

The Motorized Air Power Action Game

For 2 to 4 Players / Ages 6 and Up

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OBJECT

To be the first player to score 10 points by shooting balls into the stream of air, which blasts them up into the scoring basket.

EQUIPMENT

BLAST OUT™ machine • 12 Foam balls

- Consumer-applied labels
- 4 "C" size alkaline batteries required (not included)

Note: You must use alkaline batteries in order to provide sufficient air power.

ASSEMBLY

- Use drawings on inside of this sheet. Refer to package photos to see completed game assembly.

SETUP

- Each player takes 3 balls of the same color and the matching scoring peg.
- Put your scoring peg in the first hole of your shooter leg, closest to the shooter.
- Before each game, calibrate the air stream (see explanation on inside of this sheet).

GAME PLAY

- One player turns the machine ON; use the green toggle switch on either side of the blower.
- All players load one ball into their shooters—and launch them simultaneously towards the lower funnel. Do not launch your ball directly into the upper red basket; the balls must use the stream of air to reach the scoring basket!
- You may load and launch another ball immediately, or wait to see who wins the first battle before you launch again.
- If your ball is knocked completely out of the air stream, chase it down and re-launch it.

ENDING THE ROUND AND SCORING

- The first player who gets his or her three balls into the upper scoring basket shuts the blower OFF and proclaims victory for the round! This player receives 3 points, one for each ball in the basket.
- All other players receive 1 point for each ball they blasted into the scoring basket.
- To record points, players move their color scoring pegs up the shooter legs.
- The player who won the round switches the air back ON and says, "Go!" to start the next round.

WINNING

Play as many rounds as necessary until one player reaches 10 points. As soon as a player scores the 10th point, he or she immediately turns the stream of air OFF—and is declared the winner! (Any other player's ball that blasts into the scoring basket before the air is shut off counts.)

NOTE: If during game play the balls aren't blasting out of the tube correctly, check the calibration of the air stream (see instructions inside this sheet) and adjust it if necessary; be sure to remove the scoring basket before adjusting. Also check that all the parts are aligned and secure.

RE-STORAGE

Remove the fences, clear funnel, red basket, support arms, and shooter legs from the blower. Leave the gray shooters attached to the purple shooter legs.

ASSEMBLY

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LABELS

1. Apply 2 "BLAST OUT" labels to red blower, one to front, one to back, just below green toggle switch.

2. Apply larger circular label in solid circular area in center of blower on back of machine (not over air vents on front of machine). Apply small circular label inside circle to the right.

2

INSERT BATTERIES

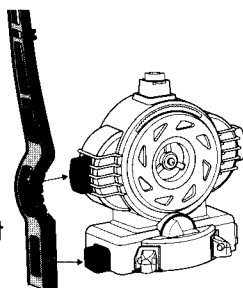
Unsnap and remove battery compartment door on base of machine. Insert 4 "C" size alkaline batteries, aligning the + and - symbols with the + and - printed in the plastic. Replace door.

3

ASSEMBLE SUPPORT ARMS AND CLEAR FUNNEL

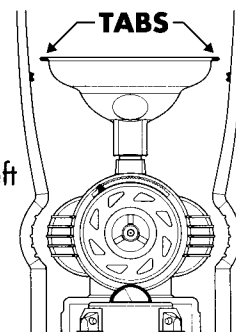
2 Purple Support Arms:

1. Snap curved rectangular hole in arm over rectangle on either side of blower. Then snap lower end of arm onto base.
2. Repeat with second support arm on other side.



Clear Funnel:

3. Set down onto top of blower, as shown. Be sure holes in funnel face front and back, as shown, and tabs on rim are left and right.
4. Snap each support arm between tabs on rim of clear funnel.

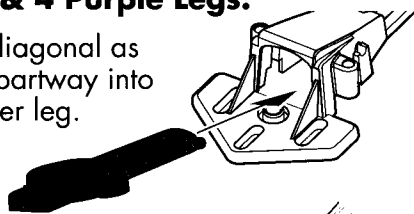


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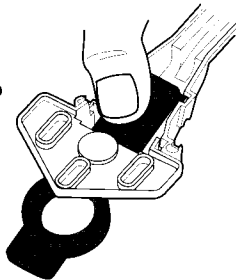
ASSEMBLE & ATTACH SHOOTERS & LEGS

4 Gray Shooters & 4 Purple Legs:

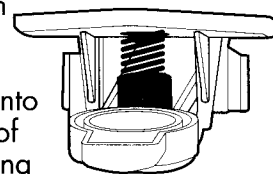
1. Hold shooter on diagonal as shown and slide partway into opening on shooter leg.



2. Turn shooter and leg over. Push shooter all the way into leg and press down to lock in place, as shown.



3. Compress a spring between thumb and forefinger. With shooter and leg *still* turned over, put bottom of spring into round grey cup on bottom of shooter, then release, guiding top end onto purple circle.
4. Assemble other 3 shooters, arms, and springs.
5. Snap each leg down over red "foot" at base of blower. (When removing for re-storage, grasp leg where it connects to base and twist it left and right, but *not* down).
6. Insert one scoring peg into each leg. Put in first hole, closest to gray shooter.



5

FENCES

1. Locate the two fences with the words "BLAST OUT" cut out. Position these in front of "BLAST OUT" labels on blower, front and back. Snap ends of each section onto shooter legs.
2. Repeat with two plain fences, facing the support arms. Make sure fences are *right side up*, the way you installed the two "BLAST OUT" fences; they should *not* touch the table.

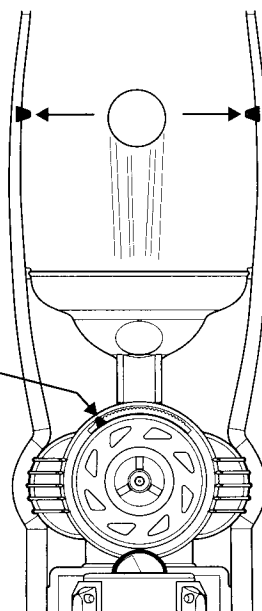
6

CALIBRATE THE AIR STREAM

- You can adjust the strength of the blast of air with the orange air regulator tab on top of blower: Press down and slide it left and right.
 - The red scoring basket should NOT be on the machine.
1. Place a single ball into the clear lower funnel.
 2. Turn the machine ON to start the air stream.
 3. Adjust the air regulator tab until the center

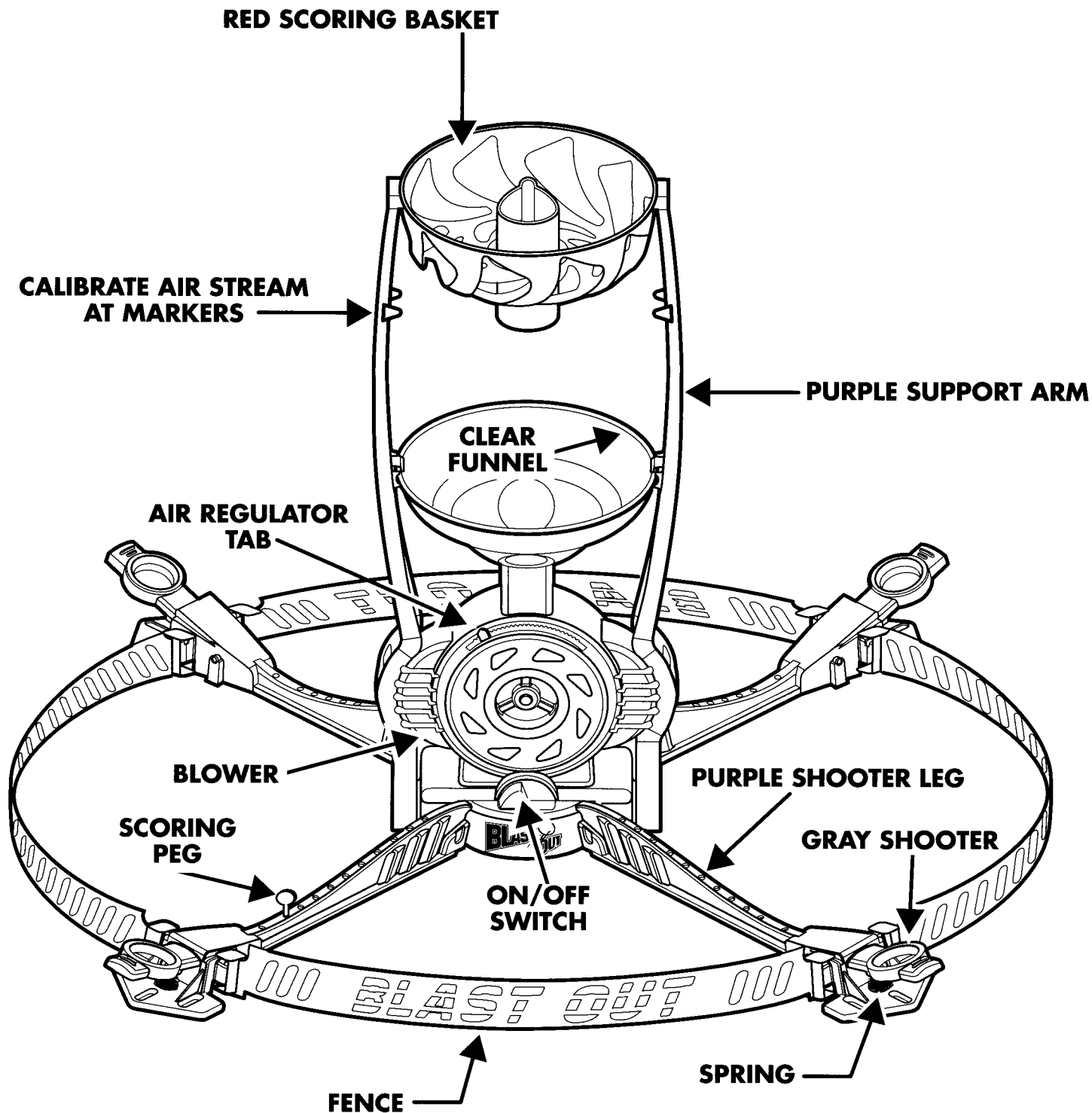
of the ball lines up with the two markers inside the support arms, as shown. Move the tab left to weaken the air flow, right to strengthen it.

4. Turn the switch OFF.
5. If the air stream is too weak to raise the ball to the markers, it's time to change the batteries.



RED SCORING BASKET

- Lower red scoring basket down onto tops of support arms, as shown below.
- Double check that the clear funnel, red scoring basket and all 4 legs are aligned securely in place.



Batteries may leak if improperly installed. Remove during extended storage.



We will be happy to hear your questions or comments about this game. Write to:
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