



TowerBall™

Game Guide



Welcome to TowerBall™

Congratulations on owning TowerBall™, the new 360° backyard toss game for all ages and group sizes. This guide will show you how to set up, pack up, and play the game. You may want to keep it on hand for easy reference.

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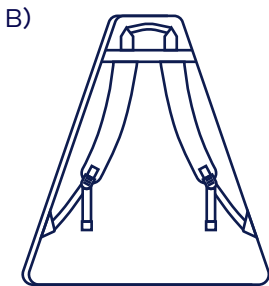
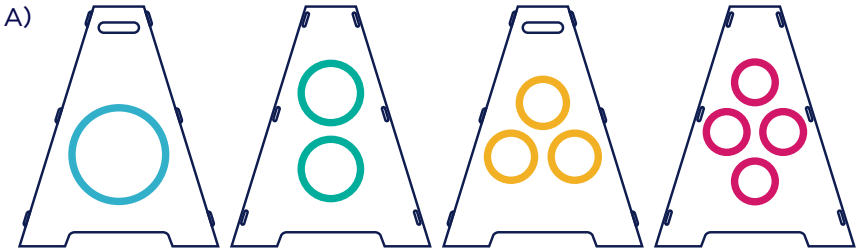
Have a question or issue? We're here to help.

1-800-922-9063

support@calibergames.com

What's included

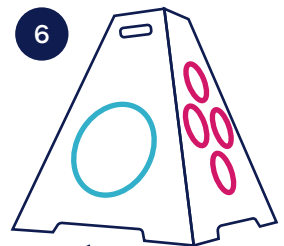
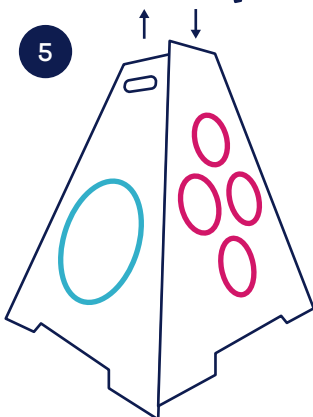
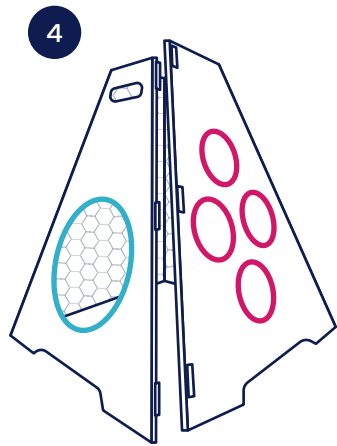
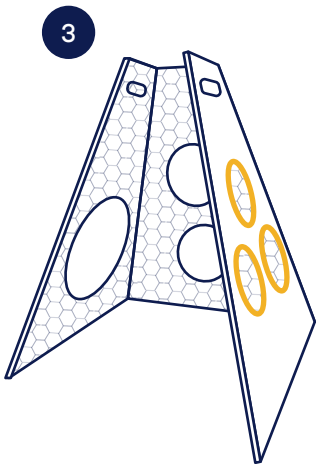
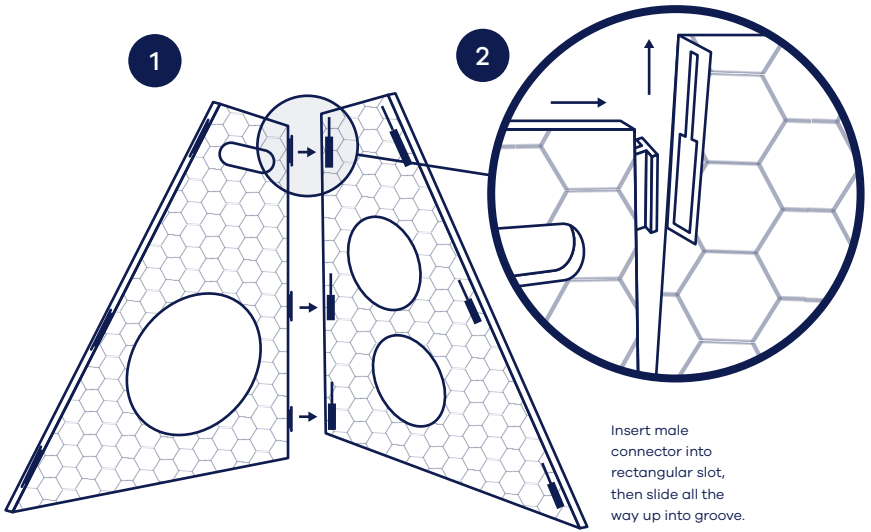
- A) Collapsible 4-sided tower
- B) Backpack storage bag
- C) Four (4) green soft-touch balls
- D) Four (4) blue soft-touch balls



Setup

1. Position Panels 1 and 2 so that the hexagonal pattern is facing inward and the male connectors on the right side of Panel 1 line up with the interior slots on the left side of Panel 2.
2. Press the male connectors on Panel 1 into the slots on Panel 2, then slide Panel 2 down so that the tops of the panels line up.
3. Repeat steps 1 and 2 to connect Panels 2 and 3.
4. Repeat steps 1 and 2 to connect Panels 3 and 4.
5. Complete the tower by lining up the male connectors on Panel 1 with the inner rectangular slots in Panel 4 and sliding Panel 4 down so that the tower is square. Note: You will need to bend the tower slightly when lining up the connection points. That's okay as the panels have a little flexibility.
6. Place the tower in your play area, with at least 10 feet of free space in one direction.

See illustrations on next page...



10 feet

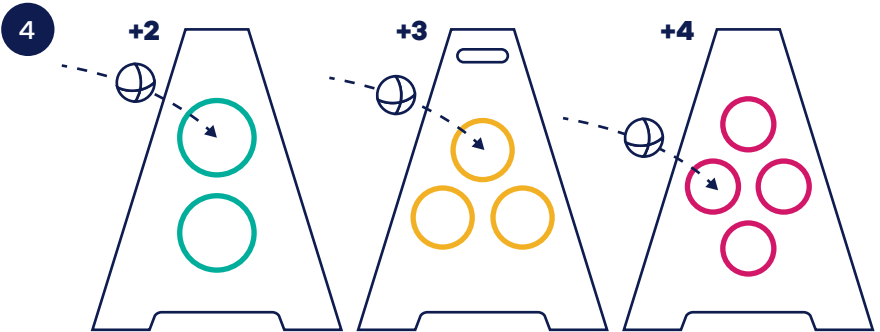
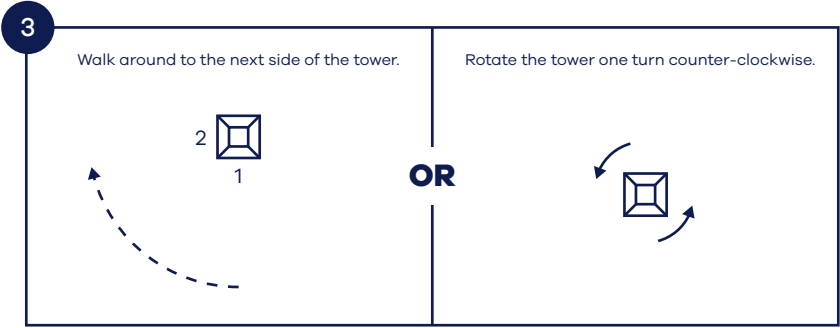
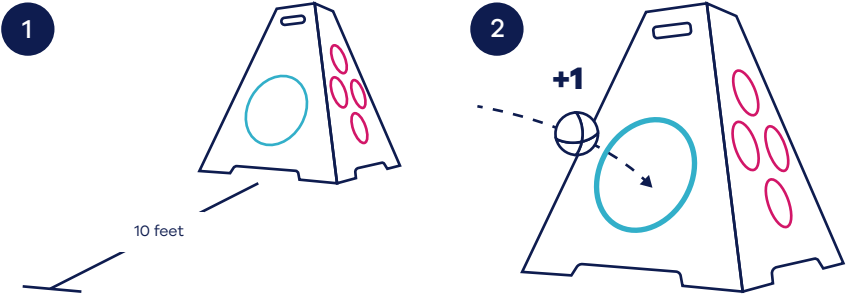
HOW TO PLAY

TowerBall™ Classic

Score the most points to win. *It's that simple.*

1. Line up 2 or more players 10 feet (or about 3 steps) from the side of the tower with one hole (Side 1).
2. Each player (or team) gets 4 tosses at Side 1, scoring one (1) point for every toss that makes it through that hole.
3. After each player (or team) has tossed 4 times, move around the tower (or rotate the tower if space is limited) to Side 2. Be sure to remember your score.
4. Repeat steps 2-3 to play Sides 2, 3, and 4, increasing the points scored for each round (a made shot is worth as many holes as there are on a given side - i.e. 2 points on Side 2, 3 points on Side 3, and so on). For each turn, whoever has the most points goes first.
5. After the fourth side has been played, the player with the most points wins.
6. In the case of a tie, play "sudden death" on Side 4. The first player to make a shot on a turn where the other player misses is the winner.

See illustrations on next page...



Each player (or team) gets 4 tosses per side.
Make into any hole to score points.
Each make is worth as many points as there are holes on that side.

HOW TO PLAY

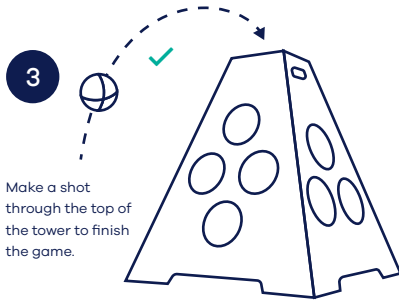
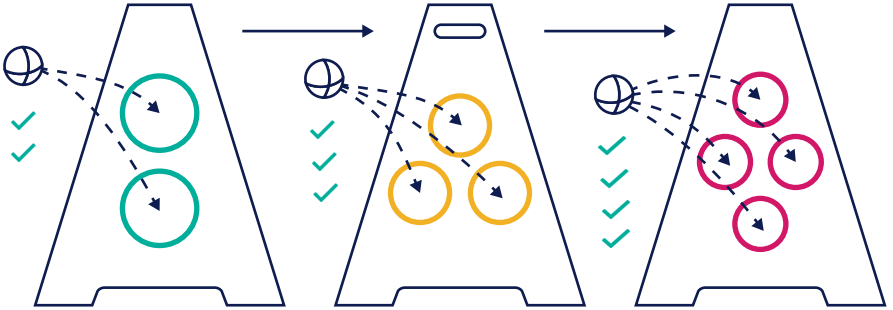
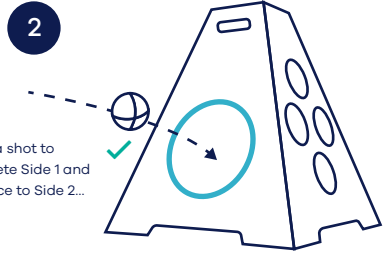
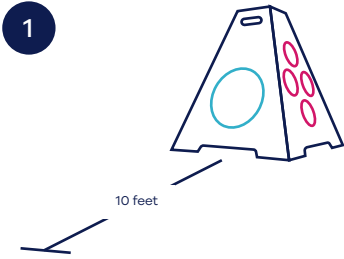
Around The Tower

Be the first to make a shot into every hole on the tower, starting with Side 1 and ending with Side 4.

It's kind of like darts... you'll see.

1. Line up 2 or more players (or teams) 10 feet (or about 3 steps) away from Side 1.
2. Each player (or team) gets 4 tosses per turn to advance as far as they can. Whenever a player (or team) has made a shot into every hole on a given side, they close out that side and advance to the next side. Example: If you make a shot in Side 1 on your 2nd toss, you advance to Side 2 and finish your remaining two tosses on Side 2. At the start of each turn, whoever has advanced the furthest goes first.
3. When a player (or team) has advanced all the way to Side 4 and makes shots into all 4 holes, they must finish the game by making a shot through the hole in the top of the tower.
4. If one player (or team) finishes the game, the other players get a chance to "rebuttal," by going as far as they can on their final turn.
5. If two or more players (or teams) finish the game on the same turn, they break the tie with "sudden death" tossing at the hole in the top of the tower. The first player (or team) to make a shot into the top of the tower when the other player misses wins the game.

See illustrations on next page...



HOW TO PLAY

H-O-R-S-E

Call your shot, make it, and see if others can match it. You've probably played this before, only with a basketball.

1. Players take turns calling shots. Example: "Back corner of the yard into the top hole on the Side 3."
2. When calling shots, players can determine how many throws you have (maximum four) to make the shot.
3. When a player makes a called shot, the other players attempt the same shot. If they miss, they are penalized with a "letter" (H).
4. If ALL players make the called shot, the original shot-caller gets a "letter."
5. When a player accumulates 5 misses, or letters (H-O-R-S-E), they are eliminated. The last player to survive elimination wins.

HOW TO PLAY

Create your own game!

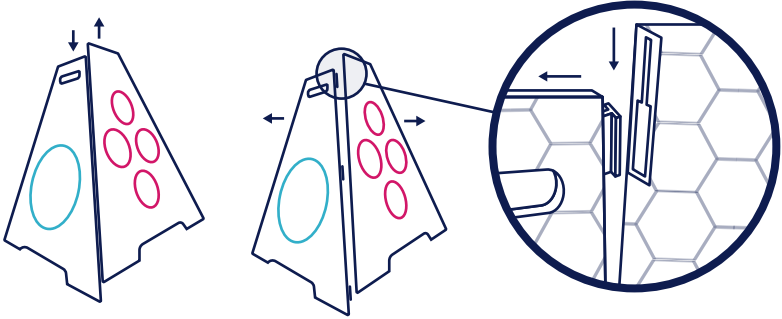
One of the best ways to enjoy TowerBall™ is to get creative. Add your own house rules for TowerBall™ Classic, Around the Tower, or H-O-R-S-E, or make your own game from scratch. To see more ways to play and share your own game inventions, go to towerball.com/how-to-play.

Breakdown and Storage

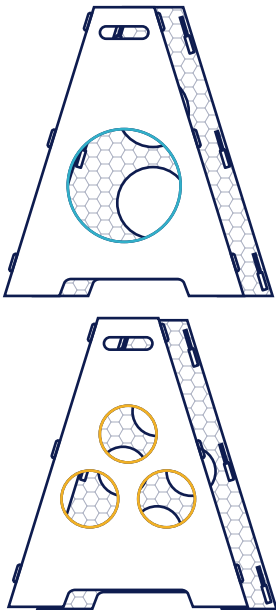
1. One corner at a time, disconnect the panels by carefully sliding the connection notches up so that they can be released through the rectangular slots.
**Pull up on the panels without a handle and push down on the panels with a handle.*
2. Once all panels have been detached, stack them so that hexagonal panel interiors are facing each other (important to avoid scratching the front side of panels).
3. Insert the stacked tower panels inside the carrying bag and zip the bag shut for simple transport and storage. Don't forget to throw the balls in, too!

See illustrations on next page...

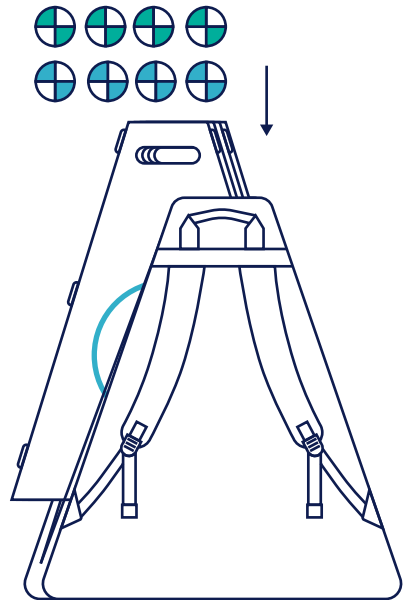
- 1** Carefully disconnect panels, one corner at a time, by sliding male connectors down the groove and out through the rectangular slot.



- 2** Stack panels so that the hexagon interiors are facing each other.

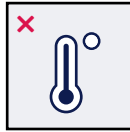


- 3** Slide panels and balls into backpack and zip shut.



Care and Cleaning

- Be cautious when setting up and breaking down not to overly stress the connection notches. If twisted or pulled in the wrong direction, they can break.
- Clean your tower panels with gentle soap and a damp rag. Avoid using harsh chemicals or hot water that may discolor or corrode the material.
- TowerBall™ is weatherproof, but extended exposure to moisture or extreme temperatures will accelerate wear and tear. Store TowerBall™ in a dry space between 60-80° F (16-26° C).



Support and Replacements

Visit towerball.com for more product information, support requests, and to order additional balls, accessories, or replacement parts. You can also reach us by phone at **1-800-922-9063**.

Limited Lifetime Warranty

Your TowerBall™ comes with a limited lifetime warranty that covers all manufacturer defects (not including normal wear and tear) for the lifetime of the product. To learn more or make a warranty claim, visit towerball.com/warranty.



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