

# **CARROM<sup>®</sup>** COMPANY--LUDINGTON, MI 49431

## **INSTRUCTIONS -- CARROM<sup>®</sup> KIK-IT<sup>®</sup>**

### ***ASSEMBLY:***

Note that the dowel rods are furnished with predrilled holes and are in two colors, green and white.

Slide all of the dowel rods through the holes provided in the sides of the game, in the following order, starting from one end.

### **MODEL #305**

1 hole green rod  
2 hole white rod  
3 hole green rod

3 hole white rod  
2 hole green rod  
1 hole white rod

### ***INSTALLATION OF KICK'ER FIGURES:***

## **NOTE: IMMERSE FIGURES IN HOT WATER TO SOFTEN BEFORE APPLYING!**

Red Kick'er figures are to be installed on green rods and green figures on white rods.

To install the Kick'er figures, first approximately center the rods over the play area of the game. Hold a Kick'er figure by its head and place figure over the rod, lining up the 3/8" peg of the figure with a hole in the rod. Still holding the head, push the figure down into the rod. This causes the legs of the figure to spread and allow the figure to snap into place with the peg resting in the hole.

**CAUTION: Do Not insert Kick'er Figures by holding the legs and spreading them apart. Breakage can result.**

### **PLAY:**

Two or more players may play the game at the same time. Each player chooses a color of "Kick'er" and a corresponding goal to defend. Play is started by dropping or placing the ball in the center of the playing surface. The object of the game is to kick the ball into the opponent's goal by manipulating the dowel rods of chosen color. A player must not operate the opponent's kick'er rod.

Be sure the net goal is always pushed OUT, away from the play area, before the play is started so as to allow free entry of the ball.

**SCORE:** One point for each goal on any type kick. Set your own total points for game score.