



Test your skills!
Stay on the edge!

MINI
OUCH!



4

fun, whacky ways
to play this
game, that'll
keep you going
for hours!

**Pull out the sticks one at a time.
Do it with a steady hand or
prepare to face the marble storm!
Keep the rolling marbles
to a minimum, and you win!**

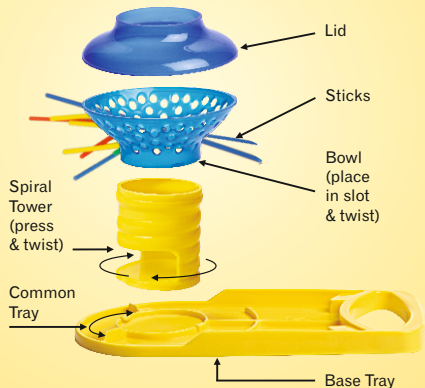
Here's a game that's non-stop fun! You have to be alert and quick to win. Are you ready for the big challenge? Pull out the sticks without disturbing the marbles otherwise they'll drop down through the tower.

The games you can play are many but the goal of each game is the same: to end with the least number of marbles in your tray.

Play Ouch! first and then play White Ball, Twisty Trays or Sticky Sticks or come up with an idea of your own.



ASSEMBLY AND CONTENTS



Colours may vary, from those shown on the box.

**Contents: 28 Black Marbles, 2 White Marbles,
20 Sticks**

- 1** Place the Ouch! bowl on a flat, smooth surface.
- 2** Use one hand to keep it steady and with the other insert the sticks from outside.
- 3** The sticks are very flexible, so you can insert them in such a way that a more testing game can be played.
- 4** Insert the sticks at different heights and don't leave any gaps.
- 5** Match the slot in the spiral tower to the base tray. Keep the open side of the tower facing the common tray.
- 6** Now press and twist the spiral tower to the right to fit it in place.
- 7** Then place the Ouch! bowl on the tower unit.
- 8** Finally drop the marbles in the Ouch! bowl and let the game begin.

GAME 1: OUCH!

- To start with, each player must choose a number: 1,2,3,4
- To set up the game, insert the sticks in to the bowl.
- Place it on to the tower unit. See backside for assembly.
- Put all the marbles into the bowl along with the two white marbles.
- Each player gets a turn to take an Ouch! stick out. Here's the challenge be sure about which Ouch! stick you wish to pull out because there's no way you can change your mind and pull out another stick. Do it patiently!
- Once a player has finished playing, he must pick the fallen marbles from the common tray and place them in his respective section (1/2/3/4).
- The next player will do the same once his marbles fall.
- The player with the least number of marbles in his tray is the winner.



GAME 2: WHITE BALL



- Follow the rules of Ouch! but with one change – remember the white marbles! Well, if it lands in your tray, you stand to gain. How? Just minus five marbles from your marble total at the end. Yippe!
- You can add another twist with the white marble – add five marbles to your marble total at the end. Oops!



GAME 3: TWISTY TRAYS

To begin with, follow the rules of Ouch! But this time when the white marble falls, the players must switch places clock-wise. Remember to put the fallen marbles in your tray first. Now each player gets the marbles that belong to the player on his right! The player with the least marbles at the end wins!





GAME 4: STICKY STICKS

- Before inserting the sticks, each player must select any one colour.
- Insert the sticks carefully. Follow the other rules of Ouch!
- You can only remove sticks of the colour you have chosen until the game ends.
- When only two players are playing they can choose one colour each. If three players are playing sticks of the fourth colour can be removed only after the sticks of the selected three colours are exhausted.
- Try something different here – all players should complete removing sticks of a single colour and then move on to the next colour.





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Get Constructive.

- Set - 1 • Set - 2 • Set - 3 • Set - 4



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- NEO 111



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OUCH!

Pull out the sticks
one at a time and
keep the rolling
marbles to a
minimum.

- Ouch! • Junior Ouch! • Mini Ouch!



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