



WARNING:
CHOKING HAZARD – Toy contains
small balls. Not for children under 3 years.

BOUNCE-OFF DUEL™ GAME

CONTENTS

Game Tray
14 balls (7 blue, 7 yellow)
2 ball holders
20 challenge cards

OBJECT

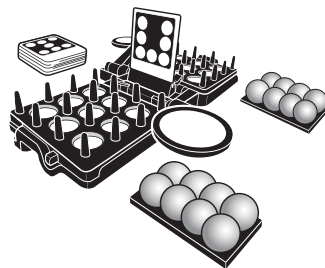
In this head-to-head game, players bounce balls into their game grid to match the challenge card's pattern. The first player to finish slams their paddle and watches the opponent's balls go **KABOOM!**

SET-UP

Place the Game Tray on the playing surface so each player can easily bounce balls into their side.

Set the challenge cards next to the grid.

Give each player a ball holder. Players pick a color, take those balls, and place them into the ball holders.



QUICK PLAY

DRAW A CARD

COMPLETE THE CHALLENGE

SLAM THE PADDLE

CLAIM YOUR BRAGGING RIGHTS!

Warning: Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.

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Games

● LET'S BOUNCE! ●

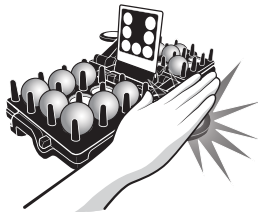
- 1 Draw a challenge card and place it in the card holder. The cards are double-sided, and each player should have the side matching their ball color face them.
- 2 When both players are ready, count down...**3, 2, 1!**
- 3 Players bounce balls into their grids to complete the pattern.



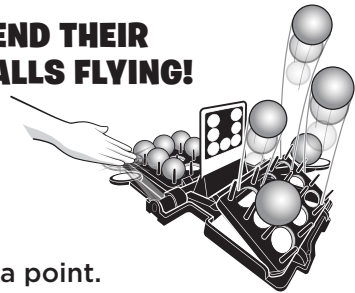
GENERAL BOUNCE RULES

- The ball has to bounce on the table at least once before landing in the game tray.
- If a ball does not land in the tray, it can be used again.
- If a ball lands in the tray but doesn't complete the challenge pattern, it can be used again.

- 4 If you match the pattern on the card, slam the paddle and...



SEND THEIR BALLS FLYING!



- 5 The winning player keeps the card as a point.
- 6 Each player resets by collecting their balls and putting them back into the holders.

WINNING

The first player to get 5 cards wins!