



ORBITER™ CLASSIC

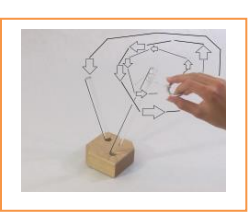
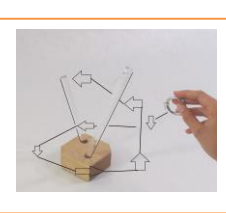
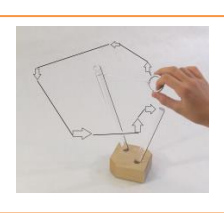
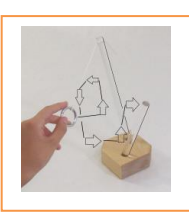
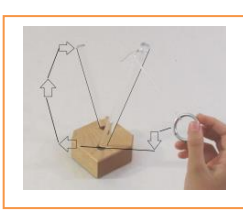
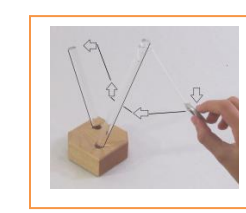
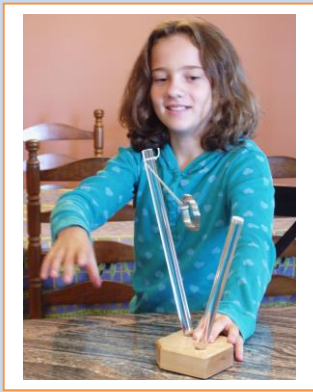
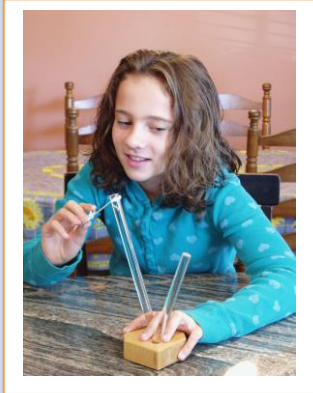
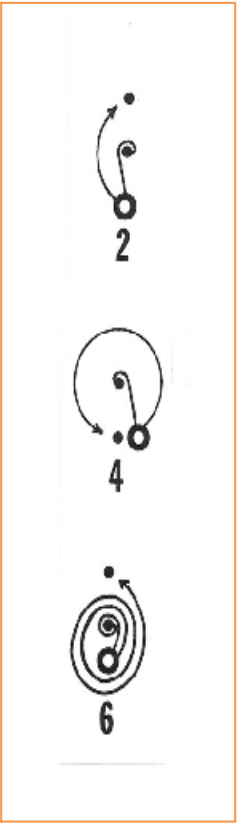
Grand Slam - Ring toss game.

To score the Classic Grand Slam is HUGE!

· Challenging · Engaging · Decorative

COFFEE TABLE - DESKTOP - BAR

ART IN MOTION



To score the “Orbiter Classic Grand Slam” make six ringers in a row using swings #1,#2,#3,#4, #5 and the last and most challenging of all, Swing #6.

Object of the game: Set the ring in motion from one, taller, uniquely angled post, and ring the second shorter conversely angled post. This can be accomplished using a limitless number of pathways.

If you use just the right amount of force, angle, and slope, you will have a ringer every time. As players build their understanding of how to move the Orbiter’s ring through space, this brain teaser will help develop their powers of concentration, eye to mind to hand coordination, logic, and reasoning. The Orbiter is designed to have the sculptural look of a work of art combined with the function of a very dynamic and challenging ring toss game. Learn, teach and explore Newton’s Laws of Motion as you master the many Orbiter swings.



Master the Orbiter's six swings for Orbiter Gold.



ART IN MOTION

ORBITER™

ORBITER
Gold medal

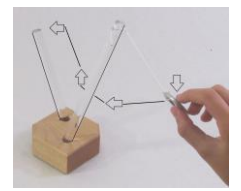


Six Swings
Champion

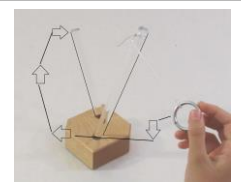
Swing descriptions: To learn the swings, please use the text and diagrams below and the video demonstrations at copplestonegames.com. Steady the Orbiter base with your left hand.



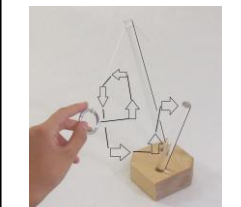
Swing # 1 – Position the base so that the long post is closest to the player. An imaginary line drawn through the bases of the two posts should point at the player's right shoulder. Draw the ring back to the right side of the tall post so that the ring is held between the post and the player and at about one half the height of the tall post. Swing the ring down and out to the right. The momentum of the ring should carry the ring up and the string that the ring is tied to will cause the ring to move back toward and, if the calculations are correct, onto the shorter post. Ringer!



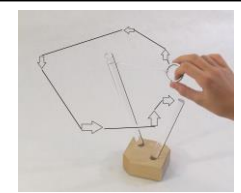
Swing # 2 - Position the base so that the long post is closest to the player. An imaginary line drawn through the tops of the two posts should point right between the player's eyes. Draw the ring in front of the taller post and back to the left side of that post so that the ring is held between the post and the player, at a height of about half of the tall post. Swing the ring down and to the left. The momentum of the ring will carry the ring back up and the restricting string will cause the ring to move back toward and, if the calculations are correct, onto the shorter post. Ringer!



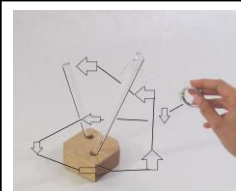
Swing # 3 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point to the player's right at about a 45 degree angle. Draw the ring straight back so that the ring is held between the long post and the player, at a height of about half of the tall post. Swing the ring down toward the base of the tall post. The ring should pass just to the left of the base of tall post. The ring should then move ahead, move up, move left, move down, move up toward the short post, move right over the short post, and then down onto the short post. Ringer!



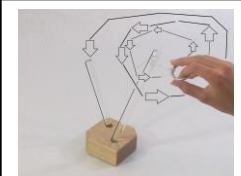
Swing # 4 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point at the player. Wrap the ring around to the left and in front of the taller post. Draw the ring straight back so that the ring is finally held directly over the short post. Swing the ring out to the right. Momentum should carry the ring once around the tall post, then down, then up, and back onto the short post. Ringer!



Swing # 5 - Position the base so that the long post is closest to the player. An imaginary line drawn through the base of the two posts should point at the player. Wrap the ring around to the left and then in front of the taller post. Next, draw the ring back to the right at a 45 degree angle so that the ring is held between the post and the player at about the height of the tall post. Swing the ring out to the right. The ring should fall down between the two posts. The ring's momentum should then carry it up to the left back between the tall post and the player, down to the right, up, and finally down onto the short post. Ringer!



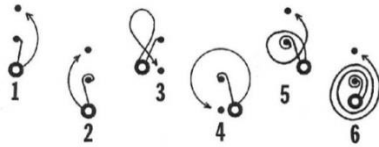
Swing # 6 - Position the base so that the tall post is closest to the player. An imaginary line drawn through the base of the two posts should point at the player's right shoulder. Wrap the ring to the left twice around the tall post and draw the ring back so that the ring is held between the tall post and the player at about the height of the tall post. Swing the ring straight out to the right. The ring's momentum should carry the ring around the tall post twice as gravity slowly brings the ring down, so that it catches onto the short post. Ringer!





COPPLESTONE'S ORBITER™

ORBITER CLASSIC



Points when playing Orbiter Classic using Model # 1035R

Swing # One – one point
Swing # Two – two points
Swing # Three – three points

Swing # Four – four points
Swing # Five - five points
Swing # Six – six points

Orbiter Classic – The player with the most points in three sets wins the match!

There are three swings per game, six games per set, and three sets per match.

Players take turns: three swings of the same swings type per turn. There are six swings types in all (1-6). Make as many ringers as you can. The more difficult the swings type, the higher the point value it has. The maximum number of ringers per set would be eighteen, and would have a perfect total score of 63 points.

Start with swing #1 (1 point per ringer). Try three swings and go on to swing #2 (2 points per ringer). Go right down the line until everyone has had three tries at each of the six swing types. Keep track of your score. Any ties among players will be broken by taking turns at swing #6 (three swings per turn) until someone makes more ringers, in a turn, than anyone else.

In order to have competitive games between both new and experienced orbiter players, players may choose to receive different point values according to their orbiter expertise. Agree on all players' levels of expertise (6-1) before the match begins.

Level of expertise:

- Level 6 - Players who have never made more than 3 ringers in a set receive six points for any ringer during the match.
- Level 5 - Players who have made 6 or more ringers in a set receive five points for any ringer during the match.
- Level 4 - Players who have made 9 ringers in a set receive four points for any ringer during the match.
- Level 3 - Players who have made 12 ringers in a set receive three points for any ringer during the match.
- Level 2 - Players who have made 15 ringers in a set receive two points for any ringer during the match.
- Level 1 - Players who have made 18 ringers in a set receive only one point for any ringer during the match.



COPPLESTONE'S ORBITER™

ORBITER™ Race to 21

Orbiter – Race to 21 - A

The object is to be the first team to score 21 points using the ring toss game Orbiter. Each swings type (#1- #6) requires a different swing path. Each swing type is increasingly difficult and has a different point value (1- 6 points). Players have one swing per turn. They may choose to try any swings type, and play is continuous. Players must have an equal number of turns per game. Among players with 21 points or more, the player with the highest point total wins. Ties are settled by a sudden death playoff.



Name: _____

Swing #	Points:
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
Total Points: _____	

Name: _____

Swing #	Points:
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
Total Points: _____	

Name: _____

Swing #	Points:
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
Total Points: _____	

Name: _____

Swing #	Points:
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
Total Points: _____	

Name: _____

Swing #	Points:
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
Total Points: _____	

Name: _____

Swing #	Points:
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
Total Points: _____	

Name: _____

Swing #	Points:
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
Total Points: _____	

Name: _____

Swing #	Points:
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
Total Points: _____	

Name: _____

Swing #	Points:
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
Total Points: _____	

Total Match Points: _____

Total Match Points: _____

Total Match Points: _____