

Hop the wink

The rule of the game

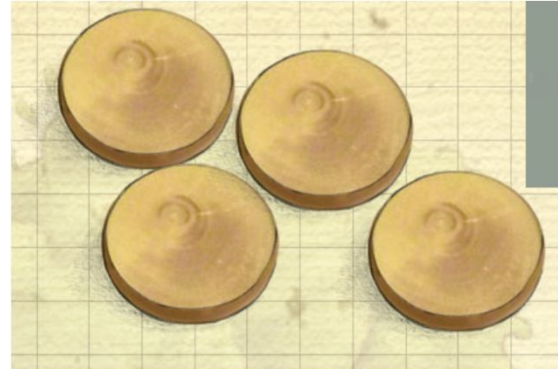
Contents of the game

Game contents:

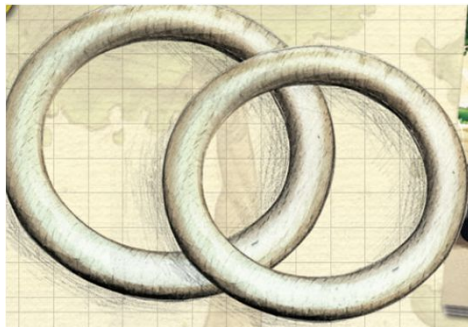
- 15 winks:
 - 3 reds
 - 3 greens
 - 3 yellows
 - 3 blues
 - 2 whites
 - 1 black



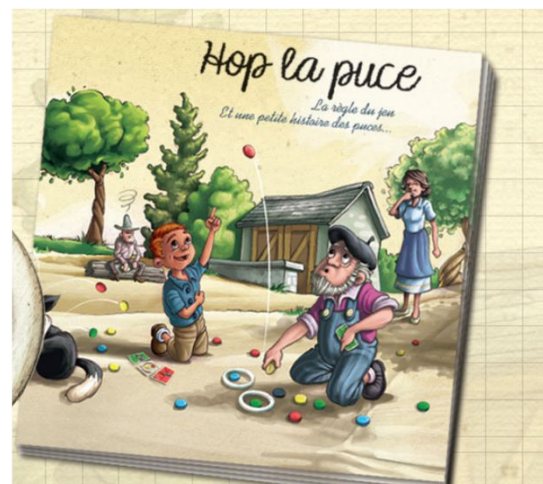
- 4 launchers:



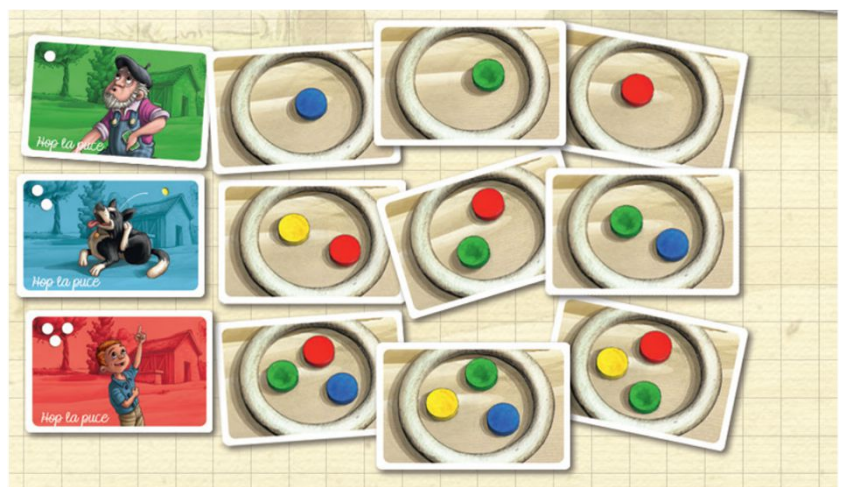
- 2 rings:



- 1 booklet:



- 12 cards:
 - 4 green (1 wink)
 - 4 blue (2 winks)
 - 4 red (3 winks)



How to play?

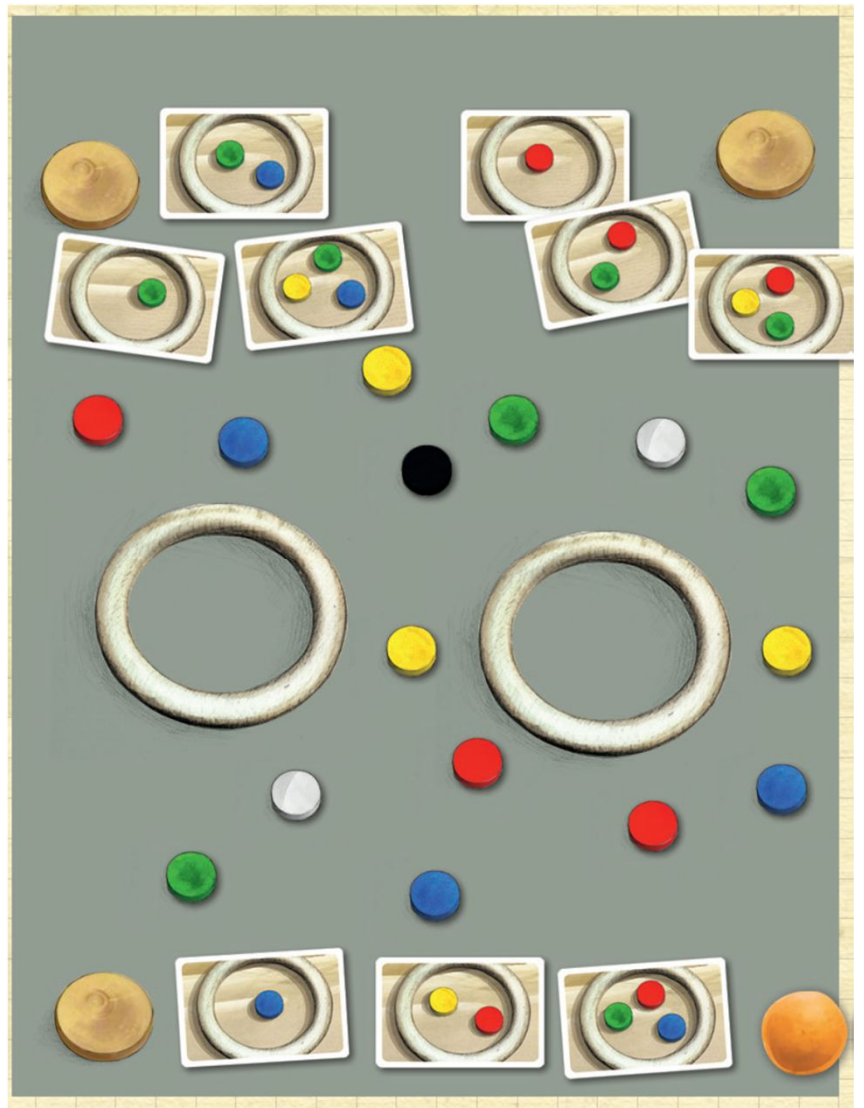
Aim of the game:

Each gamer must realize winks combinations of its cards in one of the 2 rings...

Set up:

Limits of the game are edges of the table. Play on a tough table, without tablecloth, because a ground soft or sticky makes winks jump hit or miss!

Put the 2 rings where you want on the table, and scatter the 15 winks pretty much everywhere. Shuffle all cards and give 3 to each gamer (a green, a red and a blue), put on their visible faces on the edge of the table, in front of the gamer. Each player takes also a launcher. You can play seated, but it's easier to play stand up, because during the game you will have to turn around the table to play comfortably!



Exemple of a starting game at 3 players

How to play?

You must obtain in one of the two rings exactly the same combination than one figuring on one of your 3 cards. Meaning no more, no less winks, but exactly the same ones ! Of course the position is not important!

On your turn, you make jump a wink with your launcher. For that, you press the edge of the wink with your launcher. Careful, because the manner and the pressure will modify the length and the precision of the jump of the wink! You will need application and training to be a champion!

As soon as a combination is ok, the concerned gamer returns the corresponding card and let winks in the ring.



Some little important rules:

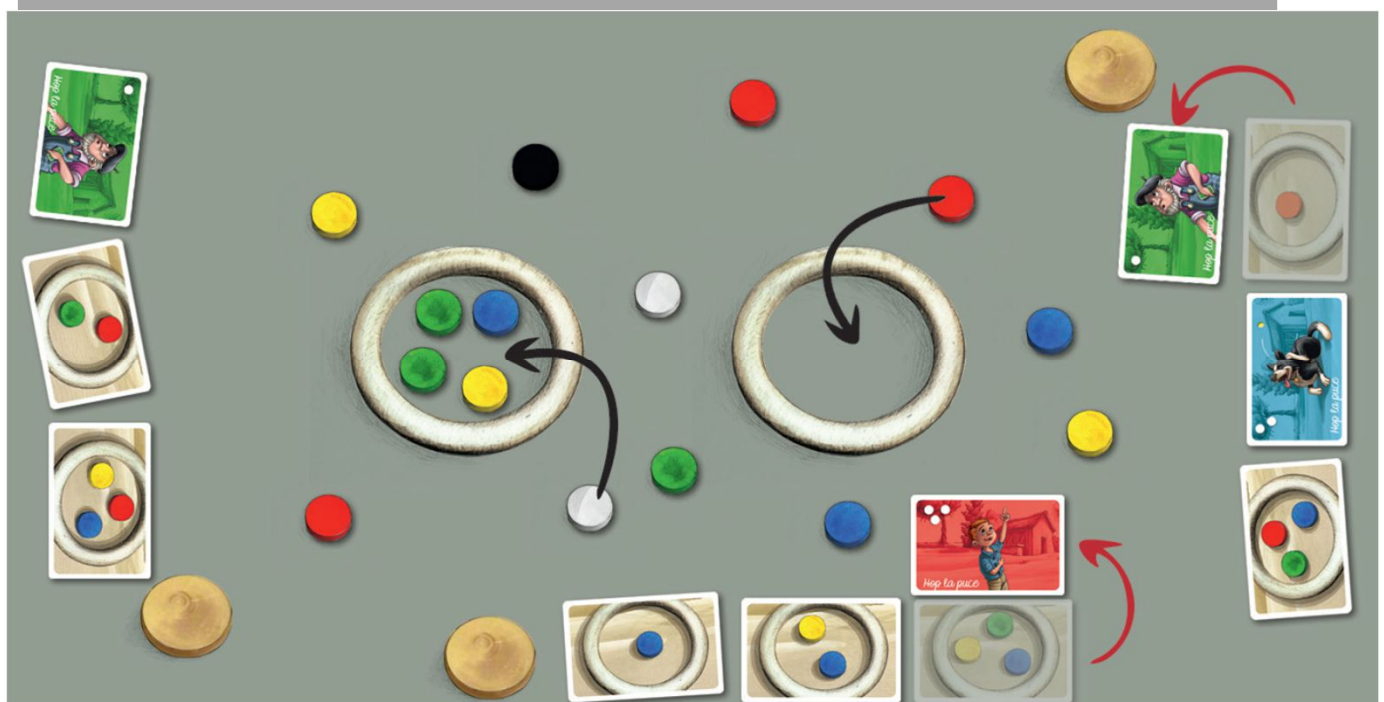
- It's forbidden to play a wink which is already in a ring.
- I can not play the wink that the precedent gamer just played.
- If I send a wink out of the table, the next player recover it and put it where he wants on the table, even in a ring (except for white and black ones). But he can't play it on his turn.
- When I send a white wink in a ring, I have to remove a wink already present in the ring, and put it, with the white one, where I want on the table (but not in the other ring).

- When I send a black wink in a ring, I have to remove all winks already present in the ring, and put them, with the black one, where I want on the table (but not in the other ring).
- If you estimate that the wink you want to play is closer to a ring, or to another wink, you can move it for few centimeters...

Exemple of an ongoing party at 3 players:

If, on his turn, the player 1 sends the red wink in the right ring, it will achieve its combination and return the card.

Then, if the player 2 sends the white wink into the left ring, he will remove a green wink from this ring and thus achieve its combination.



End of the game:

The first player who returns its 3 cards wins the game!

Variant modes

Fast!

All the rules are exactly the same, but instead of having 3 cards, you take only one at the beginning (a red one). The first player who achieves its combination wins.

Fast!

The rule is the same than in the normal game, but to win, you must be the only one not to have your 3 cards returned!

Thus, during the game, you must achieve combinations of other players to force them to return their cards, and also prevent them to realize your own combinations! Players with 3 returned cards continue to play until only one player has visible cards in front of him.

This mode is pleasant only at 3 or 4 players.

No choice!

You play like with the normal rule, but cards are not distributed to players but shuffled and put on the table in a pile. Each player takes the first one and must achieve this combination. As soon as this combination is ok, he returns the card and take the next one on the pile.

The first who score 7 points (points are on the verso of cards) is the winner!