

#733183 | Ages 3+

Adult supervision recommended.

Curling mat is 11½'L x 2½'W; curling stones are 4½"H x 7½" diam.

Insert 4 AA batteries into each stone (24 batteries total).

Batteries are not included.



**WARNING:**

**CHOKING HAZARD**—Small parts.  
Not for children under 3 yrs.

# Curling Zone™ *by HearthSong®*

## Air-Hover Curling Game

### Safety and Set-Up Instructions

#### Includes:

- ▷ 1 Curling mat
- ▷ 6 Curling stones (3 yellow, 3 red)
- ▷ 1 Sheet of stickers for decorating curling stones

#### Set-Up:

To flatten curling mat for play, unbox, unroll, and reroll mat in the opposite direction for 5 to 10 minutes. Alternately, lay curling mat flat, printed side up, and place small weights at each end until mat rests flat unassisted.

Each curling stone requires 4 AA batteries (not included) and is powered by an on/off switch found on the bottom of the stone.

#### Curling Terms:

- ▷ The **Skip** is the captain of the team, and usually the best player.
- ▷ Curling Zone uses electronic air power instead of the **Brooms** traditionally used to sweep and polish the ice surface in the path of the stones.
- ▷ The **Hammer** is the last stone thrown, usually by the Skip.
- ▷ A **Burning Rock** is when a foot touches a stone, and disqualifies the stone.

#### Instructions:

Curling is a game of strategy and coordination known and loved worldwide as a competitive winter sport played on ice. HearthSong has created a challenging indoor set for both kids and adults, designed with air-hover curling stones and a substantial mat made of polypropylene. A slight texture in the fabric mimics the standard pebbled ice that causes the stones to "curl" along the surface. After play, clean curling mat with a dry brush and store with curling stones in the storage box provided.

**Traditionally**, two teams of four players take turns sending one stone at a time along the surface of the ice, with the goal of getting the stones to stop as close as possible to the very center of the circle, or the **Button**. To score, the stone must stop somewhere **in the House** (the outer circle), and be as near as possible to The Button. A stone is disqualified if it moves outside the range of play, or rolls beyond the House.