Split-second timing and quick reflexes are what counts in this action-packed game. Players roll their balls down the ramps with the OFFENSE player trying to dodge the DEFENSE player. As the OFFENSE player’s ball shoots down the twisting ramp, the DEFENSE player must carefully time their moves in order to intercept the OFFENSE player’s ball where the ramps criss cross. If the DEFENSE succeeds, they’ll rack up points... but if the OFFENSE’s balls go all the way to the end without being knocked off, they score! The first player to score 300 points is the winner!

Materials

* 1 Playing Field
* 2 Legs
* 1 Leveling Screw
* 1 Ramp Extension
* 6 Balls

Getting Ready

To assemble, push the Ramp Extension into the Playing Field until you hear a click (Diagram 1A). To assemble the Legs, position the large hole on the ends of the Legs over the pins on the bottom of the Playing Field. Push the Legs in as far as they will go (Diagram 1B). Finally, press the Leveling Screw firmly into the hole on the end of the Playing Field and turn to adjust the height (Diagram 1C). Since every floor or table is different, roll a test ball down each ramp before starting play. If a ball falls off, adjust the Leveling Screw as necessary until the balls remain on the track.

The Play

Players choose who will be the OFFENSE and who will be the DEFENSE for the game. The OFFENSE takes two matching color balls and the DEFENSE takes four matching color balls. Both players position themselves at the start end of the Playing Field. The OFFENSE rolls their ball down the winding ramp, while the DEFENSE rolls their ball down the ramp extension (see Diagram 2). Neither player is allowed to "push" their ball down the ramp. After the OFFENSE releases their ball, the DEFENSE may release their ball at anytime. The goal of the DEFENSE is to release their ball at the right time to try to knock the OFFENSE’s balls off the winding ramp and into one of the score cups. The numbers on the score cups represent the amount of points the cup is worth.

Offense Scoring

The OFFENSE can only score if their ball remains on the track and reaches the last cup of the playing field (the cup with number 15 on it). The OFFENSE scores 15 points for each of the two balls that manage to reach that cup.

Defense Scoring

The DEFENSE scores only when their ball knock's the OFFENSE's ball into any of the score cups (except for the last one). If any of the DEFENSE’s balls fall into the score cups, the DEFENSE does NOT receive points for those balls.

Winning

The first player to scores 300 points is the winner!

Tie Game

In case of a tie, another round is played. The player with the higher score at the end of the round is the winner.

WARNING:

CHOKING HAZARD – Toy contains small parts and small balls. Not suitable for children under 3 years. Ages 5+