

## Order of Play

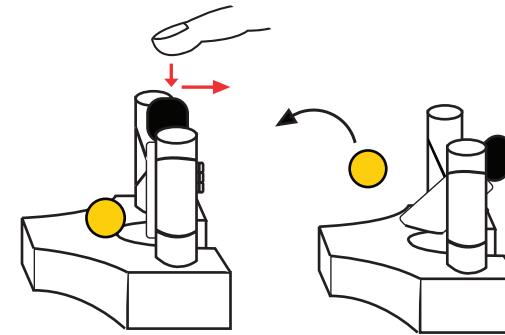
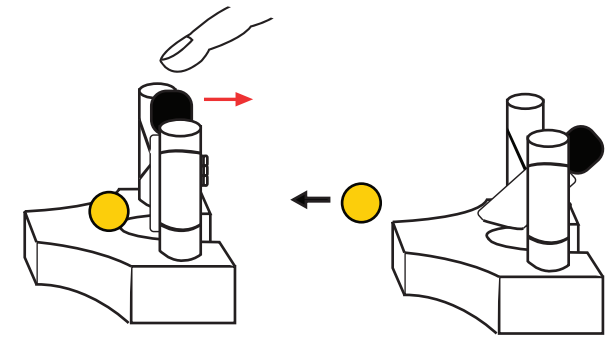
1. To begin each player will take turns trying to pass the ball into the center circle ring at midfield. The player who gets the ball into a groove closest to center will have first turn.
2. To begin a turn a player must pass the ball into one of the places (holes) in the board from one of the three places near their own goal. The five places in the player's own box, the opponent's three goalkeeper places, and all corner places are NOT eligible. If a player misses their pass attempt it is then the other players turn. Only one pass is allowed per turn. Goals can not be scored without first completing a pass.
3. When a player makes a successful pass, they then move their shooter to the place where the pass went into, to attempt a shot. (Goalkeepers and shooters are the same piece)
4. Before a player may shoot, their opponent can set up a "wall" with their defending pieces, as well as reposition their goalkeeper to one of the three goalkeeper places.
5. If the shooter scores, they then leave a player from their wall in the place they just scored from. Only one goal may be scored from each eligible place.
6. The first player to score five goals wins. In a match tied at four to four the next player to score a goal wins.

## Rules of Snapbol

1. All passes must be made from one of the three goalkeeper places, nearest to the players own goal.
2. Placement of the defending "walls" must give one empty place (or row of places) between them and the shooter. Some shots locations may not allow for an opponent to place a wall (like the six eligible places deeper in you opponents half).
3. They're are no "own goals" in Snapbol. Balls that bounce off defenders, goalkeepers, or posts and then go in the shooting player's own goal do NOT count.
4. Goalkeepers must be facing in the general direction of the opponet's end when the opponent is shooting.
5. Defending "walls" must be perpendicular to the place from where the shot is being taken with no defender closer to the shooter than the piece standing in the place.

### Pass

While touching only the head of the shooter, pull backward on the head to pass the ball forward. You may wish to pinch the head of the shooter between your index finger and thumb as you pass to have more control

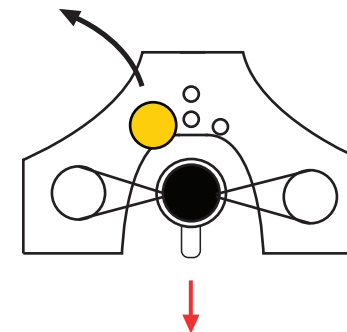
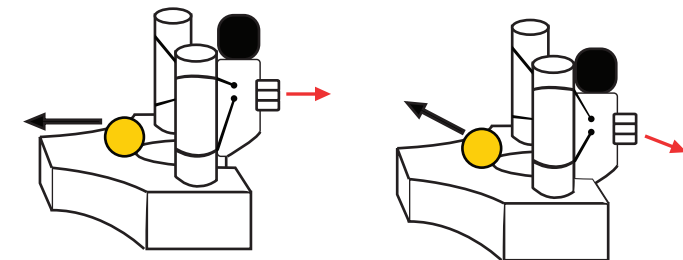


### Chip Shot

While touching only the head of the shooter, press straight down slightly and then quickly pull backward to shoot the ball on an arching trajectory.

### Driven shot

Grab the handle on the back of the shooter between your thumb and finger then pull back and release to shoot. Pull straight backward for a flat shot or pull backward and downward together for a shot with a higher trajectory.



### Curling Shot

Set the ball on one of the off-center ball places to curl the ball to the right or left. Be aware the farther off center the ball is struck the more spin the shot will have but this will also give the shot less power.