Instructions and Assembly

This classic skill and action game thrilled millions in the 1970's and was a must have for years. The all time classic is back and better than ever. This game has in-your-face action that's fun for the whole family.


## 2 ASSEMBLE THE GAME BOARD <br> [ 4 GAME BASES \& 1 CENTER SUPPORT]

## TURN BASES UPSIDE DOWN!

- On a hard surface, flip the 4 game bases upside down and position them as shown to the right.



## PRESS DOWN

 FIRMLY!- Snap 3 of the 4 game bases together. PRESS FIRMLY on the connectors as shown in the diagram to the left. Make sure the pieces create a tight fit.

- Tilt the final game base and slip the last connectors together as shown. PRESS DOWN FIRMLY to create a tight fit.


PRESS DOWN FIRMLY!

- As the final game base slips into place, press firmly on the connectors to ensure a tight fit.



## INSERT CENTER

 SUPPORT!- Insert the center support into the bottom side of the game base. Line up the curved end of the support with the open slots in the center of the game base and press firmly for a tight connection.


## 3 FIT GAME BOARD INTO OUTER FRAME [ 1 GAME BOARD \& 1 OUTER FRAME]

LINE UP GAME BOARD WITH OUTER FRAME!

- Flip the game board right side up and line it up with the frame walls as shown. Lower the game board into place making sure that it lines up and connects to the sidewalls of the frame.




## 4

## SNAP THE PADDLES TO THE FRAME [ 4 PADDLES: 1 BLUE, 1 RED, 1 YELLOW, 1 GREEN ]

## FRONT OF PADDLES

 FACE PLAYING AREA- Snap the four paddles into the paddle clips on the outer frame as shown in the diagram. Make sure the front side of the paddle faces out to the playing area. Press down firmly until the paddle snaps into place.



## 5 INSERT THE SCORING PEGS [ 4 PEGS: 1 bLUE, 1 RED, 1 YELLOW, 1 GREEN ]

6 - When a score is made, the player whose corner the ball fell into serves the next shot.

7 -Whenever one player's scoring peg is down to zero, the round is over. Each player scores the amount of points remaining in his scoring area. All players then mark their score on a sheet of paper to keep track. All pegs are returned back to the five hole and a new round begins.

8 -After five rounds, the player with the highest score wins. In the case of a tie, another round is played by only the players who tied for the win.

## SERVING THE BALL:

Any of the ways listed on how to serve the ball are legal. You should use the method that you find the easiest and best for you.

A-Hold the ball above the board and drop it into the center of the game board.
B-Hold the handle (as shown to the right) with the ball in the hole. Twist the handle to pitch the ball forward into play.

## How To Play

## GAME OBJECTIVE:

The object of the game is to keep the ball away from your pocket and shoot it into an opponent's pocket. A point scores against you each time the ball drops into your pocket. Four players may play at once (See "Rules for 2 or 3 Players" for additional instructions if playing with less than 4 players).

## RULES:

1 -All players start with 5 points and mark the five hole (in their scoring area behind the pocket) with a scoring peg.

2 - The youngest player begins by "SERVING" the ball into the playing area (See "SERVING THE BALL" for serving rules).

3 - After the ball is served into play, each player uses his paddle to block the entry of the ball into his pocket and strike the ball away by using a twisting motion of the handle.

4 - If the ball falls into your pocket, either through your own fault or from an opponent's shot, you lose 1 point. Move your scoring peg down by one number in your scoring area.

5 - If the ball flies out of the playing area, either while a player is serving or during a volley, the player causing the ball to fly out is penalized 1 point.

- Hold the handle and position the paddle facing forward. Place the ball on the hole. Twist the handle and drop the ball from the paddle into play.



## RULES FOR 2 OR 3 PLAYERS:

If two players are to compete, they choose opposite corner pockets to defend. The two unused pockets are covered with the printed boards supplied with the game. Without removing the paddles, slide the tabs on the printed board into the open slots on the playing surface. The boards will block the unused pockets and keep the ball in the playing area. For three players, only use one board and block the unused pocket.


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