



**Game purpose:** Catch launching figures according to different skill levels. The winner is the player who gets first to the highest skill level.

**Game set-up:** Player 1 places his disc on the surface with the rubber side facing down (making it a steady base), putting the colored thick side of the disc towards player 2, loads by click 3 launchers and charges the launchers with 3 figures (1 figure in each launcher). Player 2 takes the other disc and seats on the surface about 1-2 meters from Player 1, with his disc on the surface (smooth side facing down). See fig.1 – game set up



**Game play:** Player 2 challenges player 1 according to the following 15 skills levels, and slides his disc towards the disc charged with launchers, aiming to hit it with strong impact. In case he succeeds to hit the disc, all or part of the figures will spring out of the launchers jumping to the air according to the strength and accuracy of the hit. Player 1 must try to catch the figures according to the challenge player 2 chose. In case the sliding disc missed the disc with launchers player 2 will try again. The players will exchange roles every 3 attempts to succeed with the challenges.

### Basic Game

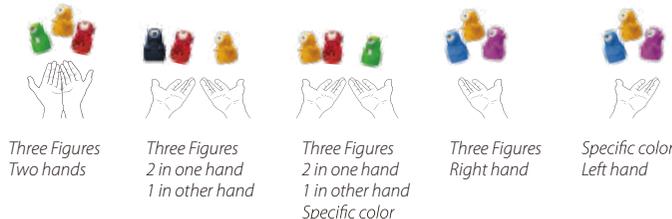
#### Starting Level:



#### Mid-Level:



#### Pro Level:



### Speed Challenge

Same rules as the challenge games but adding speed element. Player 2 challenges player 1 only one second before he slides his disc towards the disc charged with launchers.

### Game options using the advanced "super" blister (or several basic blisters)

With the advanced (super) blister or when using several basic blisters there is no need to replace roles, since there are 3 discs or more so 2 can be charged with launchers and the players use one dedicated disc as the sliding discs in their turn.

**Street Fight:** Player 1 using more than one disc with launchers next to him, in any formation he wants. Depending on the number of discs he has. See fig. 2, street fight array.



**Multi Fight:** Same like street fight but player 2 is using more than one sliding disc, and slides one by one in a row, to make more than one impact.

**Game purpose** of both street fight and multi fight is to catch as many figures as you can (skill level 16).

**WARNINGS** Do not aim at eyes or face. Do not aim at animals or people. Do not throw the discs, only slide it on the smooth surfaces. Do not alter / add to projectile any objects. Play only on smooth ground surface. The toy with projectile was not accompanied by instructions for use which draw attention to the hazards of using missiles other than those supplied or recommended by the manufacturer. Photos not contractually binding; the colours, details and contents may vary from the illustration. Do not play if any part of the toy is found damaged or deformed.

**WARNING!** Not suitable for children under 3 years of age. Small parts. Choking hazard.



**Catchup toys LTD.** Room 2520, 25/F. New Tech Plaza, 34 Tai Yau Street, San Po Kong, Hong Kong  
Tel: (852)2155-5678 | Fax: (852)2155-5679 | info@catchuptoys.com  
www.catchuptoys.com | Facebook: catchuptoys

*Catchup Toys Limited,  
Copyright 2018, all rights reserved.*

