SIDEWINDER
Head-to-Head Uphill Race Game

For 2 players / Ages 8 and up

OBJECT

It's a zigzag race to the top in a gravity-defying challenge of skill and speed. Force your marbles to climb up the ramp and drop into your rival's tray. The first player to get rid of all the marbles wins. Three ramp levels let you "handicap" the contest, or increase the challenge.

EQUIPMENT

2 SIDEWINDER™ Bases with 2 snap-in pivot beams and 2 paddles • 12 Marbles • 6 Consumer-applied feet

ASSEMBLY See back of this sheet.

SETUP

• Agree how steep the ramps will be—level 1, 2 or 3. Will they both be the same, or will one be steeper—and more challenging? Adjust them. (See "To Handicap One Player," right.)
• Take 6 marbles and place them in your marble tray.

GAME PLAY

• Tilt your paddle to the right and place the first marble at the base of the track.
• Shout "GO!" and start the race!
• **Don't bang the paddle!** Tilt it back and forth to force the marble to defy gravity and race uphill. This will take a little practice, but once you get the hang of it, your marble will really move!
• **Don't lift the paddle or lift the base off the table.** Use the tilting to move the ball.
• As soon as the first marble drops through the hole at the top, start your second marble up the ramp.
• When your opponent gets a marble to the top, it drops into your tray. To win, you must get rid of all marbles in your tray—including your opponent's that dropped in!

• When you get good at it, try racing more than 1 marble at the same time. This can help you get ahead—or catch up.

Notes:
• If a player "flings' a marble off the track, that person is responsible for chasing it down and returning it to his/her tray.
• If a marble that is accidentally flung from the track lands between the paddles, it is out of play.
• If your marble makes it up the track and through the hole but doesn't land in your rival's tray, your opponent must chase it down and put it in his/her marble tray where it belongs!

TO HANDICAP ONE PLAYER

• Adjust the paddle to make the ramp steeper: Lift up the front, top end of the paddle gently, making sure it locks into one of the three notched positions. To lower it again, push down gently on the end of the paddle.
• As an additional handicap, give one player more marbles to start with. You still must empty your own tray to win.

WINNING

The first player to clear all the marbles from his/her base tray—including the opponent's marbles that have dropped into it—and get them into the rival's tray, wins!

PARKER BROTHERS

PROOF OF PURCHASE

SIDEWINDER
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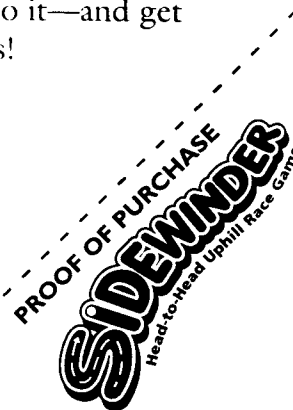
ASSEMBLY

Step 1

a. Apply self-adhesive Foot Cushions to 3 "feet" on bottom of one Base.
b. Set Foam Pad in Marble Tray, lining it up as shown.
c. Place Base flat on table.
d. Position Pivot Beam as shown, and lower Front end into wide hole in base.
e. Lower Back end (Front end will slide forward) and snap down firmly into slot. Make sure it's all the way down.

PIVOT BEAM

Front

Back

BASE

Foot Cushion

Foot Cushions

Put Foam Pad inside Marble Tray

MARBLE TRAY
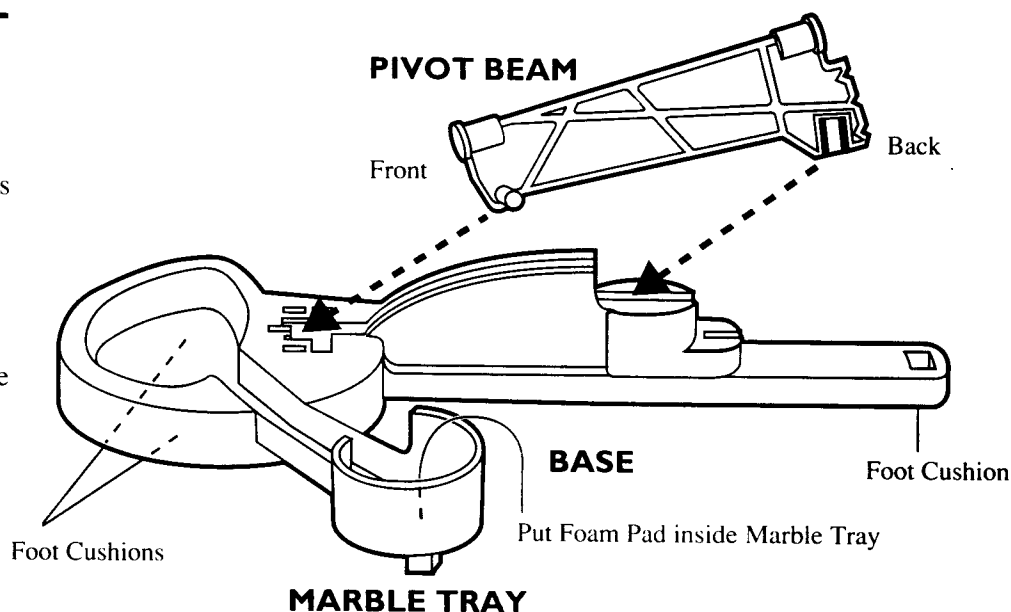
Step 2

a. Position either Paddle as shown, and lower it so both Snaps snap onto Pivot Points.
b. Repeat assembly with second Base, Pivot Beam and Paddle.

PADDLE

Snaps

Pivot Point

Pivot Point

Receiver Slot

BASE
with Pivot Beam attached
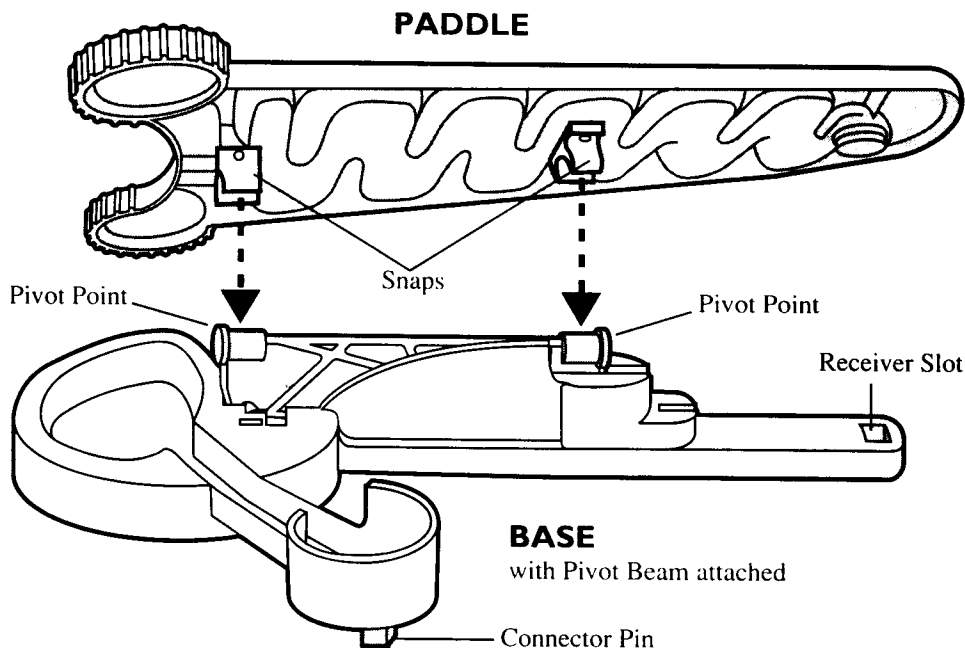
Connector Pin

Step 3

a. Look at photos on package to see how Bases are joined to one another.
b. Insert Connector Pin of one Base into Receiver Slot on other base. Repeat with second Base.