

CRICK O'GHOEN PAT REGD

Hand made in Umtentweni, Kwa Zulu Natal, South Africa

Craftsmanship guaranteed - a quality product manufactured of solid wood and stainless steel

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Introduction:

This mechanical game of skill is modeled around Cricket and is played by any number of players, entertaining all ages alike. Educational properties includes hand-eye co-ordination, concentration stimulation, rewards perseverance, is highly competitive and serves well as a motivational tool. Crick O'Ghoen is durable, intriguing, gathers friends and is the ideal gift!

Instructions:

- Select the total of Overs (1 Over = 6 balls) per Innings (total Overs) to be played.
Example: 3 Overs selection: $(3 \times 6) = 18$ balls. This selection means that all players "bat" 18 consecutive balls to close (end) the first Innings. Hereafter the second Innings resumes with all players dealing with another 18 balls; then the third Innings and so on. The total Innings played per match are unlimited as suited. NOTE: Runs accumulate throughout the Innings.
- Total Wickets played corresponds with the total Overs selected.
Example: 3 Overs Innings allows for 3 Wickets; 5 Overs for 5 Wickets; etc.
Losing these Wickets closes the Innings and the next player resumes play.

How to play: NB! THE UNIT MUST REMAIN LEVEL (FLAT) AT ALL TIMES!

Figure 1. Do the level test by placing the Ghoen (steel roller ball) in a side groove on the unit. Adjust the playing surface (table, etc.) until the Ghoen balances perfectly.

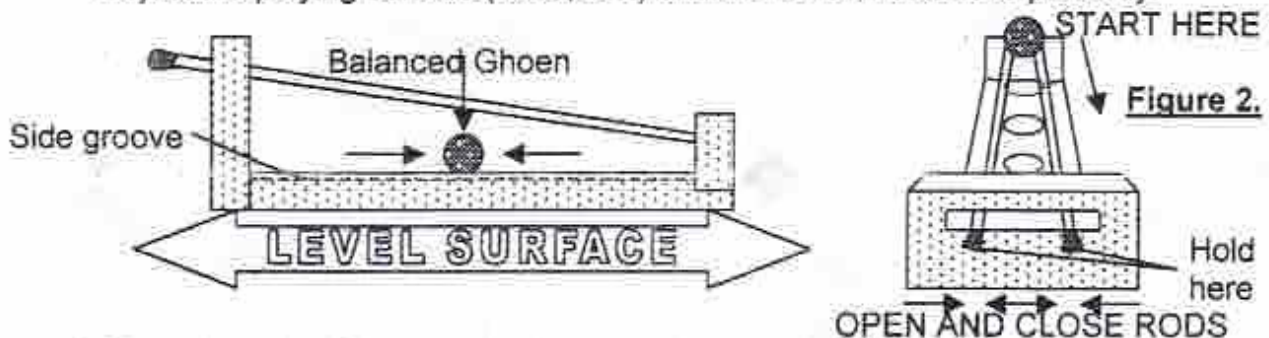


Figure 2. Now place the Ghoen on the lower end on top of the closed steel rods.

- Decide the order of players and the scorekeepers shifts. Player no. 1. opens the batting.
- By opening the rods swiftly (lightly touching the sides of the slot) and in one movement, with a slower, gradual closing action, get the Ghoen to roll (uphill) towards the SIX. Practice this! WARNING: Closing it too much and too fast, instantly stops the momentum of the Ghoen!
- Every departure from START serves as a DELIVERY (bowed ball) and is monitored progressively (one by one) to the **OVERS** dial on the Scoreboard until all the selected Overs are completed or, alternatively, the player loses the available Wickets in hand.
- Attempt to land the Ghoen in the Scoring holes: **1 RUN, 2 RUNS, BOUNDARY (4 RUNS) and 6 RUNS**. These values are progressively monitored to the **RUNS** dial on the Scoreboard. The player accumulating the most Runs throughout the Innings, wins. Even scores are ties.
- When **BOWLED, RUN OUT** or **CAUGHT**, delete the Wickets progressively to the **WICKETS** dial on the Scoreboard until all the selected Wickets have fallen (e.g. 3 Wickets for a 3 Over Innings, etc.) or the Innings are completed. (Case versions of Crick O'Ghoen comes equipped with a blackboard on the inside of the lid to store individual results between Innings)
- **DOT BALL** implies good fielding and bowling against the player and applies when (1) landing here (2) the Ghoen rolls back to START or (3) the Ghoen misses the holes or escapes from the holes when dropped. Monitor one Ball (or delivery) to the Overs dial. An opportunity to score Runs, however, are lost! **MANY HAPPY INNINGS...!!**

Maintenance:

- Ensure storage of the Ghoen in the lubricated container. Replacement size: 26mm diameter
- Wipe the Ghoen and steel rods until smooth and clean to ensure maximum rolling distance.
- The wood is finished and quality-sealed permanently and needs only to be wiped clean.