

PLEASE KEEP THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

If you have any concerns with your product please visit our website <u>www.escaladesports.com</u> for fastest service. Please have a copy of your receipt of purchase. For any technical support or warranty issues please contact Escalade Sports at 1-800-467-1421 or e-mail us at customerservice@escaladesports.com

Limited 90-Day Escalade Sports Warranty

All Escalade Sports games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any Escalade Sports game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. The only exceptions to the warranty include main frames, tabletops, playing surfaces, batteries or tools. Damaged main frames, tabletops, playing surfaces need to be returned to the store as we are unable to replace these parts. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the Escalade Sports game. This will void any and all Escalade Sports warranties.

A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-800-467-1421 or email us at customerservice@escaladesports.com

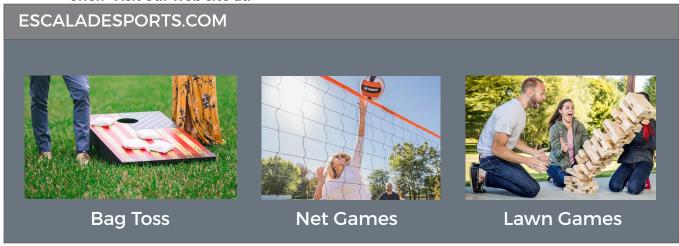
IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings



Not for use by children without adult supervision. This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully.

Be sure to check out all the exciting games Escalade Sports has to offer. Visit our web site at:



ESCALADE[®] S P O R T S

Escalade Sports

Physical Location:
817 Maxwell Ave.
Evansville, IN 47711

Mailing Address: (Correspondence Only) PO Box 889 Evansville, IN 47706

Parts List



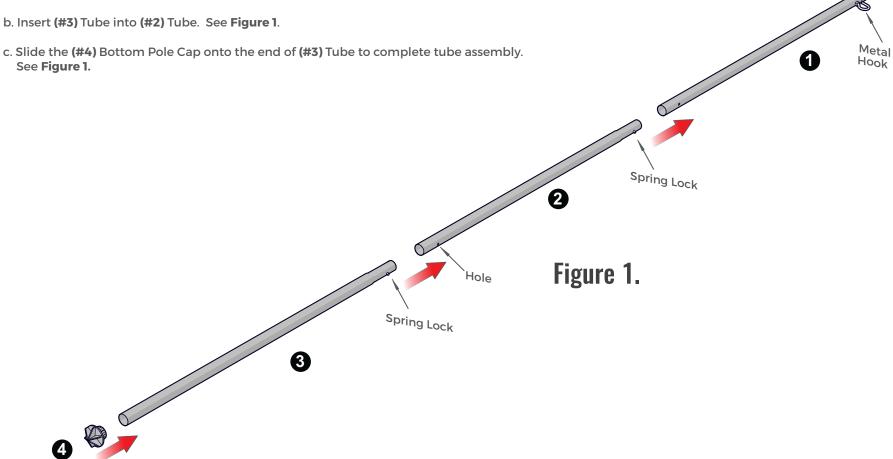
Tube Assembly - First Section

Before assembly make sure you have an area of at least 20 X 20 feet to assemble the game.

NOTE: When connecting the tubes make sure to push until the spring lock engages in to the hole of the next tube.

1. Take all components out of the case and sort them. All tubes are labeled.

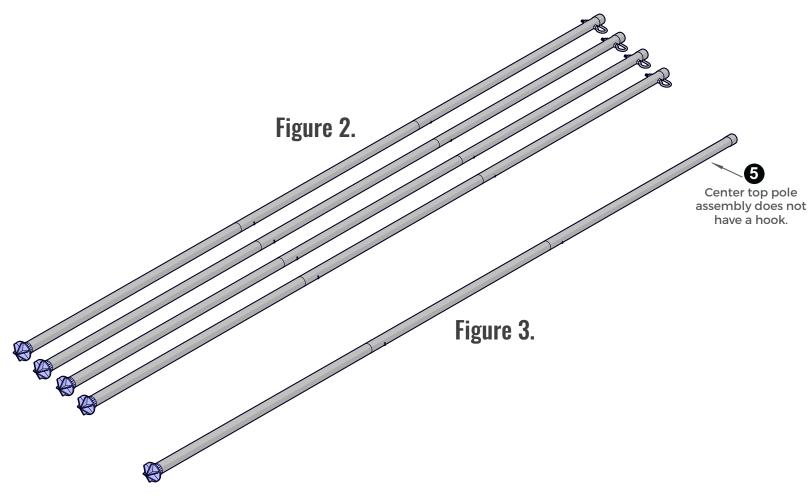
a. Locate a (#1) Tube and insert a (#2) Middle Tube. See Figure 1. Note: (#2) Middle Tube has a spring lock and hole at the other end.



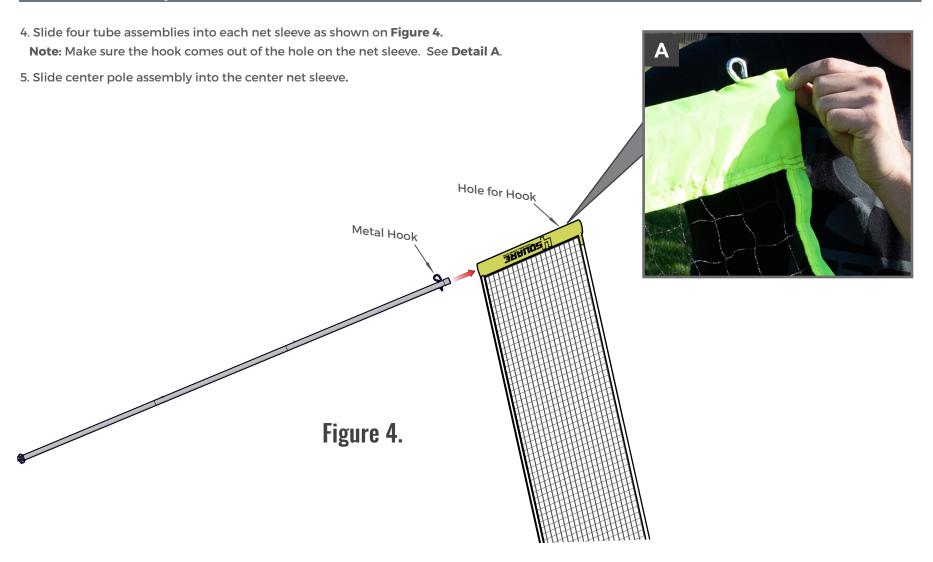
Tube Assembly - Second Section

NOTE: When connecting the tubes make sure to push until the spring lock engages in to the hole of the next tube.

- 2. Repeat steps a-c from page 4 to make a total of four tube assemblies as shown on Figure 2.
- 3. Repeat steps a-c from page 4 to make one center tube assembly using a (#5) pole instead of a (#1) pole. See Figure 3.



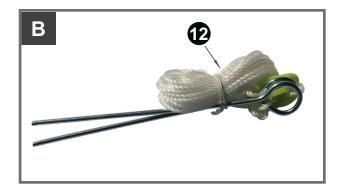
Tube Assembly - Third Section

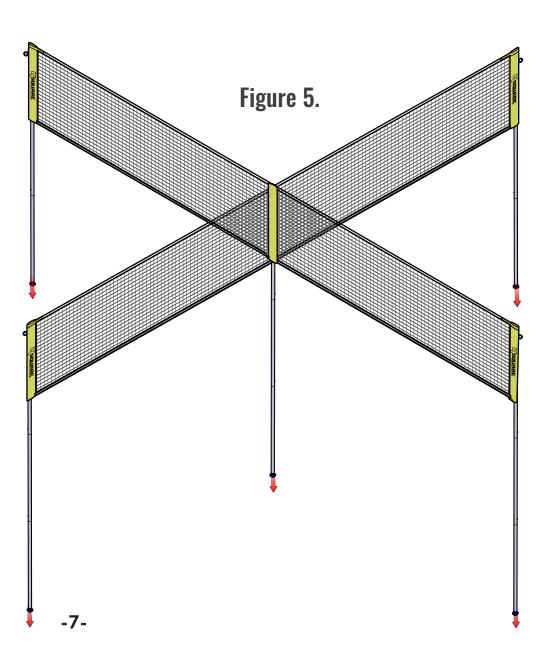


Net Setup - First Section

- 6. Stand up net poles to form a four way net. See Figure 5.
- 7. Locate four (#12) Guide Rope & Anchors shown in **Detail B**.

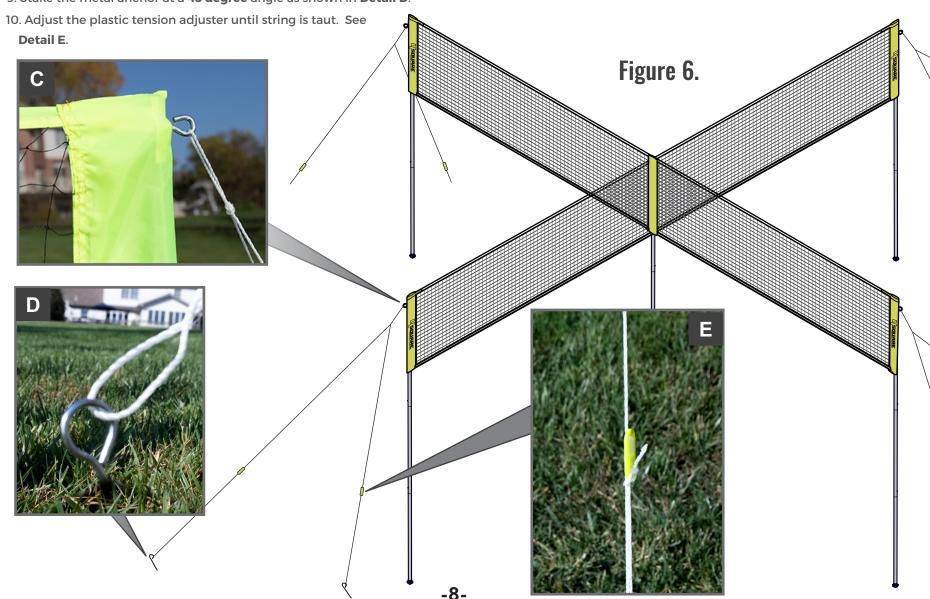
 Place each (#12) Guide Rope & Anchors on the grass next to each outer pole assembly.





Net Setup - Second Section

- 8. Place (#12) Guide Rope on hook as shown in Detail C.
- 9. Stake the metal anchor at a **45 degree** angle as shown in **Detail D**.



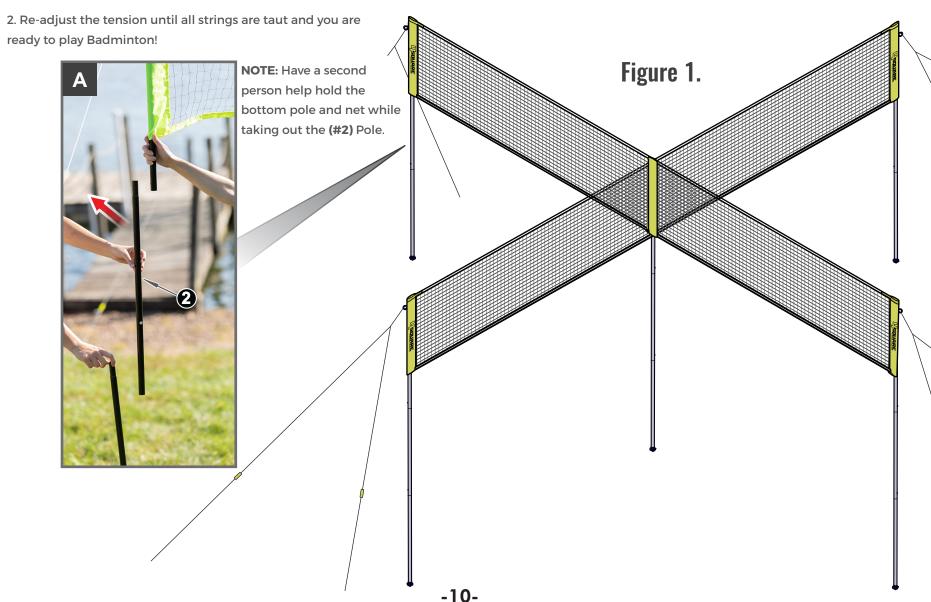
Boundary Setup

11. Locate (#13) Boundary Line & Ground Stakes.

12. Locate the black marks on the boundary line and **NOTE**: Guide ropes not shown for clarity. place on the outside of the poles. See Figure 7. 13. Place ground stakes in the ground centered between two outer poles. There should be **Ground Stake** one ground stake between each outer pole to form four squares. See Figure 7. Now you are ready to play Volleyball! Figure 7. Black Mark Black Mark **Ground Stake** Ground Stake-Boundary Line Black Mark Black Mark **Ground Stake**

Quick Convert to Badminton

1. To convert game from Volleyball to Badminton take out all the **(#2)** Middle Poles as shown in **Figure 1 & Detail A**.



Game Rules

To start the game, have one player enter each square. Additional players form a line outside Square 1. Competition begins by the player in Square 4 serving diagonally to the player in Square 2

During gameplay, players return the volleyball/birdie to any square with the objective of making their opponents commit a fault so they can rotate to a higher square. If a player commits a fault, that player is out and returns to Square 1. All remaining players rotate to the higher square, if possible. If there are additional players, the person that misplays the volleyball/birdie is out and goes to the end of the line while a new player enters Square 1.

SET UP

The playing field is divided into four squares.

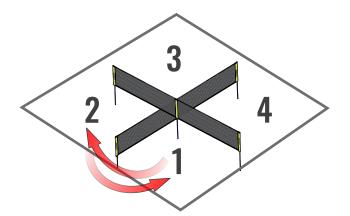
Boundary lines are provided if boundaries are desired.

3	4
2	1

GAMEPLAY

Volleyball/birdie may only be hit once in each square.

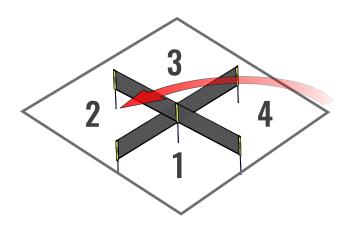
Whoever commits a fault is eliminated and returns to Square 1. All other players rotate to a higher square, if possible.



SERVE

Square 4 serves from out of bounds diagonally to Square 2.

Square 2 can return the volleyball/birdie to any of the other squares.



SCORE

Square 4 scores a single point by getting other players out or when other players get each other out.

Each time a fault is committed, Square 4 scores a point.

Players' points accumulated while in Square 4 will be kept through the duration of the game.

