

LED BEAN BAG TOSS MANUAL

CONTENTS:

LED Goal Boards (x2)
One (1) Beanbag (x2)
Blue LED Bean bags (x2)

Each game board requires 2x AAA batteries (NOT INCLUDED).
Each beanbag requires 2x LR41 batteries (INCLUDED).

INSERTING/REPLACING BATTERIES:

You will need to use a Phillips head screwdriver to open the battery cover.

1. Remove battery covers on bottom of game boards and inside bean bags.
2. Insert batteries inside battery compartments.
3. Replace battery covers.



ASSEMBLY (NO TOOLS REQUIRED):

1. Unfold the game boards and lock them in place by securing the latches on side.
2. Flip side legs out until you hear them lock into place. Flip up storage gate insert into side legs and you hear them lock into place.
3. Turn on the LED lights by switching the Off button on the back of the board.
4. Open the LED bean bags and switch each battery to the On position.

GAME RULES:

1. LED Bean Bag Toss can be played with two or four players. Divide four players into teams of two, with a member of each team stationed at opposite goal boards. Place the front edges of the assembled goal boards 20 feet apart (approximately 8 to 10 adult steps).
2. Teams take turns positioned and throw from opposite sides. Flip a coin to determine which team throws first.
3. Players alternate taking turns tossing the beanbag, with the winner of the previous round going first. Only 1 player (team) can score per round (see SCORING).
4. Each player takes turns tossing the beanbag. Each player must stay behind the foul line (the front edge of the goal board) when tossing. If a player crosses the foul line, when tossing the beanbag, the toss does not count, and the beanbag is removed from play.
5. A beanbag is considered in play if it does not touch an object outside the court when tossed, lands on the goal board, and does not touch the ground. The beanbag may overhang the board but may not touch the ground. Beanbags that are not in play are removed from the court before the next toss.
6. When tossed, a beanbag may not bounce off the ground onto the goal board.
7. A beanbag that is in play may touch or knock off another beanbag from the goal board.

SCORING:

1. Points are earned when a beanbag is on the goal board or in the hole.
2. A beanbag on the goal board is worth 1 point.
3. A beanbag completely in the hole is worth 3 points.
4. When tallying the score for a round, points earned each other out (see scoring example).
5. The player with the highest number of points receives a score. Only one player (team) can score per round.

Scoring example:

Player (team) 1 has one beanbag in the hole and two beanbags on the goal board. Their total score would be five (3 + 1 + 1 = 5). Player (team) 2 has one beanbag in the hole and a Beanbag on the goal board. Their total score would be four (3 + 1 = 4). After all the beanbags have been tossed, the low score (4) is subtracted from the high score (5). The player (team) that has more points is then awarded the difference. In this example, player (team) 1 would be awarded 1 point (5 - 4 = 1).

The game is played until one player (team) scores 20 points. For a more challenging game, the winner must score exactly 20 points. A player (team) may win the game by completing a "Skunk". This occurs when a player (team) scores 7 or more points and the opponent has 0 points. A "Skunk" may only occur after both players (teams) have tossed all the beanbags, the round is complete, and the score is at least 7 - 0.

SAFETY WARNINGS:

DO NOT use any portion of this game for anything other than its intended purpose. DO NOT stand, step, or lean on the game board. It is not intended to bear weight and it will break, respect the product before every use. If the product appears numb, cracked, splintered, or broken in any manner, discontinue use and discard immediately. Always make sure to have a clear open space to enjoy this game. Adult supervision required at all times.

WARNING: Choking hazard. Contains button or coin cell battery. Hazardous if swallowed. Product not suitable for children under 3 years.

This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed, or placed inside any part of the body, seek immediate medical attention.

Do not short-circuit the battery supply terminals.

Do not dispose of batteries in fire, batteries may explode or leak.

Recycle or dispose of batteries according to federal, state, and local laws.

Keep these instructions for future reference.

Do Not Mix Old and New Batteries.

Do Not Mix Alkaline Standard (Carbon-Zinc), or Rechargeable (Nickel-Cadmium) Batteries.

ADULT SUPERVISION REQUIRED.

SOME ASSEMBLY REQUIRED.

KEEP THIS INSTRUCTION MANUAL AS IT CONTAINS IMPORTANT INFORMATION FOR FUTURE REFERENCE.