



BATTLE BALL

An exciting game for 2, 3, or 4 players

**INSTRUCTIONS FOR ASSEMBLY
AND GAME RULES**

The object of the game is to keep the ball away from your pocket and in so doing shoot it at an opponent's pocket. A point scores **AGAINST YOU** each time the ball drops into your pocket.

TO ASSEMBLE THE GAME:

1. Remove the molded Battle Ball "base" from the box and place it on the table. Turn the base over. Remove the sponge pads from the backing paper and apply to the 4 corners of the base as shown in Fig. #1.
2. Lay the paddles diagonally across the four corners so that the handles are between the two openings. Hang the paddle so that its **SMOOTH** side faces **THE CENTER** of the playing area. See Fig. #2.
3. Secure each paddle with 2 horseshoe-shaped paddle locks by pushing the long end of the locks into the hole on one side of the handle, then squeezing the short ends into the hole on the other side of the handle. See Fig. #2. (Note: To remove the handles for storage, simply squeeze the lock unhooking the short end of the loop and swing it so the paddle is free.)

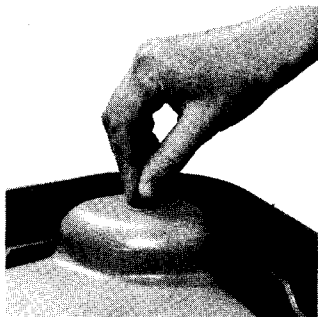


Fig. #1

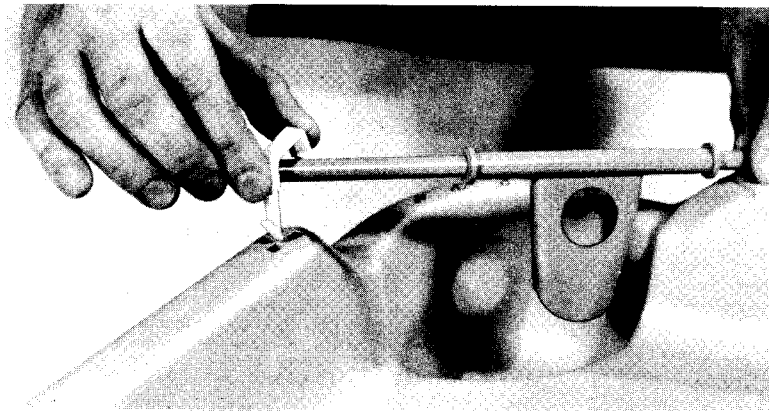


Fig. #2

4. Grasp both ends of the paddle handle, slide the paddle from side to side. Twist the handle and flip the paddle. Make sure this action is smooth and you are familiar with it, for this is your "weapon". Note that the paddle may get caught if it is slid too far to one side of the pocket.
5. If two players are to compete, they choose opposite corner pockets to defend. The two unused pockets are covered with the printed boards, supplied with the game. Without removing the paddles, slide the tabs on the printed board into the slots on the playing surfaces. See Fig. #3. The boards will block the unused pockets and provide a surface to keep ball in center of playing area (Fig. #4).

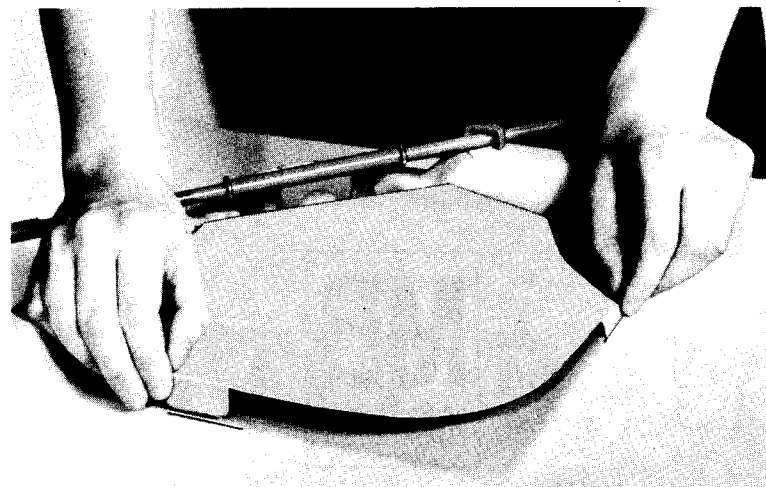


Fig. #3

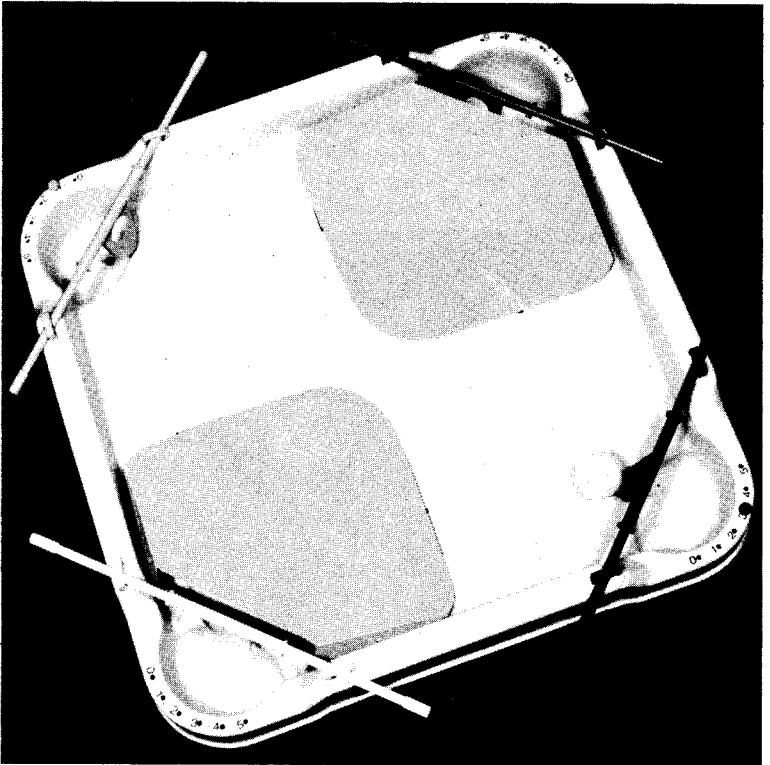


Fig. #4

For 3 players, use only one board to block the unused pocket.

- 6 How to "serve" the ball. Any of the methods of "serving" listed are legal. The way that you find easiest and best for you should be used.

- (a) "Serve" by dropping ball into center of platform.
- (b) by holding paddle and ball as shown in Fig. #5 and twisting handle so ball is pitched forward.
- (c) by holding paddle pointing forward with ball in hole, dropping ball from paddle and striking it forward in that motion.



Fig. #5

TO PLAY THE GAME:

1. All players start with 5 points. Each player takes a scoring peg and places it in the hole marked "5" in his scoring area.
2. Any player may start the game by "serving" the ball.
3. After the ball is served, each player uses his paddle to block the entry into his pocket and strike the ball away by using a twisting motion of the handles.

4. If the ball falls into your pocket, either through your own error or from an opponent's shot, you lose 1 point. Move your peg down to the NEXT LOWEST number in your scoring area.
5. If the ball flies out of the playing area, either while a player is serving or during a volley, the player causing the ball to fly out is penalized 1 point.
6. When a score is made the player in whose corner the ball fell "serves" the next shot.
7. Whenever one player's scoring peg is down to "0" the "round" is over. Each player scores the amount of points remaining in his scoring area. All players then mark the score on a sheet. All pegs are returned to "5" and a new round begins.
8. After 5 rounds, the player having the highest score wins. In case of a tie, another round will be played where only those tied in score will "peg down" to determine the winner.



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