

Spin Master 6056959

Spin Master Spray Off Play Off Water Splashing Challenge Game Instruction Manual

Model: 6056959

INTRODUCTION

Welcome to the Spray Off Play Off Water Splashing Challenge Game! This manual provides essential information for setting up, playing, and maintaining your game. Please read these instructions carefully before use to ensure a fun and safe experience.

The Spray Off Play Off game is a fast-paced challenge where players complete physical and speaking tasks against a timer. If the timer runs out, a teammate resting their chin on the Hydro-Pump may get sprayed with water.

COMPONENTS

Before starting, ensure all components are present:

- 1 x 2-Piece Hydro-Pump
- 1 x Spin Base
- 100 x Double-Sided Challenge Cards
- 1 x Instruction Sheet (this manual)



Figure 1: All game components including the Hydro-Pump, Spin Base, and Challenge Cards.

SETUP

1. **Assemble the Hydro-Pump:** Connect the two pieces of the Hydro-Pump securely.
2. **Insert Batteries:** The Hydro-Pump requires 3 x AAA batteries (not included). Open the battery compartment, insert the batteries according to polarity markings, and close the compartment.
3. **Attach Hydro-Pump to Spin Base:** Place the assembled Hydro-Pump onto the Spin Base. Ensure it is stable and can rotate freely.
4. **Fill with Water:** Carefully fill the Hydro-Pump reservoir with clean water. Do not overfill.
5. **Prepare Challenge Cards:** Shuffle the 100 double-sided challenge cards and place them face down in a draw pile within easy reach of all players.
6. **Player Positioning:** The game is designed for 4-12 players, ages 8 and up. Divide into two teams. One player from each team will be the "Challenger" and another the "Recipient" for each round. The Recipient places their chin on the designated chin rest of the Hydro-Pump.



Figure 2: Players engaged in the game, demonstrating the chin-rest position.

OPERATING INSTRUCTIONS (How to Play)

The objective is for the Challenger to complete a task before the 30-second timer runs out, preventing their teammate (the Recipient) from getting sprayed.

1. **Start a Round:** One player from Team A picks a challenge card. This player is the Challenger. Another player from Team A places their chin on the Hydro-Pump's chin rest. This player is the Recipient.
2. **Read the Challenge:** The Challenger reads the challenge aloud. Challenges can be either *Physical Challenges* or *Speaking Challenges*.
3. **Begin the Timer:** Once the challenge is understood, the Challenger presses the start button on the Hydro-Pump to begin the 30-second countdown.
4. **Complete the Challenge:** The Challenger must complete the task described on the card within the 30-second time limit.



Figure 3: Example of a Speaking Challenge card.

5. **Stop the Timer:** If the Challenger successfully completes the task before time runs out, they press the stop button on the Hydro-Pump. The Recipient remains dry.
6. **If Time Runs Out:** If the Challenger fails to complete the task within 30 seconds, the Hydro-Pump will spray water, drenching the Recipient.



Figure 4: The Hydro-Pump in action, ready to spray.

- 7. **Next Round:** The turn passes to the other team. Players can rotate roles (Challenger and Recipient) within their team for subsequent rounds.
- 8. **Winning the Game:** The game continues for a predetermined number of rounds or until one team has accumulated fewer "sprays" than the other. The team with the driest record wins.

Gameplay Duration:

A typical game session lasts approximately 15-20 minutes.

Official Product Video

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Video 1: Official demonstration of the Spray Off Play Off game, showing setup and gameplay.

MAINTENANCE

- **Empty Water:** After each use, empty any remaining water from the Hydro-Pump reservoir.
- **Clean Components:** Wipe down the Hydro-Pump and Spin Base with a damp cloth. Do not submerge electronic parts in water.
- **Dry Thoroughly:** Ensure all components are completely dry before storing to prevent mold or damage.
- **Store Properly:** Store the game in a cool, dry place, away from direct sunlight.
- **Battery Care:** Remove batteries if the game will not be used for an extended period to prevent leakage.

TROUBLESHOOTING

Problem	Possible Cause	Solution
Hydro-Pump does not spray.	No water in reservoir. Batteries are dead or incorrectly inserted. Obstruction in the nozzle.	Fill the reservoir with water. Check and replace batteries if necessary. Ensure correct polarity. Inspect the nozzle for any blockages and carefully clear them.
Timer does not start/stop.	Batteries are low or dead. Buttons are stuck or damaged.	Replace batteries. Ensure buttons are not obstructed and press firmly.
Game components do not fit together.	Incorrect alignment.	Refer to the setup instructions and ensure components are aligned correctly before applying gentle pressure.

SPECIFICATIONS

- **Model Number:** 6056959
- **Brand:** Spin Master
- **Players:** 4-12
- **Age Recommendation:** 8 years and up
- **Estimated Playing Time:** 15-20 minutes

- **Battery Requirement:** 3 x AAA batteries (not included)
- **Materials:** Paper, Plastic
- **Item Dimensions:** 12.13 x 4.13 x 8.88 inches
- **Item Weight:** 2.2 pounds

Safety Information

WARNING: CHOKING HAZARD - Small Parts.

Not for children under 3 years. This game contains small parts which may pose a choking hazard. Adult supervision is recommended during play, especially with younger participants.
Use clean tap water only in the Hydro-Pump. Do not use any other liquids or chemicals.

Warranty and Support

This product is covered by the Spin Master Care Commitment. For full details, please refer to the official Spin Master website or contact their customer support.
Manufacturer Warranty: No specific warranty description is provided for this product. Please retain your proof of purchase for any inquiries.
For further assistance or questions, please visit the Spin Master support page or contact their customer service department.

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Example: How do I reset this device or fix this error?

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Model number, symptoms, what you tried, or the section of the manual you are using.

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