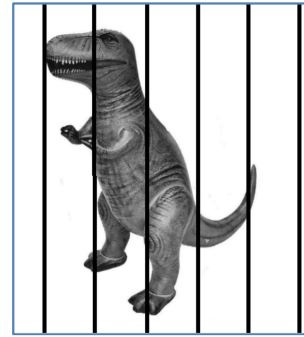


## W11685 Dino Dodgeball Easy Pack Instructions



### Contents:

- 6 – Gator Skin® Dodgeball
- 6 – Spectrum 6" Diameter Playground Balls
- 2 – Inflatable T-Rex Dinosaurs
- 1 – Roll 1" Wide Floor Tape
- 1 – Instructions

### Background:

Each team has captured a Tyrannosaurus Rex dinosaur and placed them in a cage. To win the game your team needs to break the other team's cage and free T-Rex, so he can destroy the other team.

### Set-Up:

- Divide your play area into two equal halves and your group into two teams of equal ability
- Inflate both T-Rex
- Tape off a rectangle about 3' wide x 4' long with the floor tape about 15' back from a centerline in your area (this is T-Rex's "cage")
- Place a T-Rex facing forward near the front edge of the taped off area / cage

### Play:

The overall play is somewhat similar to dodgeball. At the start of the game all the balls are lined up on the center line and all the players as far away as possible on their side of the play area. Players are not allowed to intentionally cross the centerline at any point during the game with their feet. At a start signal, players race to grab one or more of the balls on the centerline.

During the game, players try to use the balls to free T-Rex from his cage. To free T-Rex, he must be moved completely outside the taped area. To move T-Rex players can throw, roll or even kick any of the balls at the opponents T-Rex. Obviously the heavier playground balls will be much more effective at moving T-Rex. If T-Rex is knocked over, his entire body must still be moved outside of the taped lines.

During the game, you can eliminate players on the other team by hitting them with a **Gator Skin** ball. Note that only a Gator Skin ball can be used to eliminate players on the opposite team. If a player intentionally hits an opponent with a playground ball, then the player throwing the ball is out of the game. If a player intentionally steps in front of a playground ball that was thrown at T-Rex, then the player stepping in front of the ball is out of the game. If a player catches a Gator Skin ball that was thrown by the opposition, then the player throwing the ball is out of the game. Players holding a playground ball or a Gator Skin ball can use that ball to block a Gator Skin ball that is thrown at them.

The team that moves the opponents T-Rex out of their cage or eliminates all the opposing players wins the game.

### Rule Variations:

- If a player catches a Gator Skin ball, instead of the thrower being out of the game, the 1<sup>st</sup> person that was eliminated from the game on their side is allowed to return to the game.
- Add a "no play zone" that is about 6 to 8 feet wide and extends from the front of T-Rex to the centerline. This will help eliminate accidental and intentional hits of players standing in front of T-Rex. If balls enter this zone, players are allowed to quickly run into the zone to remove a ball and immediately exit.
- Add more playground and Gator Skin balls (any size). Regardless of size, the rules for the balls are determined by the type of ball.
- Add more T-Rex's (W11683) for even more Dino Dodgeball mayhem! Required that each team know 2 or more T-Rex's out of their cages to win!
- Instead of having to move T-Rex out of his cage, just knock him over.
- Non Dodgeball Version – Players are not eliminated when hit with a Gator Skin ball and the only way to win the game is to move T-Rex completely out of his cage.