BOUNCE-OFF BULLSEYE™

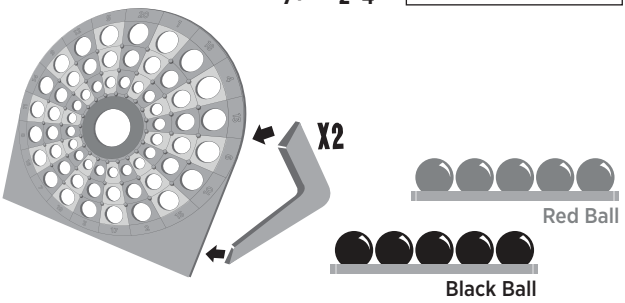
INSTRUCTIONS

CONTAINS:

10 Balls
1 Scoreboard
9 Challenge Cards
1 Game Tray
2 Side Legs
2 Ball Holders
1 Wet Erase Marker

7+ 2–4

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



SET UP

Attach the Side Legs to the Game Board as shown and then place it on the playing surface between players. Players take the 5 balls of their chosen color and put them in their ball holders.

LET'S PLAY!

You can play Bounce-Off Bullseye™ two ways: classic Bounce-Off™ rules (with a bullseye twist), or pretty much any dart game known to man.

CLASSIC BOUNCE-OFF BULLSEYE™

1 DRAW CARD.
Each has a unique design.

2 BOUNCE BALL. REPEAT.
The ball must bounce at least once before it goes into the tray.
If you use all your balls, take one out of the Game Tray to keep going until someone is able to...

3 MATCH CARD.
Line up the balls of your color in the tray to match the design on the card.

4 GRAB CARD.
If you're the first to match the design, get one last ball into the bullseye to win the card (that's the twist!).

5 GO BACK TO STEP 1.

FIRST TO GET 3 CARDS WINS!
But you'll want to keep playing!

THERE'S MORE THAN ONE WAY TO PLAY. MIX AND MATCH AT WILL!

ALL PLAY

All players bounce at the same time. If you're the first to match the design, grab that card quick!

OR

ONE BOUNCE

Take turns. Each player bounces in one ball at a time on their turn. Play is clockwise.

CARDS:

Some card patterns are easier than others. The cards with more balls in the design tend to be harder. You can mix them together any way you like to decide what kind of a challenge you're up for.

PLAYERS:

Play as a team with teammates playing across from each other or with 2 players it's every player for themselves.

DART GAMES:

Any game you can play with a dartboard you can play with Bounce-Off Bullsye™. Here are few examples:

CRICKET

When you play Cricket, you will only be using the numbers 20, 19, 18, 17, 16, 15 as well as the Bullseye on the Game Tray.

The object is to have the most points when the game is over. The game is over when all of the numbers and the bullseye are "closed" (more on that later).

Use the supplied marker boad and wet erase marker board and wet erase marker to keep score as you play.

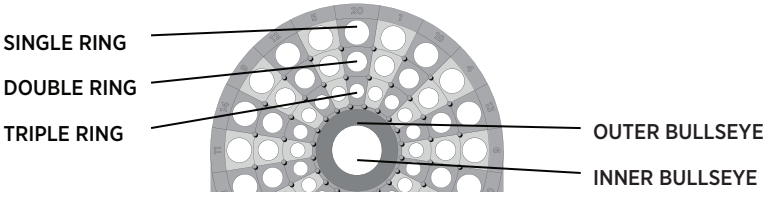

Red Ball


Black Ball

You only use 3 balls when playing a dart game (NOT 5).

Each player bounces all 3 balls on their turn, and as always they must bounce at least once before landing in the Game Tray.

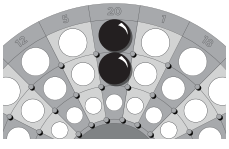
THE GAME TRAY IS DIVIDED INTO 5 SECTIONS:



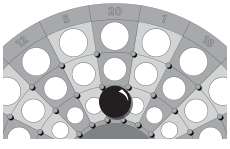
OPENING NUMBERS

In order to "close" a number, you first have to "open" it. You open a number by hitting it three times. This can be accomplished in more than one way.

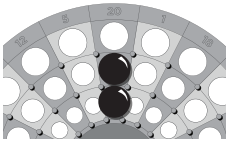
For example, in order to "open" the 20, you may:



Get one ball in the Single Ring (1 hit) and get ANOTHER ball in the Double Ring (2 hits) making 3 hits.

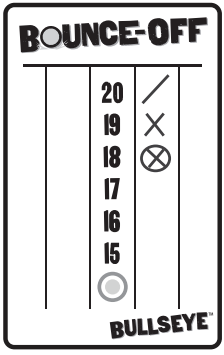


Get one ball in the Triple Ring (3 hits).



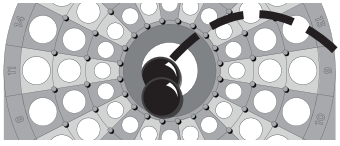
If you get one ball in the Double Ring and another in the Triple Ring, you have 5 hits. *(This is more than you need, but there is no penalty for going over and the number is "open.")*

Mark your side of the score board next to the number you hit to indicate each time you make a hit.

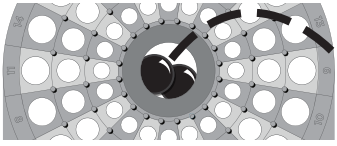


1 HIT = ½ slash
2 HITS = X (2 slashes)
3 HITS = X with a circle

THE BULLSEYE WORKS A LITTLE DIFFERENTLY. In order to get 3 hits and "open" the Bullseye, you may:



Land a ball on the Outer Bullseye (1 hit) and get another ball through the Inner Bullseye (2 hits) making 3 hits.



Bounce 2 balls through the Inner Bullseye (4 hits). Again, this is more than you need, but there is no penalty for going over and the Bullseye is open.

NOTE: you do not have to score all of your hits on one turn, so be sure to tally each one of your hits on your scorepad on every turn. For example, if you hit the Single Ring on number 16 on one turn, make a note of it. Then, on your next turn, if you get a Double Ring hit on number 16 you now have 3 hits and 16 is "open" to you.

SCORING POINTS

Once a player has opened a number (or the Bullseye), they may start scoring points. For example, if you open the 20 and then bounce a ball into the Single Ring of the 20 you score 20 points. If you bounce a ball into the Double Ring of the 20, you get 40 points and if you bounce a ball in the Triple Ring of the 20 you get 60 points! Only the player who opened the number may score points with that number. Keep score on your side of the score board next to the number you are scoring on.

When the Bullseye is open, each ball bounced that lands on the Outer Bullseye earns 25 points, and each ball bounced through the Inner Bullseye earns 50 points.

CLOSING NUMBERS

If your opponent has a number open and is scoring points, you will want to "close" that number to stop them. You close a number in the same way you open it, by getting 3 hits.

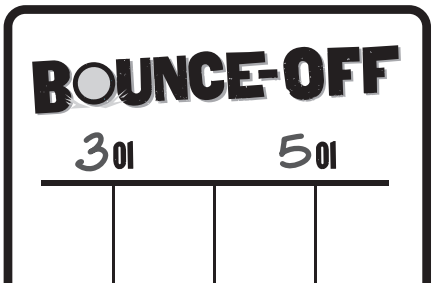
Once a number is closed, it cannot be opened again and remains closed to all players for the rest of the game.

WINNING

Once all the numbers and the bullseye have been opened and then closed, the game is over. Tally your points and the player with the most points WINS!

301/501

Players start with either 301 points or 501 points, and each point they score on their turn REDUCES their score by that amount. The object is to get your score down to EXACTLY ZERO. Players alternate bouncing rounds of 3 balls and subtracting the sum of those balls from their current score.



First, decide if you want to start with 301 points or 501 points. Write a 3 or 5 next to the printed "01" on the scoreboard. You will keep score here during the game.

DOUBLE IN / DOUBLE OUT

Before you are allowed to start scoring points you must first "double in." This simply means that you must land a ball in the Double Ring of any number on the board OR the Inner Bullseye. Once you double in, you may start scoring points beginning with your "double in" score.

For example, if you hit the Double Ring on 11 with your second ball, you score 22 points. Then, whatever space you land in with your third ball you count that score as well. You get no points for your first ball because you had not doubled in yet.

Once you double in and start scoring points, start working your way down to zero. The Single, Double and Triple rings on the numbers determine how many points you score on any bounce. The Outer Bullseye is 25 points and the Inner Bullseye is 50 points.
Continue to score points on each turn, but be careful, because you must also "double out!" This means that in order to hit EXACTLY ZERO, you must hit a Double Ring on the number (or Bullseye) that will take you down to zero.

For example, if you are down to 36 points, you need to hit the Double Ring on 18 in order to get down to exactly zero and win.
- If you miss and score a number LESS THAN 36, you score will drop down to that number and you will need to figure how to get down to another number divisible by 2 in order to double out.
- If you miss and score MORE THAN 36, you go bust and must begin at 36 again on your next turn.
- If you get your score down to the number 1, you treat it like a bust and begin your next turn at 36.

The first player to double out and reduce their score to EXACTLY ZERO wins!

FDM56-0970
1101325658-DOM

Only use washable markers that come with the toy.
Recap markers after use.

This product may stain or stick to some surfaces. Protect play area before use.

SAFETY TESTED

GENTLE

CONSUMER INFORMATION

Need Assistance? Visit service.mattel.com or call 1-800-524-8697 (US and Canada only).

SERVICE.MATTEL.COM

©2016 Mattel. All Rights Reserved. MATTEL, BOUNCE-OFF and associated trademarks and trade dress are owned by Mattel. ® and ™ designate U.S. trademarks of Mattel, except as noted. MADE IN CHINA. Manufactured for Mattel. Consumer Relations - Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. Consumer Services 1-800-524-8697. Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303. Mattel Australia Pty., Ltd., Richmond, Victoria. 3121.Consumer Advisory Service - 1300 135 312. Mattel East Asia Ltd., Room 503-09, North Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Tel.: (852) 3185-6500. Diimport & Diedarkan Oleh: Mattel Southeast Asia Pte. Ltd. , No 19-1, Tower 3 Avenue 7, Bangsar South City, No 8, Jalan Kerinchi, 59200 Kuala Lumpur, Malaysia. Tel: 03-78803817, Fax: 03-78803867.