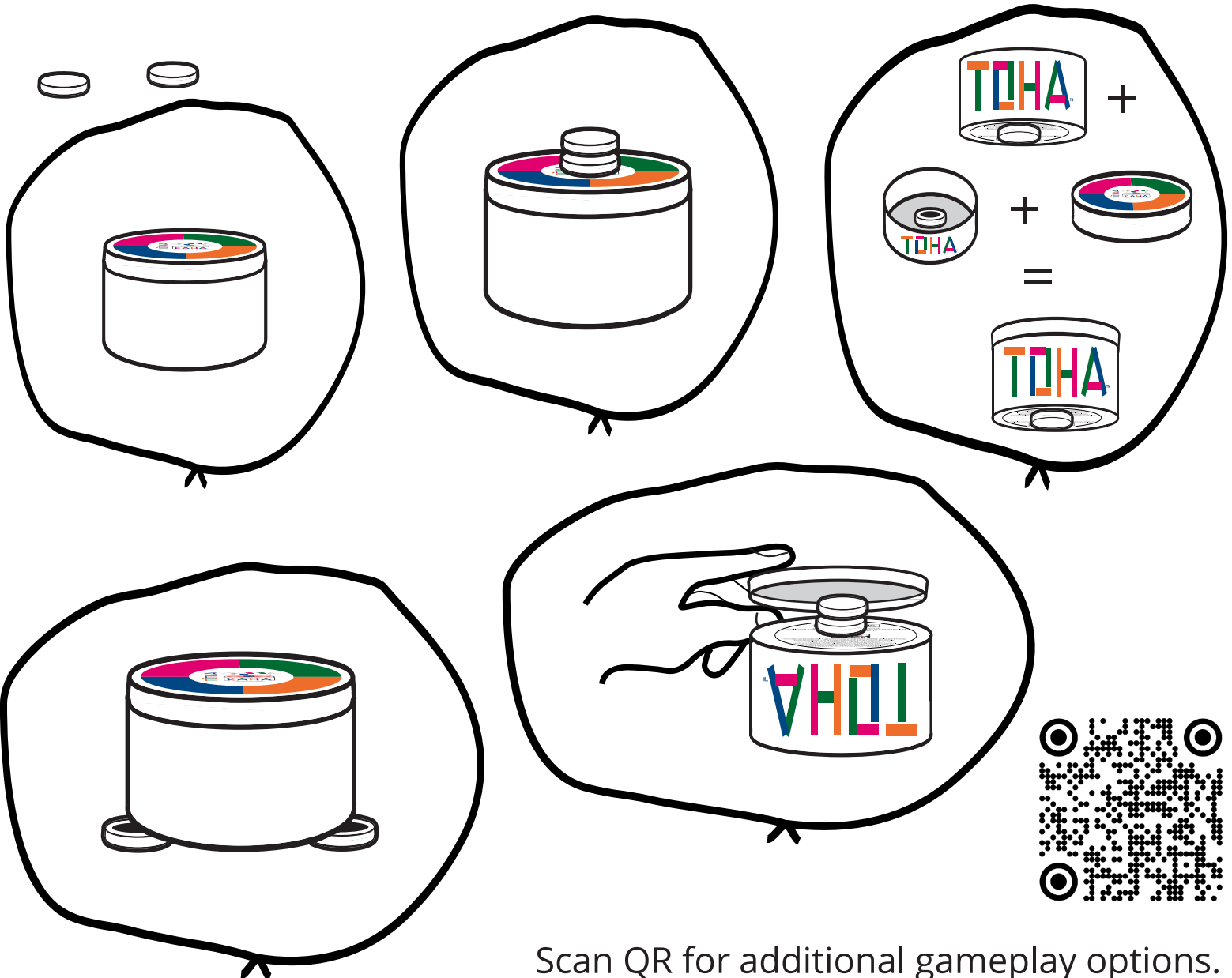


## TIPS

- Optional: each time a point is earned, player answers a Totika therapy card question
- Targets include the inside of tin, the tin Bullseye, one or both white caps
- When targeting the tin, using a tablecloth will reduce noise and caps falling onto the floor
- A smooth hard surface is recommended when targeting the white caps instead of the tin
- To prevent damage, DO NOT forcefully throw or bounce caps on hard surfaces.
- Hold cap with thumb and index finger and gently toss OR thumb flip like a coin
- One, two or three tosses per turn, you decide
- Try 50 points or 3 rounds won as a goal

## SET-UP

Use string to create a boundary players must not cross when tossing caps. Note tin set-up options diagrammed below. When setting up a "pedestal" for the tin with the white caps, decide consequences for tipping the tin off the pedestal. For example, lose a turn or point and the tin is returned to standing, OR the "tipper" is out for that round, or the round ends and points are awarded.



Scan QR for additional gameplay options.

## TARGET BULLSEYE

Take turns trying to land a bullseye so white can be seen all the way around the cap. Return misses to players. Once a bullseye is landed, the object is to land all five caps, flat on top of the bullseye cap stack. Caps not landing flat on top of the stack are returned to players. When someone lands their last cap, they win the round OR points are awarded. For example, winner earns points equal to the total number of caps not yet landed OR everyone earns points for their landed caps and the round winner gets three bonus points. (Variation #1: After the first bullseye is landed, players get one attempt per turn and misses remain wherever they land; Variation #2: The bullseye is meaningless. The goal is to be first to land all five caps anywhere on top of the tin, one attempt per turn and misses are returned to the player)

## TARGET INSIDE TIN

Try being first to land all five caps inside the tin. One attempt per turn. A cap must land completely within the parameter of the tin's rim, even if hanging off the sides of other caps. Caps knocked out of the parameter during play are returned to players. Return misses to players before the next player's turn. One attempt per turn. (Variation: one attempt per turn, misses remain wherever they land and winner is player with most caps inside tin)

## SPEED PLAY

Players agree on the intended target, which may be the bullseye, the inside of tin or the entire top of the tin. Each player has one minute to toss all 20 caps at the target and player with most caps on the target wins. (Variation: Players must connect all 20 caps to the target no matter how long it takes, each turn is timed and the winner is the quickest player)

## FOUR STACK

Set up by placing one cap of each color on the top of the tin, slightly hanging over the edge with each cap centered on its colored portion of the target. Players get one attempt per turn to land a cap on their colored stack. Misses are returned to player before next turn. First player to land all four caps on their stack wins the round or points equal to the caps not yet landed. Or, everyone gets points for landed caps and winner gets three extra points. (Variation: Misses remain where they land and player with most landed caps on their stack wins the round)

