

INSTRUCTIONS FOR PLAYING

SKY CROQUET

...the streamlined space-age way to play croquet, ...and SKY GOLF, too!

Out of this World!

SKY SAUCER

orbiting
launching pads
space stations
sky saucers

SKY CROQUET

THE NEW SPACE AGE GAME

* TRADE MARKS of... COPAR

CHICAGO

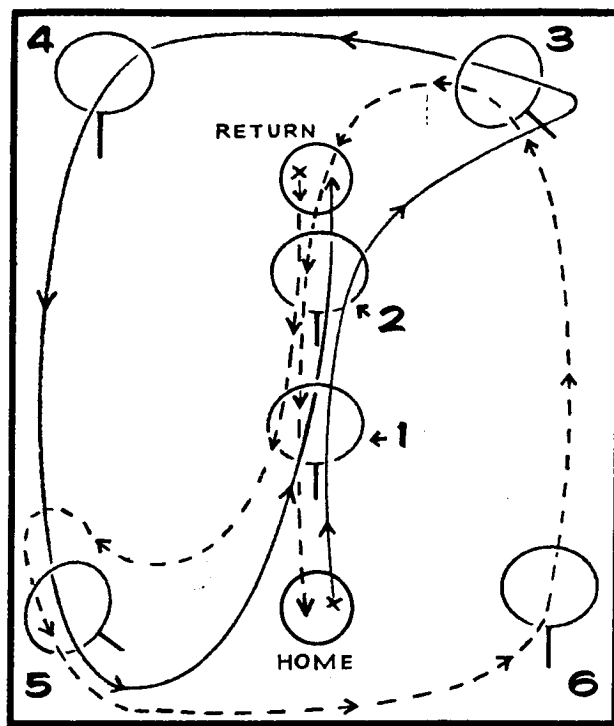
PLAY CROQUET THE MODERN WAY **AND SKY GOLF * TOO!**

PLAY CROQUET

In SKY CROQUET 2 to 6 players use SKY SAUCERS instead of mallets and balls... SPACE STATIONS in place of wickets and LAUNCHING PADS rather than stakes.

Any convenient, playing area (UNIVERSE) is selected, the 6 SPACE STATIONS are assembled (by joining the hoop part to the fork part) and pushed into the ground at points shown in DIAGRAM ... and the "HOME" and "RETURN" LAUNCHING PADS (the 2 red rings) are placed in the positions shown. A suggested distance between launching pads and space stations (1) and (2) is four feet ... also between these two space stations. And a suggested distance between space stations (3) (4) (5) and (6) is 25 to 40 feet ... or any size square or rectangle to fit your playing area.

SET PARALLEL →



SET OBLIQUE ↗

————— = OUTWARD TRIP = 1-2-3-4-5-1-2
 - - - - - = RETURN TRIP = 2-1-5-6-3-2-1

SPACE STATIONS

#1 = Earth #3 = Jupiter #5 = Mercury

#2 = Mars #4 = Saturn #6 = Venus

SKY SAUCER COLORS

RED = First BLUE = Third GREEN = Fifth

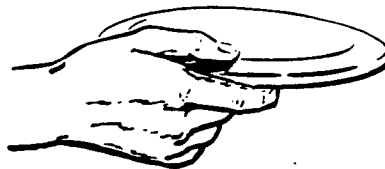
WHITE = Second YELLOW = Fourth ORANGE = Sixth

OBJECT OF THE GAME

Each player in order takes turns launching his sky saucer from the Home Launching Pad (and later from the Return Launching Pad) and gets refueled (earns another shot) each time he sails his saucer through a Space Station in the proper direction (See diagram).

The FIRST PLAYER to bring his saucer to rest INSIDE the Home Launching Pad wins the game.

HOW TO PLAY



Sail your Saucer level to make it go straight ... tip to right, to go right ... tip to left, to go left. Use wrist motion.

- First Player (with one foot in the Home Launching Pad) sails his Saucer through Space Station #1 and gets another shot to try through #2, and if successful earns another shot to go for #3.
- If on his take-off, he travels through both #1 and #2, he gets two more shots to try to pass through #3.
- In other words, each station through which a player passes in the proper direction earns him another shot.

BLIQUE

A player always stands on his saucer's landing spot, when making his next shot.

- At the half-way point, a player completes his Outward Trip by landing his saucer inside the Return Launching Pad, which earns him one shot to take off for his return trip (with one foot in launching pad, as before).
- When a player miscalculates his course of flight and fails to launch his saucer so as to pass through the proper station in the proper direction, he is grounded and does not have any more shots till all the following players (in order) have likewise become grounded.
- Any saucer landing outside the UNIVERSE is immediately placed just inside the nearest edge of the playing area.

RALLEL

ORBITING

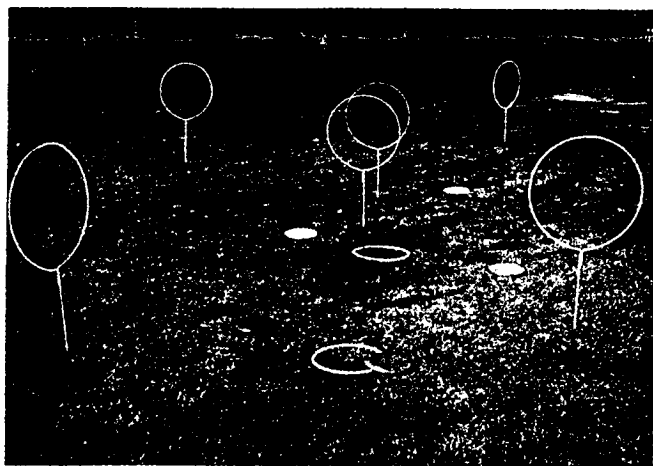
- If a player's saucer touches any other player's saucer in landing, the player gets two shots OR he may ORBIT (sail his opponent's saucer anywhere

inside the playing area - UNIVERSE - to get the opponent off course) ... and then use the remaining one shot for his own saucer's flight.

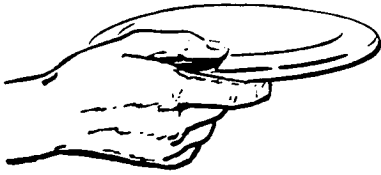
- If the Orbiting Player miscalculates and ORBITS his opponent's saucer outside the Universe, he forfeits the second shot he would otherwise have received. In addition, the opponent immediately ORBITS the saucer of the first Orbiting Player.
- Any saucers orbited outside the Universe are promptly returned to a point just inside the nearest edge of the playing area.
- A player cannot gain extra shots or orbit the same player again until he has passed through his next space station or landed in the Return Launching Pad at the halfway point in his flight.

PLAYING PARTNERS

- Teams of two players each may compete in Sky Croquet.
- Play is similar to individual play, except partners may assist each other by HELPFUL ORBITING (sailing the partner's saucer to a better position and putting him back on course) ... or by UNFAVORABLY ORBITING an opponent's saucer (sailing him off course or into a position where the partner can also orbit the same opponent ... or gain two shots).
- Both partners must complete the game to win. Partners never follow each other (an opposing player must intervene with his turn).
- A player whose saucer has passed through all space stations and has only to land inside the Home Launching Pad to finish the game may become a FREE SATELLITE. By not landing inside the Home Launching Pad, such player may continue playing to aid his partner and orbit opponents off course.



Play SKY GOLF too!



Sail your Saucer level to make it go straight . . . tip to right, to go right . . . tip to left, to go left. Use wrist motion.

- The equipment of Sky Croquet may also be used to play SKY GOLF.
- The 6 space stations are located in any manner desired to make a six-hole miniature "golf course."
- The object of the game is to pass through each space station (hole out) by making as few shots as possible.
- One of the launching pads may be used for the first tee. For all the other tees, the player merely stands to the right of the space station (hole) just completed, when teeing off.
- There is no orbiting in Sky Golf. Any number up to six may play. Order of play is the same as in Sky Croquet (See Saucer Color Order of Play).
- All players complete each hole (pass through space station) and mark their scores . . . before play proceeds to the next hole.
- There is a penalty of one stroke for going out of bounds on a shot (out of the playing area or UNIVERSE). Out-of-bound shots are returned just inside bounds at nearest point.
- Par for each space station (hole) is determined and agreed upon, based on distance of hole and obstacles involved. Par for the course is the total of the pars for the six holes.
- In laying out the course and locating the space stations, shrubbery, trees or any other objects may be used as hazards or traps to add interest to the play. No limitation exists as to size of the layout. It can be made to fit your grounds.

SKY CROQUET and SKY GOLF are Products of--

COPAR...CHICAGO