



**NONSTOP
ON-THE-GO
GAMING!**

RIFTBALL™
www.RiftBall.com

RIFTBALL GAME QUICK SET UP: REFERENCE OTHER SHEET FOR FURTHER DETAIL SET UP.

STEP 1 – REMOVE PARTS FROM THE CARRYBAG AND LAYOUT

PIECES 1 CONNECTED GAME SYSTEM, 1 TOP CROSS BAR, 2 – GAME NETS, 2 – GAME BALLS, 2- GAME PADDLES, 1 CARRY BAG

STEP 2

CAREFULLY DETACH POLES FROM THE MOLDED FOAM HOLDER. START WITH THE LEGS BY INSERTING THEM INTO THE PLASTIC JOINTS ON ONE SIDE AND THEN MOVE TO OTHER SIDE AND REPEAT. THEN START REMOVING PIECES FROM MOLDED FOAM HOLDER ONE AT A TIME TO CONNECT PIECES TOGETHER. BE CAREFUL NOT TO BREAK ELASTIC BANDS COMPLETE ONE SIDE AND REPEAT TO OTHER SIDE.

STEP 3 – GAME IS NOW STANDING ON ITS OWN – GET BOTTOM NET AND CAREFULLY INSERT GAME POLE INTO SIDE SLEEVE AND THEN INSERT OTHER SIDE GAME POLE INTO SLEEVE. SLIDE DOWN BOTH SIDES UNTIL BOTTOM OF NET IS AT THE BASE OF THE GAME SYSTEM.

STEP 4 – REPEAT STEP 3 BY INSERTING SLEEVES FOR TOP NET. ONCE TOP NET IS LEVEL WITH TOP OF SIDE POLES – GET TOP CROSS BAR AND INSERT ONE SIDE AT A TIME TOP OF GAME POLE INTO CROSSBAR ELBOWS. USE THE THREE VELCRO STRAPS ON TOP NET TO SECURE TO TOP CROSS BAR.

STEP 5 – ADJUST BOTH TOP AND BOTTOM NETS USING VELCRO WITHIN THE SLEEVES TO CREATE THE RIFT(OPENING) THAT PLAYERS HAVE AGREED FOR PLAY.

RIFTBALL GAME IS NOW SET UP TO PLAY! READ GAME PLAY INSTRUCTIONS AND GRAB YOUR PADDLES AND BALL FOR NONSTOP ON THE GO GAMING.

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- B3 TRADEMARK OF CREATIVE BRAINWORKS
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GENERAL RULES:

THE GAME IS TO BE PLAYED WITH 2 PLAYERS

1 PLAYER ON EACH SIDE OF NET AT MIN DISTANCE FROM NET IS 4 FT. PLAYERS CAN ADJUST MIN OR MAX DISTANCE PRIOR TO GAME PLAY IF AGREED

EACH PLAYER HAS THEIR OWN RIFTBALL GAME PADDLE

A COIN TOSS GAME DETERMINE WHO SERVES OR JUST PICK FIRST SERVER.

SERVE SHOULD BE UNDERHAND AND BELOW THE WAIST. FROM THE MIN. OR AGREED DISTANCE FROM NET.

GAME PLAY TO 11 POINTS MUST WIN BY 2 POINTS.

SCORING STANDARD GAME:

* SCORING OF GAME

- PLAYER TO REACH 11 POINTS WINS BY 2 WINS
- SERVE IS HIT THROUGH THE RIFT (TWO NET OPENING) OPPOSING PLAYER MUST HIT BALL WHILE IN THE AIR BACK THROUGH THE RIFT(TWO NET OPENING). PLAYERS TO HIT BACK N FORTH UNTIL BALL HITS THE GROUND OR DOES NOT GO THROUGH RIFT.
- THE PLAYER SCORES ONE POINT DUE TO OPPONENT CAUSE BALL TO BE NO LONGER IN PLAY.
 - NO LONGER IN PLAY MEANS(HIT THE GROUND, STUCK IN ONE OF THE NETS, BALL DOES NOT GO THROUGH RIFT(TWO NET OPENING))
- PLAYER THAT SCORES POINT STARTS PLAY WITH NEXT SERVE.
- GAME PLAY REPEATS UNTIL THERE IS A DECLARED WINNER.

ADDITIONAL GAMES TO PLAY:

*NONSTOP

- FAST PACE GAME THAT ADDS A TWIST TO STANDARD RIFTBALL PLAY BY ALLOWING THE RIFTBALL TO BOUNCE ONE TIME AND STILL BE IN PLAY. GAME THAT CHALLENGES PLAYERS TO QUICKLY RECOVER TO HIT RIFTBALL EVEN AFTER ONE BOUNCE THROUGH THE RIFT OPENING. SCORING FOLLOWS STANDARD GAME PLAY EXCEPT BALL CAN BOUNCE ONE TIME ON SURFACE PLAY ZONE. PLAYER MUST HIT BALL THROUGH RIFT EITHER IN THE AIR OR AFTER ONE BOUNCE. IF RIFTBALL BOUNCES MORE THAN ONE TIME PRIOR TO GOING THROUGH RIFT PLAY WILL BE OVER FOR THAT SERVICE.
- CHECKOUT WWW.CREATIVEBRAINWORKSLLC.COM FOR ADDITIONAL GAME PLAY AND OTHER B3 GAMES GREAT ITEMS.
- FOR VIDEO INSTRUCTIONS ON GAME PLAY OR SET UP
- PATENT PENDING

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