks")
 - Two elastic bands
 - A linen bag
- These instructions

Actual product colors and components may vary.