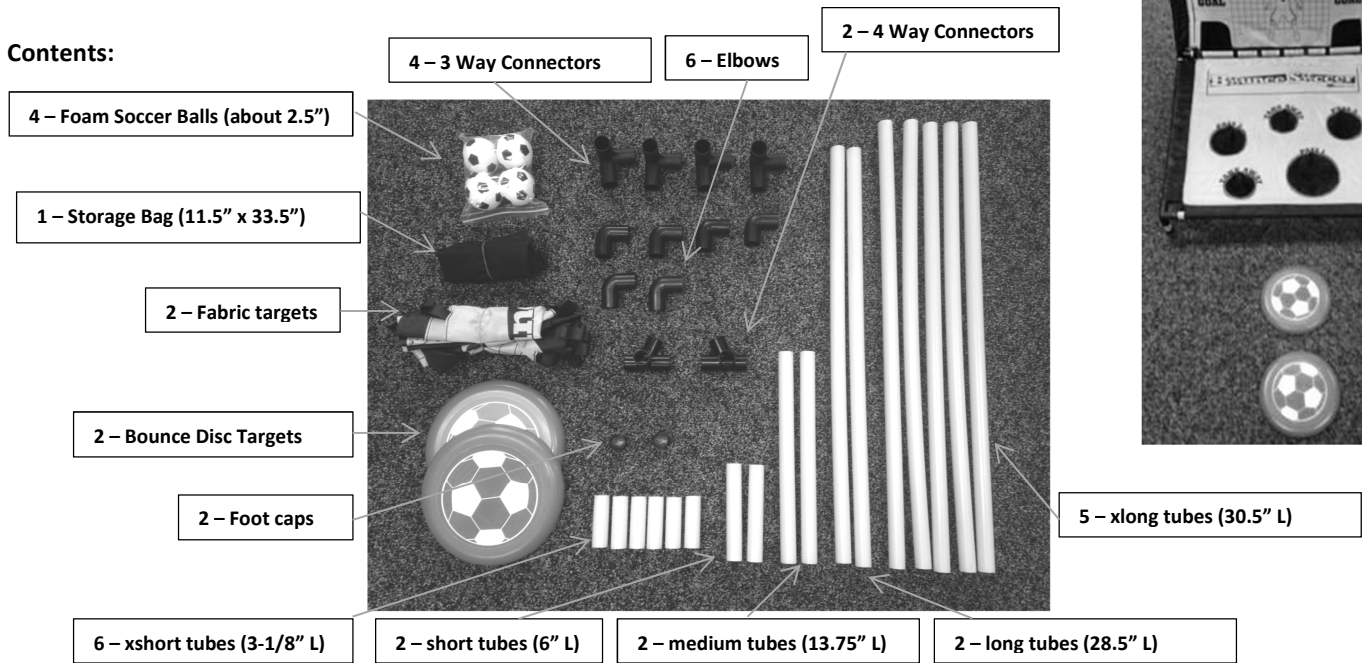


W11437 Bounce Soccer – Assembly Instructions

Contents:



1. Insert a xlong tube into the pocket at the bottom of the target with the Bounce Soccer text printed on it. (image #1)

2. Attach a 3-Way connector to each end of the xlong tube just inserted into the target. Align these connectors such that the portion of the connector without the ridge or step on it faces down. (image #2)

3. Slide a long tube (not an xlong!) into the two outside pockets of the Bounce Soccer Target and into the 3-Way connectors. (image #3)

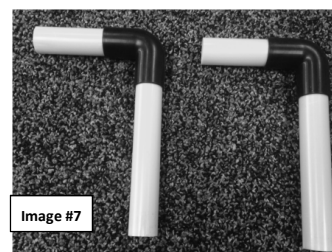
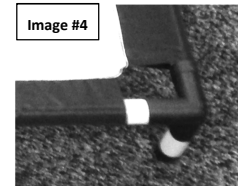
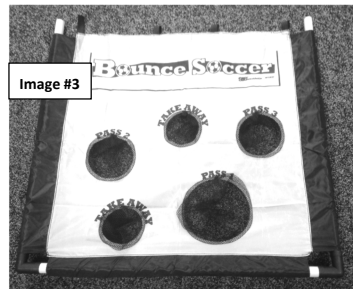
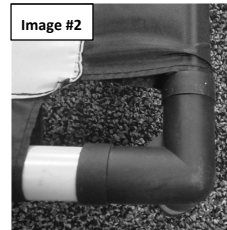
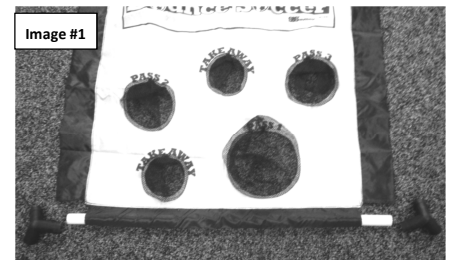
4. Slide a foot cap onto one end of two different xshort tubes and insert the other end into the open ends of the 3-Way connectors previously used. (image #4)

5. Slide a 4-Way connector onto either end of an xlong tube. Align the connectors as shown in image #5 with the vertical portion of the connector angled away from the Bounce Target. Then slide that assembly onto the open ended tubes of the previously assembled components of the Bounce Soccer target. (image #6)

6. Create two "L" shape assemblies as shown in image #7 using a xshort tube, an elbow and a short tube.

7. Insert the xshort end of an "L" shape assembly into the open horizontal end of a 4-Way connector with the short tube facing down. (image 8)

8. Attach an elbow to each end of an xlong tube to create a back bar. (image 8)



9. Slide the open ends of the back bar on the open ends of the L shaped assemblies. (image 9)



10. Insert a medium tube into each of the open ports in the 4-Way connectors. (image 10)



11. Slide the pockets on either side of the Goal target over the two medium tubes. (image 11)

12. Flip the remainder of the Goal target forward so that it rests on the Bounce soccer target. (image 12)

13. Create a top assembly by attaching a 3-Way connector to each end of a xlong tube, connect elbows to each end of another xlong tube, and connect the elbows to the 3-Way connectors with a xshort tube. Slide the top assembly onto medium tubes. (image 12)

14. Flip the loose portion of the Goal target over the top assembly. (image 13)



15. Attach the loose portions of the Bounce Soccer and Goal targets using the attached Velcro straps. See images 14 and 15.

16. Play Bounce Soccer and have fun!

17. Storage – taking the whole target apart can be difficult. If you do decide to take the game completely apart for storage, please do it very carefully to avoid possible damage to the components. Whenever possible twist and pull the tubes out of the connectors and elbows to avoid sudden release of the tubes and either breakage of a connector or tearing of a target. To reduce the storage space required, you may just want to remove the front feet, and fold the back target down. To fold the back target, detach the Velcro loops at the bottom of the green portion of the Goal Target. Then carefully pull up and twist the medium poles on either side of the Goal Target and remove them from the 4-Way connectors. Image 16 shows the Goal Target disconnected from the 4-Way connectors and spread out. Image 17 has the Goal Target disconnected and folded up on top of the Bounce Soccer target. The feet, soccer balls and target disc would be kept in the storage bag.



W11437 Bounce Soccer – Play Instructions

Play: Like real soccer, this version is designed to require precise passing so that scoring a goal is a real challenge.

Lay-Out: Assemble the game as indicated in the assembly instructions. Place the two discs in front of the target about as shown in the image to the right, with one disc about 6" in front of the target and the other about 2" away from the first disc. Players can stand anywhere they want as long as they are behind the 2nd disc.

Order of Play: In the first game, the youngest player will go first. If multiple games are played, the player that lost the previous game will go first.

Object & Winning the Game: The object of the game is to score goals. The first player to score 3 goals wins the game. Note that when players are Passing or Shooting, they can retrieve errant shots, remove any ball from a pocket and re-use the balls as required.

Passing: To make a pass a player must bounce a ball off the passing disc and into one of the holes on the target marked as PASS 1, PASS 2 or PASS 3. To earn the right to take a shot on goal, a player must successfully bounce a ball off the passing disc into PASS 1, PASS 2 and PASS 3 in that specific order. If the ball misses the target completely, lands in either of the TAKE AWAY, the GOAL, or the other PASS holes, or the ball rolls off the sides of the target, then that player loses possession of the ball and it is the other players turn to start passing the ball. If the ball hits the target and does not land in any holes and rolls off the front edge of the target, the player can continue to shoot at whatever number PASS hole they were shooting at.

Scoring: Once a player has successfully completed the 3 passes, they can take a shot. To take a shot on goal, the player must bounce the ball off the Shooting Disc. To score a goal the ball must go through one of the 4 holes in the corners of the back Goal Target. If the shot does not go into the one of those pockets but rolls off the front edge of the target, then the player shooting is considered to have gotten the rebound and can take another shot. If the shot misses the entire target completely, lands in either of the TAKE AWAY holes, the PASS holes, or rolls off the sides of the target then that player loses possession of the ball and it is the other players turn to start passing the ball.

Rules Variations:

To Make the Game Easier:

1. Allow the 3 Passes to be completed in any order.
2. Require 3 Passes, but they can be made in any of the 3 Pass pockets.
3. Require only 1 Pass to be completed before a goal can be attempted.

To Make the Game Longer and or Harder: (use one or more of the suggestions below)

1. Move the Passing and Shooting Disc further away from the target.
2. Require 5 or more goals to win the game.
3. Require all Passes and or Shots to be successful. Meaning that any shot that does not go into the desired Pass or Goal pocket results in a loss of possession and it then being the other player's turn.

Game Variations:

Shootout Challenge – Players take 4 shots on goal and score 1 point for each successful shot into a different goal area. Thus a player cannot get 4 points by shooting and scoring on the same goal pocket.

