

FASTRACK™

READY, AIM, SCORE!

Rules of the Game

INTRODUCTION:

Ready, aim, score!

With Fastrack, the action is non-stop and the fun is plentiful. Using the elastic cord, be quick and aim well to be the first to send all of the disks zooming across to the other side.

WARNING: You may find it difficult to stop playing.

CONTENTS:

1 Wooden Track
10 Wooden Disks
Illustrated Rules



FASTRACK™

OBJECT OF THE GAME: Be the first to send all 10 disks zooming across to the other side.

PLAYING THE GAME: The game is played in 3 rounds.

At the start of each round, each player places 5 disks in their respective camps (on the checkerboard pattern).

Both players play at the same time.

Disks can only be propelled into the opposite camp by means of the elastic bands, which must be manipulated with one single finger.



The first player to land all 10 disks in the opposite camp wins the round.

WINNING THE GAME: The best of three rounds wins the game.

NOTES:

- Disks which pass through the slot count as being in the opposite camp.
- A disk stuck in the slot can only be moved by another disk pushing it out of the way.
- Disks propelled over the central bar and into the opposite camp are considered good.
- Disks that land outside the board are out of play for the round, in which case a player only needs to send all remaining disks to the opposite camp to win.