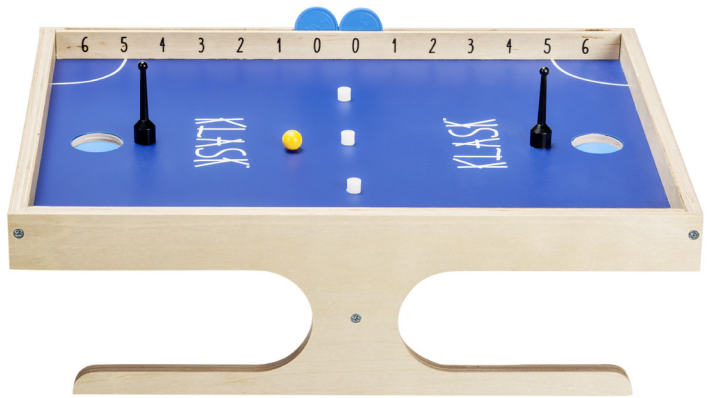
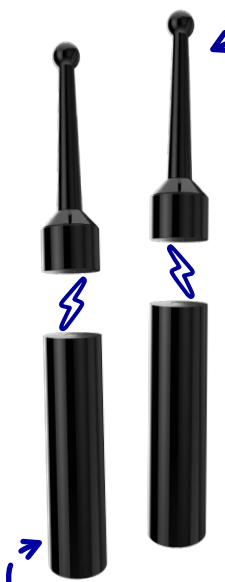


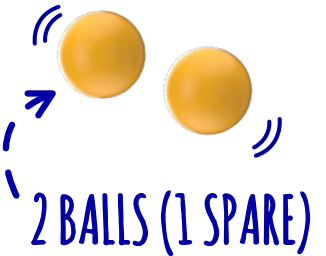
WHAT'S INSIDE THE BOX?



2 MAGNETIC STRIKERS



2 STEERING MAGNETS

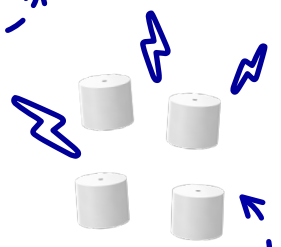


2 BALLS (1 SPARE)



2 SCORING DISCS

KLASK BOARD



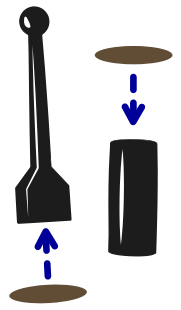
4 WHITE MAGNETS AKA BISCUITS (1 SPARE)



6 PTFE STICKERS (2 SPARE)

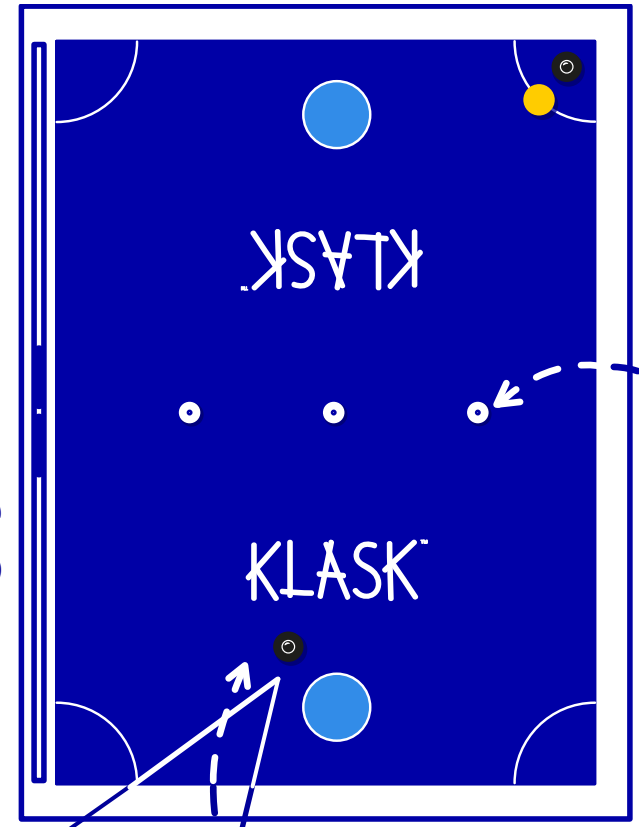
LET'S GET STARTED

1. Attach PTFE stickers to the bottom of the magnetic strikers and top of two steering magnets



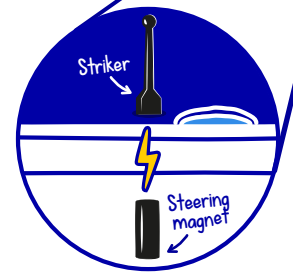
2. Place the board on a table between 2 players and make sure it's level.

3. The youngest player starts the game by placing the ball on the starting corner of their choice.



6. Insert both scoring discs to start at 0 points.

4. Place the white magnets on the white fields, magnets facing up.



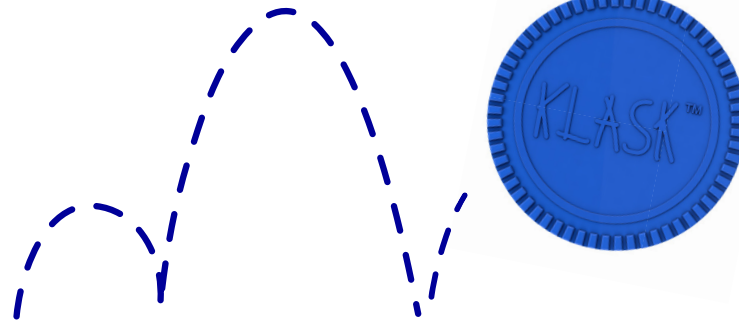
5. Both players have a black striker magnet and connecting steering magnet. Place the striker on top of the board with the steerer underneath and connect!

HOW TO PLAY

Hit the orange ball into your opponent's goal while avoiding the obstacles of the field. Both players are free to move at all times and there is no order of turn. Players can move their strikers by using the steering magnets underneath the KLASK board. First player to 6 points wins the game.

Or learn how to play online:

www.klaskgame.com/pages/HowToPlay



WHEN YOU SCORE

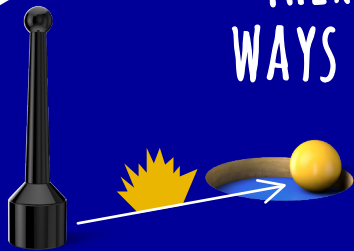
- Move your scoring disc one point forward in the scoring slot. Yay!
- Return all 3 white magnets to their position on the field.
- The non-scoring player 'kicks-off' from their chosen corner.

IMPORTANT!

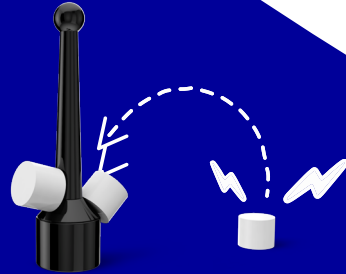
- You can only score one point at a time even if there are two simultaneous scoring events.
- In the case of both players scoring, the point is awarded to the player whose scoring event happened first.



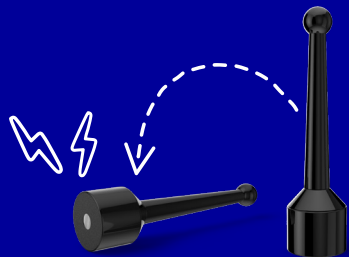
THERE ARE 4 WAYS TO SCORE



- 1 If the orange ball ends up in your opponent's goal and stays there (if the ball bounces out, the game continues).



- 2 If 2 (or 3) white magnets stick to your opponent's striker.



- 3 If your opponent loses control of their striker and can't gain control again by using the steering magnet.



- 4 KLASK! When your opponent steers their striker into their own goal a point will be awarded immediately - even if they manage to escape. Rule of thumb: If you hear KLASK, it's a point.

OTHER RULES...

- If only one white magnet sticks to a striker the game continues.
- If a white magnet falls over the side of the board the game continues.
- If the ball falls over the side of the board, place it in the closest corner to the point of exit and continue.
- You cannot intentionally remove the white magnets from your striker in anyway. If a magnet disconnects naturally during play, the play continues as normal.
- You can hit the white magnets with the ball or with the striker, however, you cannot use your steerer to move the white magnets.
- If the players cannot agree on an event, the point is reset and replayed.