



PINGO PONGO™ INSTRUCTIONS

5+

SAFETY INFORMATION:

IMPORTANT - Please read these instructions fully before use.

General Safety - Pingo Pongo™ can be played indoor or outdoor on any reasonably level surface. Make sure there is adequate space around the playing surface. Keep the foam balls away from children under 3 years.

Before Use - Make sure net is assembled correctly. Make sure playing surface is clean.

Contents: 2 racquets, 2 foam balls, 2 stands and 3 net extensions (extendable to 35 inches)(90 cm)

Step 1

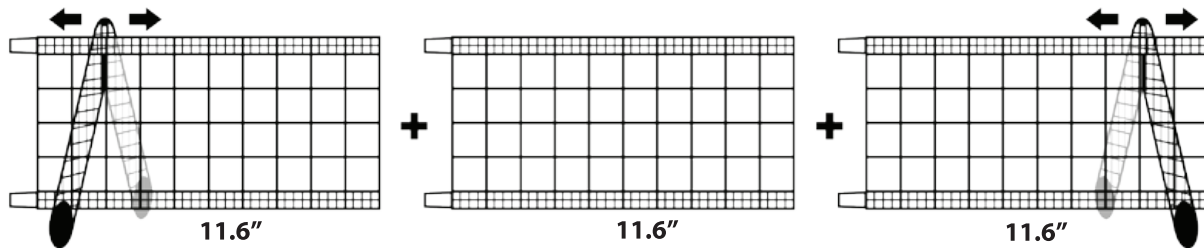
Lay two net sections on any flat surface.

Step 2

Slide the tabs into the adjoining net piece so that the sections fit together securely. Use as many net sections as you need to cover the width of the playing surface.

Step 3

Snap the supports on to the ends of the net, adjusting them to the playing surface width. Place the net on the center of the playing surface so that each side of the playing surface area is equal.



User Instructions

Decide who will serve and at which end each player will play. If you are the server, start by placing the ball in your open palm. Then raise your palm quickly so that the ball rises vertically from it. No spin may be imparted to the ball. As the ball descends, use the racquet to hit the ball. The ball must first bounce on your side of the table, then cross over the net without touching it and bounce on the receiver's side before it can be played. Only one bounce is allowed. If the ball touches the net, a "LET" is called and the serve must be replayed. If the ball does not cross the net or does not bounce on each side of the table, the point is won by the receiver. The receiver returns the ball by hitting it over the net to the server's side. If the receiver fails to do this, the server has won the point. If the receiver returns the ball successfully but the server is unable to return it, the receiver wins the point ("LET" only applies during service.) Each server has 5 consecutive serves, after which the server becomes the receiver and vice versa.

Winning the Game

The winner is the first player to reach 21 points. If both players reach 20 points, the winner is the player who opens up a 2 point lead (with service alternating between players.) Players change end after each game. A match may be 3 or 5 games.

©2013 POOF®-Slinky®, Inc.
P.O. Box 87097
Canton, MI 48187-0097
www.poof-slinky.com
Made in China

 **WARNING:**
CHOKING HAZARD - Small parts.
Not for children under 3 years.