

2

7+

**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

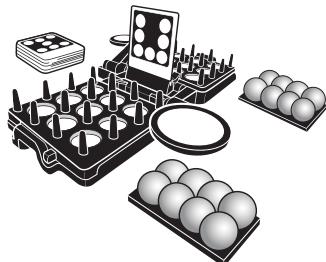
In this head-to-head game, players bounce balls into their game grid to match the challenge card's pattern. The first player to finish slams their paddle and watches the opponent's balls go **KABOOM!**

## 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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# 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!**

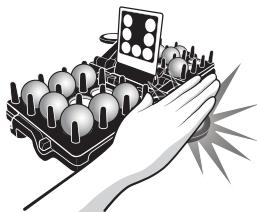
**3** Players bounce balls into their grids to complete the pattern.



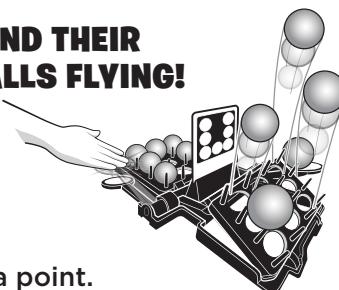
## GENERAL BOUNCE RULES

- 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!**