# how to play ring swing

#### intro

This addictive game of skill has taken the world by storm. The aim of ring swing is to swing your ring and "hook it" for a point. With all players swinging at the same time it's a straight out race and hugely exciting.

#### number of players

Two or four.

#### set up

Assemble the tower with the two shorter base pieces at the bottom and the two longer pieces with connected strings at the top. The pole will connect the top and the bottom using the top and bottom connector screws. The pole must be oriented such that the four pre-drilled holes for the hooks should be nearer the bottom of the pole. Screw the four hooks into the pole so that they are facing up. Hook each ring over its corresponding hook and adjust string lengths so that they are all taut when hooked. You should be now good to swing that ring!

# classic (two player)

Two players. One scoring paddle is placed between the players vertically with a single scoring peg in the centre. Players swing their ring and each time they hook a ring they advance the peg towards the other player. The peg moves back and forwards between the players until one player has moved the peg off the paddle onto their opponents side. e.g. a player that hooks three rings consecutively before their opponent has hooked any at all will win the round.



### classic (four player)

Classic four player is the same as classic two player except all four players play at the same time. Every player is playing two games at once against the players to their left and right. The game starts with a single scoring paddle placed vertically in between each pair of players. All four paddles start with a single peg in the centre. For each hook achieved a player must choose whether to advance their left or right peg. A player loses and must immediately stop playing if the peg has advanced onto their side of the paddle across both of the games they are playing. A player wins and the match ends for all players when they have advanced the peg onto their opponent's side in both of the games they are playing.

### triple peg (two player)

Two players. One scoring paddle is placed between the players horizontally with three scoring pegs on the paddle. Players swing their ring and each time they hook a ring they advance a single peg off the paddle onto their opponent's side or from their own side back onto the paddle. The first player to achieve all three pegs on their opponent's side wins the round.

## double peg (four player)

This format is the same as triple peg except all four players play at once and each paddle starts with two pegs. Every player is playing two games at once against the players to their left and right. For each hook achieved, a player must choose one peg to advance on the left or right. A player loses and must immediately stop playing if four pegs have advanced onto their side of the paddle across both games they are playing. A player wins and the match ends for all players when they have advanced two pegs onto their opponent's side in both of the games they are playing.

