

# Active Game Instructions

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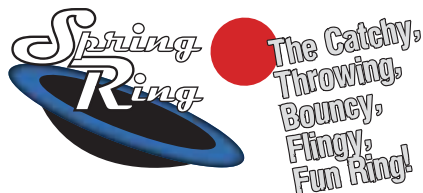
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# Double LADDERBALL®

*America's Favorite Bola Game*

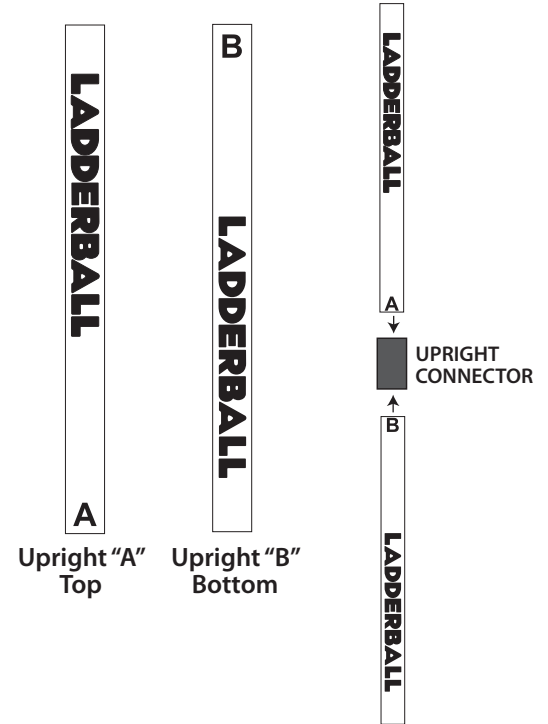
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| 2 - Blue Crossbars             | 2 - Black Crossbars |
| 2 - White Crossbars            | 3 - Blue Bolas      |
| 3 - Red Bolas                  |                     |

## Assembly Instructions

**1 Assemble uprights** - Take note that there are two distinctly different parts and are labeled as "A" or "B". Part A is the top portion of the upright, and part B is the bottom. Assemble one A and one B together by inserting them into upright connector as shown. Make sure the flat portions of the D-shaped cavities on the inside of the uprights are all facing down. Repeat this procedure with the other A and B parts to create four long uprights.

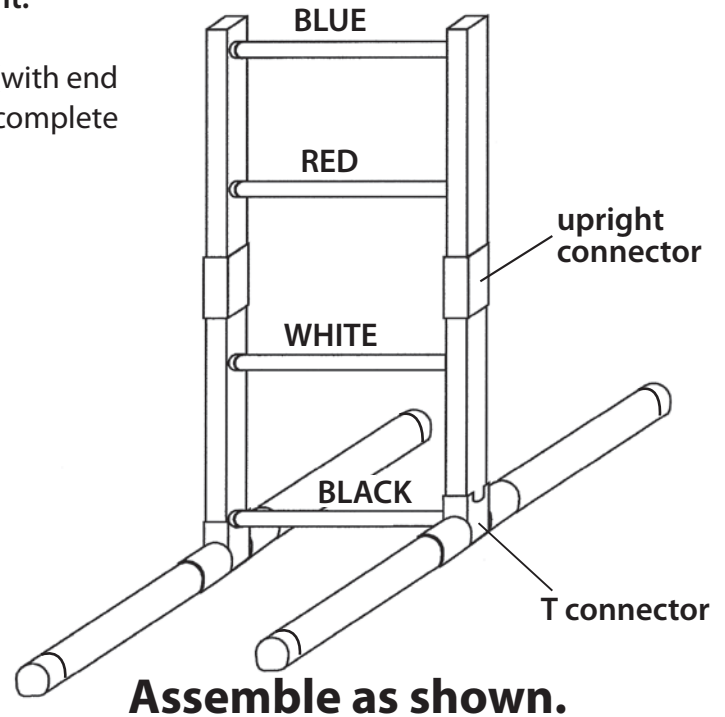
**2 Insert crossbars into uprights** - Each assembled ladder has a blue, red, white and black "D" shaped crossbar and two uprights. Insert ends of the crossbars into the D-shaped cavities on the inside of a pair of uprights. **Note:** The flat part of the bars should be facing the ground, leaving the rounded side facing upward. Repeat this procedure to create two ladders.



Make sure to arrange the bars in the following order: blue on top, red in the middle, white next, and black on the bottom.

**3 Insert one T-connector onto the bottom of each upright.**

**4 Attach base bars** - Insert two weighted black base bars (with end caps facing out) into each end of the T-connectors to complete assembly of ladders.



Set the ladders 25' apart and play!



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12.2008

# Double LADDERBALL®

*America's Favorite Bola Game*

## SET-UP

Ladders are placed 25' apart. Play as singles (2 players) or teams (4 players). One player/team throws the red bolas and the other plays blue. Players stand next to one ladder and toss to opposite ladder. Play continues back and forth between the two ladders.

### Point Values:

Blue bar (top bar) = 3 points

Red bar (middle bar) = 2 points

White bar (bottom bar) = 1 point  
(Black bar has no point value)

## Classic Ladderball

Each player throws their three bolas alternately with the other player/team. Once all bolas have been tossed, each player/team adds up the total points scored for that round. If your bola was knocked off by your opponent, those points are lost. The player/team with the highest score for that round subtracts the other player/team's score from their own and this becomes their new score. The other player /team gets no points. **With each round, scores are added until one player/team reaches 21 and wins.**

TEAM/PLAYER 1 lands:

1 on the blue bar (3 points each) = 3 points

2 on the red bar (2 points each) = 4 points

Total = 7 points

TEAM/PLAYER 2 lands:

1 on the red bar (2 points each) = 2 points

1 on the white bar (1 point each) = 1 point

1 miss = 0 points

Total = 3 points

Team/Player 1 had the higher score, so they subtract Team/Player 2's score from their own ( $7-3=4$ ) and add 4 points to their total score.

Maranda Enterprises warrants each of its games to be free from manufacturer defects in material and workmanship. Liability under this warranty is limited to replacing product found to be defective within 30 days of the date of purchase.

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# METAL LADDERBALL®

AMERICA'S FAVORITE BOLA GAME BUILT TOUGHER!

## Instructions for assembly

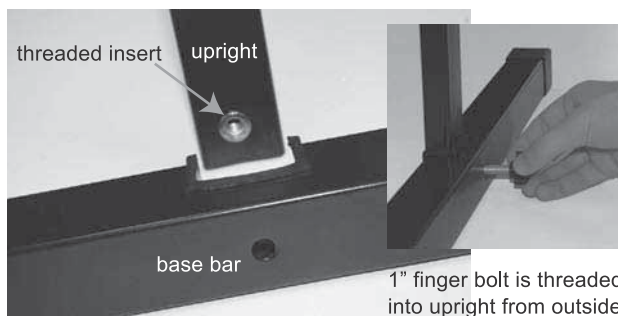
1. Place 2 of the uprights on the floor parallel to one another (with the Ladderball logos facing out and 1" diameter holes facing in.)

2. Using 6 of the 1/4" finger bolts to secure the crossbars between the uprights, assemble one ladder by placing the blue cross bar across the top (nearest the plastic cap), the red crossbar in the middle and the white crossbar nearest the bottom. Tighten finder bolts.



1/4" finger bolt is threaded into crossbar from outside of upright

3. Use 2 of the 1" fingerbolts and two of the base bars to assemble the base bars to the bottom of the completed ladder.



1" finger bolt is threaded into upright from outside of base bar

4. Repeat steps 1 through 3 for the second ladder.

## Adult Assembly Required

### Parts list:

4 - base bars



4 - uprights



6 - crossbars (2 each of blue, red and white)



4 - 1" finger bolts



12 - 1/4" finger bolts

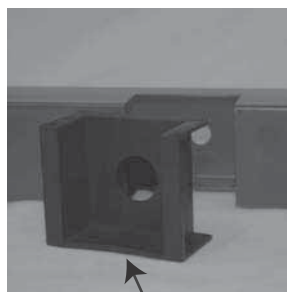
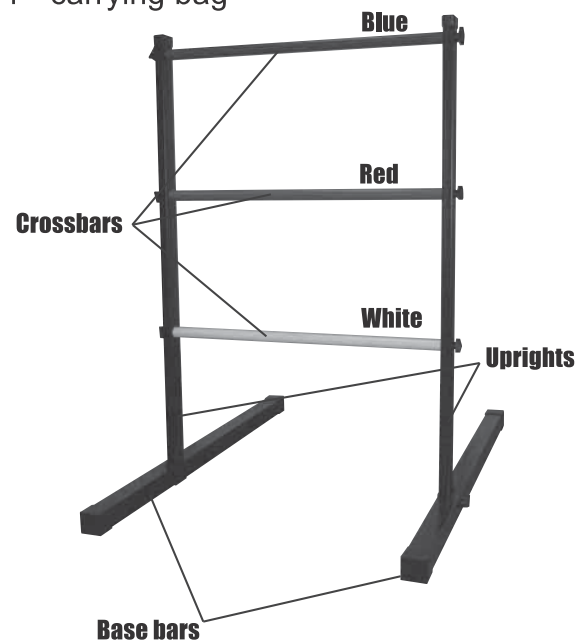


3 - red bolas

3 - blue bolas

1 - crossbar fabric sleeve (for storage)

1 - carrying bag



### Assembly Note!

The base bars have a plastic insert that the uprights are inserted into. The plastic insert can be removed and rotated 180 degrees and re-inserted into bar to accommodate either a left or right side upright.

Base bar insert can be removed and rotated 180°

**Place ladders 25' apart & PLAY!**

# METAL LADDERBALL®

AMERICA'S FAVORITE BOLA GAME BUILT TOUGHER!

## SET-UP

Place target ladders about 25 feet apart from each other. Players stand next to one ladder and throw towards the other one. There can be 2 or 4 players. One player/team is blue, the other red. One set of bolas is tossed by a player, then a set of bolas is tossed by the opponent, etc.

### Point Values:

Blue bar (top bar) = 3 points

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**Contents:**

3 red Rollors  
3 blue Rollors  
1 red goal  
1 blue goal  
1 measuring cord

**INSTRUCTIONS AND DIRECTIONS:**

**Rollors® can be played with two players or two teams of players.**

**Set up:** Position the pyramid “goal” posts 25 feet apart on a level grassy area. Rollors® can also be played in the sand or other comparable surfaces.

**Game Play:** Each player (or team) uses one color set of Rollors. The red team begins by standing at one goal and rolling one red Rollor toward the other goal. The Rollor should be rolled on its edge with a wind-up and release as if bowling. (Throwing or tossing the Rollor toward the goal is not allowed) Once the red player completes his roll, the blue player rolls a blue Rollor toward the same goal. Players (or teams) take turns until all six of the Rollors have been rolled at the goal. The score is tallied and the round is complete. The blue team begins the second round. The first team with a minimum of 21 points AND at least 2 points more than the opposing team, wins the game.

**Scoring:** Only one team scores points in each round. The only team to score in a round is the team with the closest Rollor to the goal. (each scoring roller must be entirely within the 5’ radius of the goal: Use measuring cord: included) The point value showing on the face of the Rollor closest to the goal is added to the score for the scoring team. If the scoring team has another Rollor which has also landed closer to the goal than any of the opponent Rollors, the point value showing on the additional Rollor may be added to the score as well. (provided the additional Rollors are within the 5’ radius of the goal as well.)  
NOTES: A scoring Rollor which stops on its edge scores a point value equal to the sum of both sides. A scoring Rollor which comes to rest against the goal scores a point value of double the number showing.

**Game Play**

**Variations:** Children’s Game: Place goals between 15-20 feet apart, and count the point of all Rollors landing within the 5 foot radius.

Intermediate and Advanced Games: Challenge yourself with all kinds of new options! Try any of the following:

- Lengthen the space between the goals
- Shorten your scoring radius to 3 feet
- Set up your goals on terrain that is not perfectly level



While Air Force Officer, Matt Butler was serving his country 35,000 above Afghanistan and Iraq, he reflected fondly on the times he and his family had spent back home playing lawn games in the yard. These memories started a quest that ended in the game, Rollors. From the garage of a local veteran, the prototype was cut, sanded and painted from wood. After the game was completed, Butler realized he had inadvertently walked into a new purpose. He was able to bring an exciting game of skill and chance to families everywhere. Although the game is unique and different, its simplicity is surprising. “I’ve always liked games like bocce ball,” Butler says, as he puts the game on the ground. “At first they say, ‘What is that?’ Then, I sit back and smile while they play.”



## Instructions & Rules

### **ENSURE SAFE PLAY**

**Rollors® should be played outdoors on grass, in the sand or on other like surfaces. Rollors® played on hard surfaces such as concrete or asphalt is NOT recommended. The speed and travel of disks on hard surfaces may lead to unsafe play and game pieces may also become damaged. Always exercise caution when rolling disks. Never throw, toss, fling, propel or hurl disks. Rollors® should only be played by rolling underhand as in bowling. Never roll disks directly toward other people or animals. Common sense and safe play mean fun for everyone. Rollors® is made of wood and should be stored in a moisture-free environment when not being played. This game is not suitable for children under 4 years of age.**

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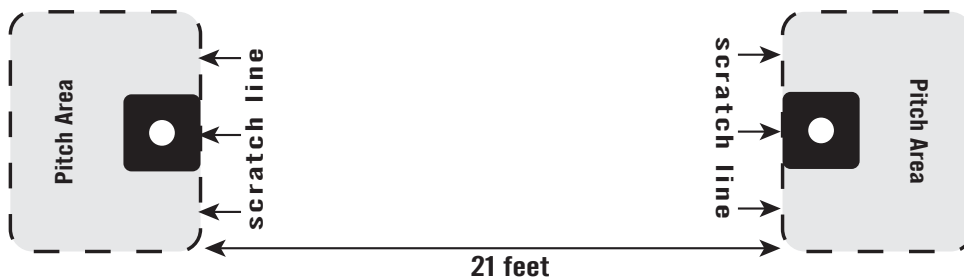
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# PERFECT PITCH WASHERS™



- Contents: 2 targets, 4 blue washers, 4 red washers, carry/storage bag
- Game Objective: First player/team to score 21 points wins.
- Setup: Official distance between targets is 21 feet. Adjust distance according to skill level.



See back for  
target setup  
options

## Game Play

May be played with 2 or 4 players. One player/team pitches red washers and one player/team pitches blue washers for duration of game.

2 players (individual play) - Play occurs back and forth between the targets.

4 players (team play) - Teammates play across from one another at each of the targets.

Game is played in rounds. A round is played from one end and the washers are pitched to the opposite target. Players alternate pitches until all 8 washers have been thrown and the round is then scored. A new round begins and players pitch to the opposite target. The player/team that scored in previous round pitches first. If no points were scored in previous round, the player/team that pitched second in that round pitches first in the new round.

## Scoring

The game is scored and tallied at the end of each round. Points are earned by the highest score in each round and is calculated by subtracting low score from high score in the round. Only 1 player/team scores in a round. If a tie or no washers score in a round, no points are awarded.

**Perfect Pitch - 3 points** - Washer lands in the center cup. Washer can bounce off the ground or box before landing into center cup.

**Target - 1 point** - Washer lands inside the target. Washer can bounce off the ground or box before landing into center cup.

**Scratch - 0 Points** - Washer lands outside target. A scratch also occurs when a player crosses the front edge of the pitch area while attempting a pitch(see illustration at top).

**Scoring Example:** Red player lands 2 washers in the target and 1 in the center cup for a total of 5 points. Blue player lands 2 washers in target and 1 lands outside target for a total of 2 points. Red player would score 3 points for the round ( $5-2=3$ ). Only one team scores in a round

**GAME IS WON** by the first player/team that reaches 21 points at the end of the round. In the event of a tie, the play continues until one player/team has a higher score at the end of the round.

# PERFECT PITCH WASHERS

## Optional Target Setup

Fill target with sand or water for easier scoring and faster game play. Sand and water will reduce bounce of washers hitting the target.



Sand and Water Not Included

### Ensure Safe Play

Perfect Pitch Washers can be enjoyed just about anywhere. Washers are heavy and can bounce so it's important to make sure play area is clear of objects and structures that could be contacted by washers. Never throw washers directly at other people or when people are in close proximity of the targets. It is not recommended to throw washers overhead or side-arm as this can lead to unsafe play. Common sense and safe play means fun for everyone.

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Ages 4 and up

## Game Play Suggestions

### Single Play

*Bounce it! Launch it! Catch it!*

### Partner Play

*Set a record for continuous volley*

*Challenge your partner to chase down a sky ball!*

**Spring Ring** volleyball - baseball - tennis

#### Contents:

2- Spring Rings

1- Rubber Ball

1- Splash Ball



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# TacTic Toss

THE ULTIMATE GAME OF TIC TAC TOE

- contents:
- 1 - game cover
  - 1 - bladder
  - 5 - green balls
  - 5 - red balls

## Instructions for assembly

Locate bladder inside game cover and inflate until it is firm. Do not over inflate bladder to avoid damaging and to allow for easy insertion into cover.

Insert bladder into cover with seams on bladder surface positioned vertically. Zip cover closed. Be careful to avoid pinching bladder in zipper teeth when closing.

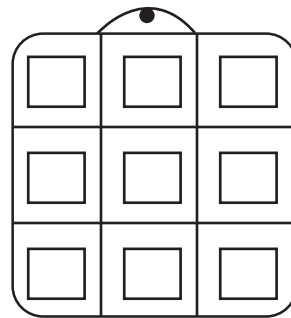
## Not to be used as a floatation device

## Mounting options

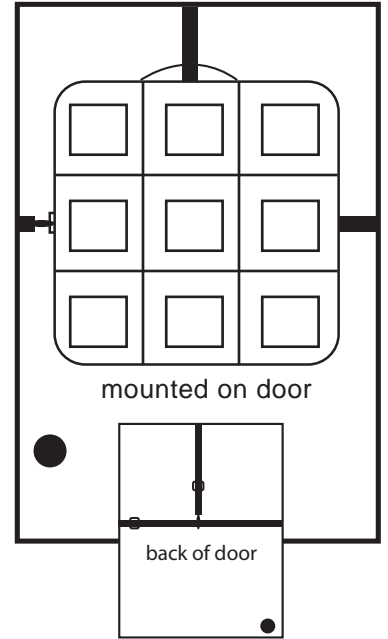
TacTic Toss incorporates a handle and two adjustable straps to allow for a number of mounting options.

TacTic Toss can be mounted simply by hanging the handle on top of the cover to a hook or peg.

Mount TacTic Toss to a door or object by utilizing the two adjustable straps with clips. Wrap the strap located on the side of the cover around door or object and clip to d-ring on opposite side of cover. If mounting to a door, place the second strap over the top of the door and clip it to the first strap. Tighten straps for a snug fit.



mounted on peg



mounted on door

## Rules for game play

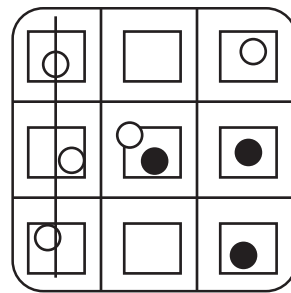
Distance of toss should be set for age of participants and ability. General guideline for distance of toss is 15 feet.

Game can be played as singles or by multiple players on two teams. Like traditional tic tac toe, the player who goes first may have an advantage so find creative ways to decide who will toss first. Consider a toss off to see who can land a ball on the center square first or award the winner of the previous game the first toss in the next game.

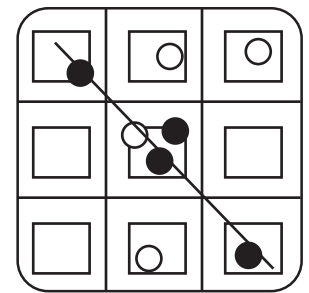
Each team has a set of five colored balls to begin the game. Players alternate tossing at the target until three in a row is achieved.

A player takes a square by sticking their ball to the target on a toss. If a toss does not stick to the target, the ball is picked up and remains in play. When a player has all five balls stuck to the target and the game has not been won, player must make a strategic decision and remove one of their balls from the target at the time of their next toss and continue play. Play continues in this fashion until a winner is determined.

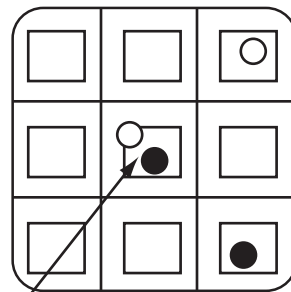
Opponents can cancel out or "neutralize" a square by sticking a second ball to the same square on a toss. A square that has been neutralized is re-taken by landing a third ball on the target or when a ball is knocked off the square as a result of a toss by either team.



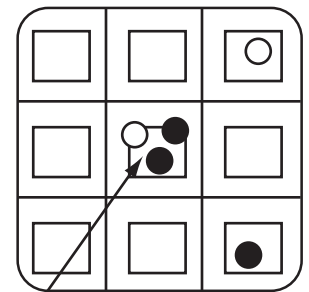
white is the winner with 3 in a row



Black is the winner with 3 in a row (Center square is won with 2 balls on target)



Center square is neutral with one ball from each player



Center square is won with 2 balls on target

# TARGET TOSS



## ASSEMBLY INSTRUCTIONS

Remove bladder from game cover and fill with air until it is firm. Over inflation may cause damage or difficult insertion into cover.

Insert bladder into cover. Zip cover closed. Be careful to avoid pinching bladder in zipper teeth when closing.

Using the nylon straps, hang your Target Toss against a wall, around a door, on a tree or fence, etc.

**Not to be used as a floatation device**

## HOW TO PLAY

There are many, many ways to play with Target Toss. We have listed some here for you, but we encourage you to come up with your own games and variations.

### Some General Rules:

1. Points are scored by throwing a ball at the target and having it stick to one of the squares.
2. Each square is worth a point value (labeled on the board)
3. Balls that hit a square, but do not stick do not score any points.
4. Balls that stick between squares unequally will earn the points of the square that the ball is mostly on.

### Traditional Toss

One Player:

-Throw the three fuzzy balls at the target until you reach a score of 500. Keep track of how many tries (throws) it takes you to reach this score, then try to do better next time.

Two Players:

-One player throws the three balls at the target and adds up their score. Then the other throws three balls and adds up their score. The players continue taking turns until one player reaches 500 points and the game is over.

### Be Creative!

Use your imagination and make up your own Target Toss game! Change the scoring rules, method of throwing or make up rules all your own. Have Fun!

### Lightning Toss

-The three balls are thrown in rapid succession at the board without pausing between throws. The total points earned is your score for the game. Your opponent also throws three balls rapidly. The one with the highest score wins. You can play best out of 3, 5, 7, 9 games to extend the playing time.

### Horse Darts

-A two player game. One player chooses a position to throw from, throws all three balls and adds up their score. Then, the other player attempts to throw three balls from the same location, and adds up their score. The person with the lowest score takes a letter in the word "horse". The player who had the higher score chooses a new position. The first player to acquire all of the letters in the word "horse" loses.  
-A shorter game can be played with the word "pig".