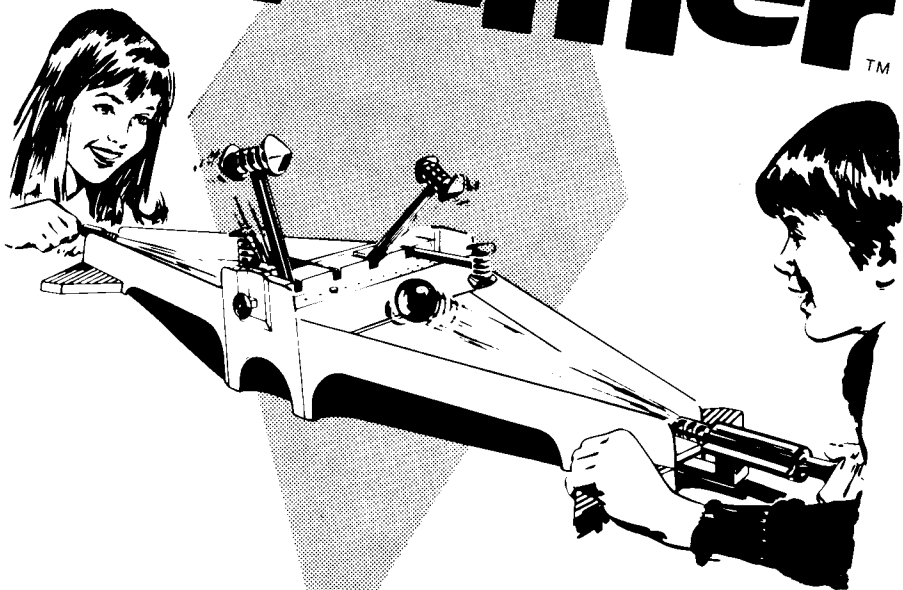


Trip hammer™



INSTRUCTIONS

4442-X1

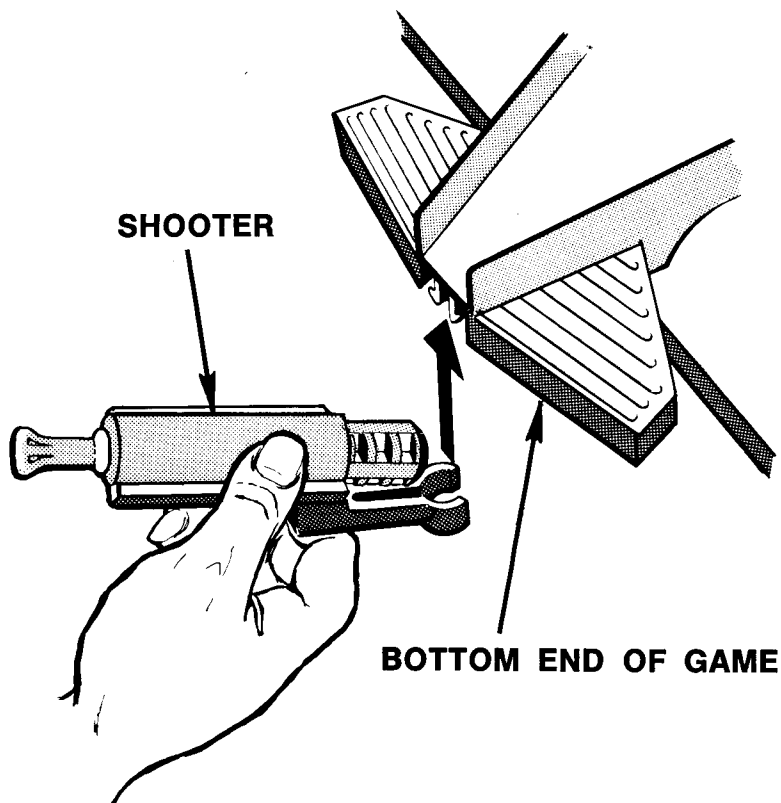
Trip hammer™

Trip Hammer is a game of speed requiring rapid shooting at the hammers and a fast hand to push the Hammer Locking Bar at the right time.

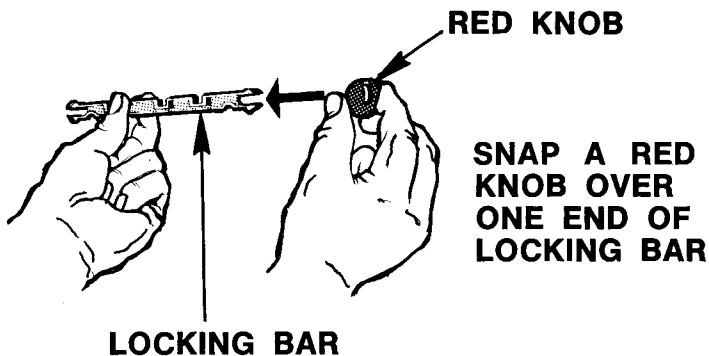


TO PREPARE THE GAME:

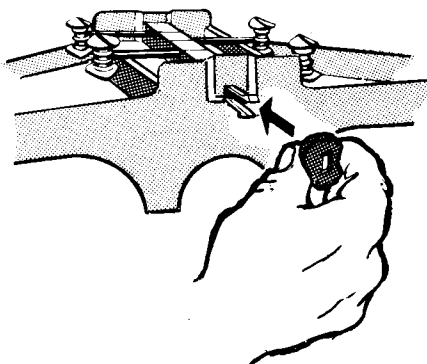
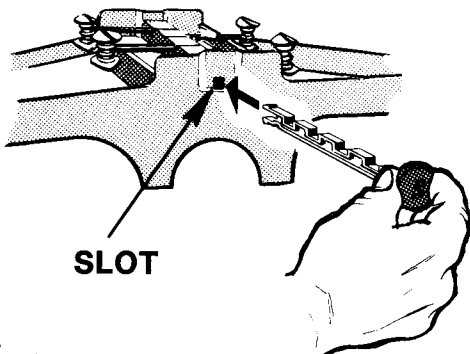
- 1. Snap a shooter into position at both ends of the game as illustrated.**



2. Assemble hammer locking bar.

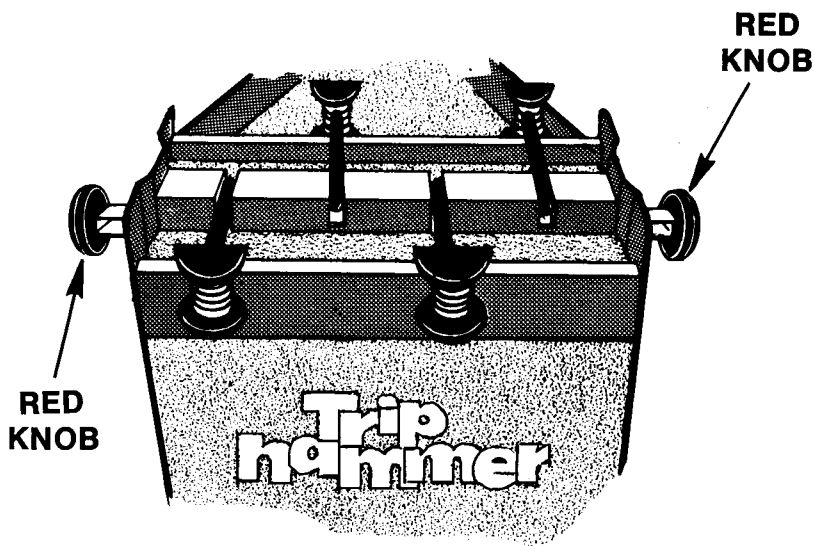


INSERT LOCKING BAR THROUGH SLOT IN CENTER OF GAME WITH NOTCHES UP.

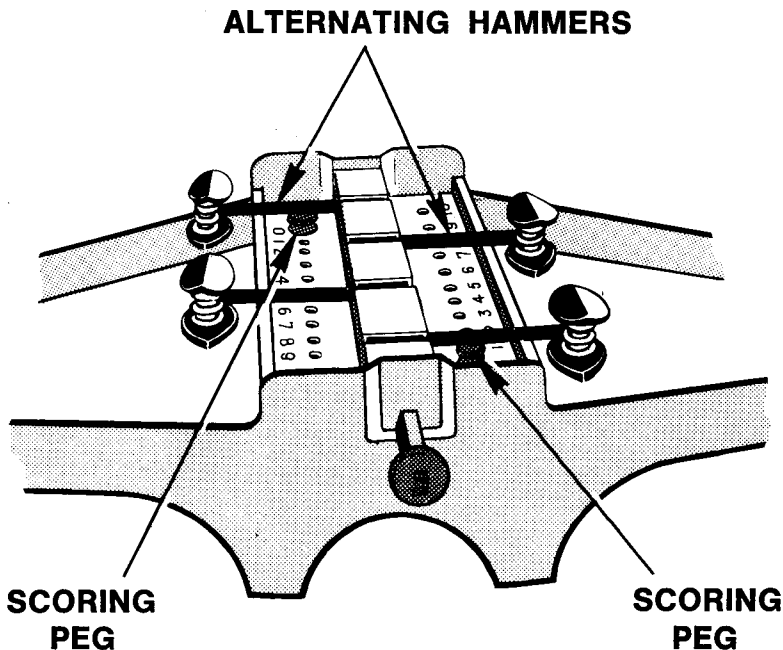


SNAP REMAINING RED KNOB OVER THE OTHER END OF LOCKING BAR.

3. Place a ball in front of a shooter at either end of the game.
4. **THE HAMMER LOCKING BAR** (with a red knob at either end — see illustration) should be in the center position, allowing the hammers to flip freely back and forth. (When the hammer locking bar is pushed all the way to either side, the hammers cannot be flipped back and forth).



5. **STARTING POSITION:** The hammers are placed alternately on either side, so that each player is starting the game with two hammers on his side to shoot at.



6. Place a scoring peg in the "O" hole on each side (see illustration).

OBJECT OF THE GAME:

To be the first player in each round to flip all the hammers to the opponent's side to score points. The first player to score 10 points wins the game.

RULES:

- 1. At the command "GO", each player starts to shoot his ball at the hammers on his side. When the hammers are struck correctly they will flip over to the opponent's side.**
- 2. When a player has all the hammers on his opponent's side, he MUST push the red knob on the locking bar to freeze the action and score points.**
- 3. A player successfully freezing the action with all four hammers on his opponent's side SCORES 2 POINTS, and moves his scoring peg two holes.**
- 4. A player freezing the action when he has one or more hammers remaining on his side is penalized. His OPPONENT SCORES 1 POINT, and moves his scoring peg one hole.**
- 5. After scoring is completed, the hammers are reset (refer to "To Prepare the Game", Number 5), and another round is played.**
- 6. A ball shot out of the game stops the action.**
- 7. The first player to score 10 POINTS WINS THE GAME.**