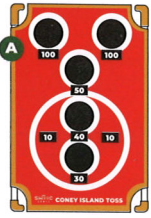


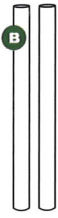
**ASSEMBLY TIME: 1-2 MINUTES**

**NO TOOLS REQUIRED**

**INCLUDES**



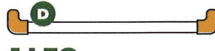
**1 TARGET**



**2 LONG PVC TUBES**



**2 SHORT PVC TUBES**



**1 LEG SUPPORT TUBE**



**4 RED BEAN BAGS**

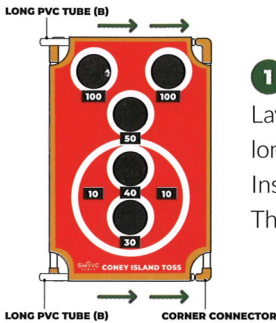


**4 BROWN BEAN BAGS**



**1 CARRYING CASE**

**SIMPLE 3 STEP SET-UP**

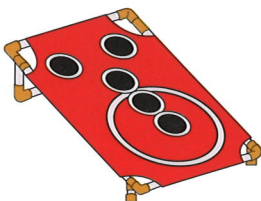
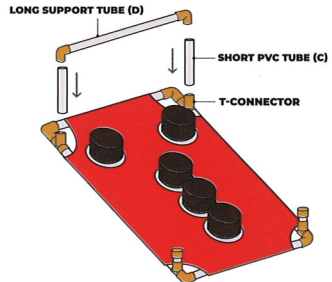


**1**

Lay the target (a) flat on the ground face-up and slide one of the long PVC tubes (b) through the bottom opening of the target. Insert both ends of the long tube into the corner connectors. Then repeat the same process for the top of the target.

**2**

Flip the target (a) over. Insert the 2 short PVC tubes (c) into the 2 T Connectors on the target as shown below. Then attach the leg support tube (d) to the 2 short PVC tubes.



**3**

Flip the target over and start tossing!

## THE GROUND RULES

Playing distance is determined by the age, game, and skill level. For younger children 5-10ft is a good distance. For the more experienced players, you can choose a cornhole like distance of 24-27ft. Make a line at the chosen distance. Players must toss from behind this line at all times unless they are playing a game that specifically states a different throwing location.

To determine who goes first, the 2 opposing players will each toss a bean bag at the same time. The player or team who scores the highest will go first. If it's a tie, the players must toss again until a winner is determined.

Points are scored at the end of each round (unless otherwise noted). Bags can be knocked in by the same player / team or by the opposing player / team. All holes are marked with their point value for scoring. The 10 point circle is the only place on the board that scores without landing your bag in the hole. To score the 10 points, some part of the bean bag must be over the white line and inside the circle. If it is only touching the white line, and not in the circle, it does not count.

Important Note: There are some games listed with their own scoring methods. The scoring system above applies to most games, and is for all games without a specifically mentioned different method of scoring.

## CHOOSE YOUR GAME

**THE CONEY ISLAND CLASSIC** 1-8 PLAYERS Each player will throw all 8 bean bags. Note the total points scored from all landed bags for each player. Player with the most points after 3 rounds wins.

**CORNHOLE-ISH** 2-4 PLAYERS Each player / team will have 4 bags and take turns alternating throws at the target. When all 8 bean bags have been tossed, players add up their score. Points cancel each other out so that only one team can score per round. For example, if your team scored 40 and your opponent's team scored 30 points, you would add 10 points to your overall score. First team to reach 150 points wins.

**FIRST TO 400** 2-4 PLAYERS Alternating turns after each toss, both players/teams alternate turns tossing their 4 bean bags each round and keep a tally of points scored. First player to score 400 or more points wins! (For a longer game, you can go up to 800 points)

**C-O-N-E-Y** 2-8 PLAYERS Similar to the classic basketball shooting game H-O-R-S-E, 1 player chooses where they want to toss from and the hole they are aiming for. If their bean bag lands in that hole, the other players must toss from the exact same location. Any of the other players that do not land their shot get a letter. (The first time they get a C, the second time, an O, etc. until they spell C-O-N-E-Y and then they are out). Any players that do land their shot do NOT get a letter. If the original shooter does not land on the board, the next player will choose a location and shoot from there. Play continues until all players except 1 spell C-O-N-E-Y. The remaining player is the winner.

**CLIMB THE LADDER** 2-8 PLAYERS Alternating turns after each toss, both players / teams toss their bean bags with the goal of hitting the numbers 30 to 100 in ascending order. Ex. Player 1 must land in the 30 hole before continuing to 40 on their next turn. If a player lands their bean bag, they can go again until they miss. If a player misses, they will start their next turn from whichever number they left off from. Once a player CLIMBS THE LADDER (lands 30-100 in ascending order), they must land one more on 50 (the bullseye). First person to CLIMB THE LADDER and hit the bullseye wins.

# 15+ WAYS TO PLAY

**GOLF** <sup>2-4 PLAYERS</sup> Players/teams take turns tossing their 4 bean bags for 18 rounds and keep tally of points scored. The player/team with the LOWEST score after 18 round wins. Tosses that do not land any points are scored as 100 points. 1 mulligan (do over) for each player per game.

**COUNTDOWN** <sup>2-4 PLAYERS</sup> Each player/team starts with 300 points. The goal of the game is to get exactly 0 points. Alternating turns after each toss, both players/teams toss their bean bags each round and reduce their point total by their total points landed in the round. The first player/team to score exactly 0 points wins. If on a turn, your score goes below 0, then you do not reduce your point total and play continues until someone reaches exactly 0.

**NO MORE, NO LESS** <sup>2-4 PLAYERS</sup> With 4 bean bags each, players / teams alternate turns after each toss. They strategically land their bean bags and be the first to reach exactly 280 points. If the player/team goes over 280 points, 40 points are automatically deducted from them as penalty. Play continues until a player/team hits the exact 280 points.

**LAST MAN STANDING** <sup>2-4 PLAYERS</sup> The first player / team tosses 4 bean bags and tries to get the highest score they can. The next person has to either meet or beat that score. If they do, play continues to the next person after that who has to beat the 2nd player. If the 2nd player fails to beat the score of the person before them, they gets an "X" and the high score to beat resets for the third player. If any player gets 3 X's, they're out. Last man standing wins.

**30 SECONDS OR LESS** <sup>2-8 PLAYERS</sup> Each player starts with 8 bean bags. Set a timer for 30 seconds. The first player will toss from behind the designated line. Bean bags that land can either be left on the board / hole to be scored when the time's up or the player can try to remove and toss again. Bean bags that miss can be retrieved, brought back to the designated line and tossed again during the 30 seconds. The player's score will be the tally of the bean bags scored at the end of the 60 seconds. So if you remove the bean bag, the initial score will not count. Just where it ends up at the end of the 30 seconds counts. After 30 seconds, the next player goes. Player with the highest score wins.

**5: LONG TOSS** <sup>2-4 PLAYERS</sup> Players/teams toss 4 bean bags. Each round will have 5 incremental distances of your choice, starting at 14ft away from the board. Tally points for every round. Player/team with the most points after 5 rounds wins.

**ELIMINATOR** <sup>4-5 PLAYERS</sup> Each player is assigned a different one of the holes from the target. That hole's number is their number for the rest of the game. Write down who is which number, and the number 3 next to it (for their number of lives). (Note: For the 100 hole mark L for left or R for right next to the players to remember which is which). Each player takes turns tossing 1 bean bag. Players will target their own number until they have landed on their own number 3 times. Then they become an ELIMINATOR. Once any player becomes an ELIMINATOR they will then target the other players holes. Each time an ELIMINATOR scores on another player's hole, the other player loses 1 life. When a player reaches 0 lives they are out. There can be any number of ELIMINATORS at any given time, and the last player remaining with at least 1 life wins.

**BLIND SHOT** <sup>2-8 PLAYERS</sup> Players are blindfolded and must turn around 3 times before trying to toss their 4 bean bags. Their teammates will communicate with that player to give directions and help them in lining up each shot. Players/teams alternate turns. First to score 200 wins.

**12 TOSSES** <sup>2-4 PLAYERS</sup> Alternating turns after each toss, both players/teams toss their 4 bean bags for 3 rounds and keep tally of points scored. The player/team with the highest score after 3 rounds (12 tosses) wins.

**TRAPZONE** <sup>2-4 PLAYERS</sup> Alternating turns after each toss, both players/teams toss their 4 bean bags and keep tally of points scored. Players decide on a "trap zone" which will give negative points if a bean bag lands in it. For example, if the 40 point hole is chosen as the trap zone and a player/team lands a bean bag in that hole, they automatically lose 40 points. First to reach or go over 300 points wins.

## BONUS PARTY IDEAS!

- 1 Add some extra party fun by placing prizes in each hole. Let players take turns tossing. If they land the hole they get the prize.
- 2 Add commands to each hole. Write a rule or something the player must do. When they land their bag in the hole they must complete that action. Ex. Do a silly dance... You must play the rest of the game with T-Rex arms... etc.

## USE & CARE

While this game will be ok if it gets wet or left outside here or there, it is recommended to be stored inside to extend the lifespan of the game. Please avoid standing or climbing on the target as it will likely cause damage to the fabric or it's support tubes. Dirty marks can be lightly cleaned with soap and water. Please allow ample time for air drying.

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