



AGES 6 AND UP



WARNING:

CHOKING HAZARD-Toy contains small parts
Not for children under 3 years.

4-SQUARE NET CHALLENGE

4-Square Net Challenge

4-Square Net Challenge lets you combine the playground game 4-square with table tennis. All you do is provide the table and follow the simple instructions below for setting up the game. The following game rules are adapted from the Official Rules of 4-Square.

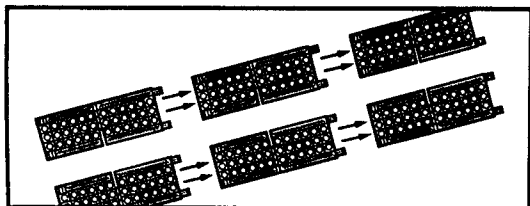
ASSEMBLY:

CHOOSING A PLAYING SURFACE: when choosing a table as the playing surface, keep the following in mind:

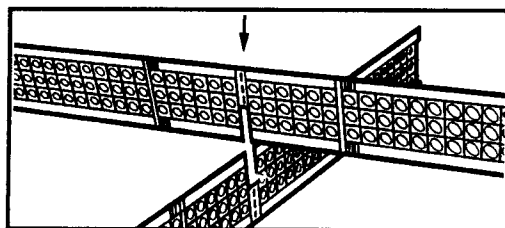
- The table can be made of any material as long as it will give a uniform bounce.
- The table can be any size or shape as long as it can be divided into four equal playing areas.

SETTING UP THE NET:

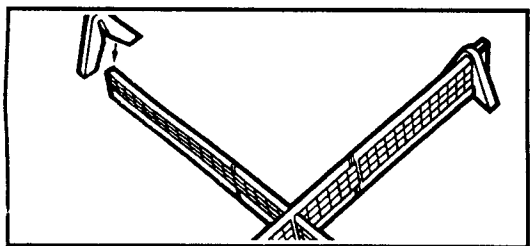
1 Lay the sections on your table. You should have 2 colors for 2 nets. Attach the net sections together as shown. Make sure the net sections with the open slots are in the middle. Slide the net tabs all the way into each other so that they will fit securely.



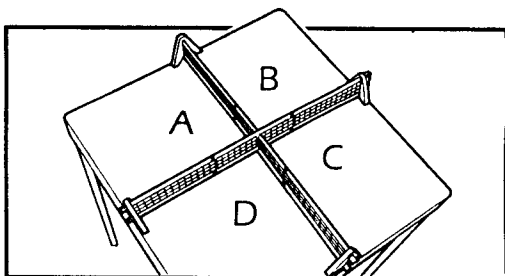
2 Once you have connected the two sets of net, place one on top of the other like an X.



3 Snap on the supports to either end of the net as shown.



4 Place the net onto the center of the table, making sure the playing surface is divided equally. The court should have each square designated A, B, C, and D.



A GAME FOR 4 OR MORE PLAYERS:

1. CHOOSE. Decide who will get each square. The server always serves from the A square.

2. THE SERVE. The server initiates the game by bouncing the ball once in his/her square and then hitting it with his/her paddle into one of the other 3 squares.

3. PLAYING. The period when the ball is in play is called a rally. When a player commits a fault he/she must move to the D square and everyone else rotates up one letter until they reach the A square and become the server.

You have committed a fault if:

- you miss the ball altogether.
- the ball touches more than once on your side before you hit it.

- you hit the ball more than once consecutively before it touches your opponent's side.
- you cause the ball to go out of play. (The ball is considered out of play once it has touched an object other than the net, supports, playing surface or paddles.)

4. ROTATING OUT. If there are more than 4 players, whoever commits the fault goes out and the person that was not playing starts at square D.

5. THE PLACE TO BE. The object of the game is to get to the A square and stay there as long as you can. If you want to keep score, give one point to the player in Square A for each complete rally that he/she remains in square A. Play until someone scores 10 points, then change squares and start over.

Traditional Table Tennis Game

Nerf® lets you play an actual game of table tennis. All you do is provide the table and follow the simple instructions below for setting up the game. The following game rules are adapted from the Official Rules of Table Tennis.

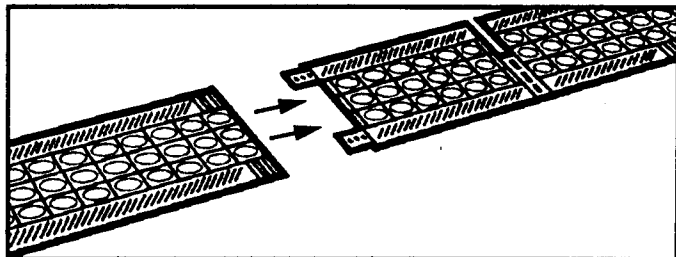
ASSEMBLY:

CHOOSING A PLAYING SURFACE: when choosing a table as the playing surface, keep the following in mind:

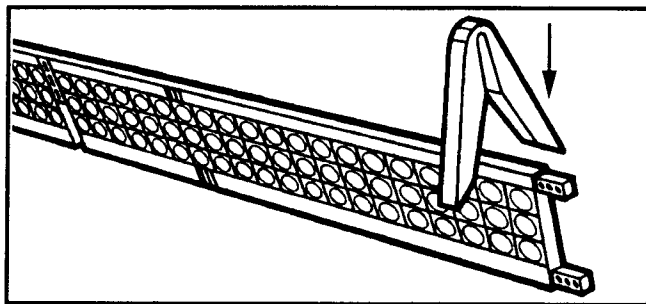
- The table can be made of any material as long as it will give a uniform bounce.
- The table can be any size or shape as long as it can be divided into two equal playing areas.

SETTING UP THE NET:

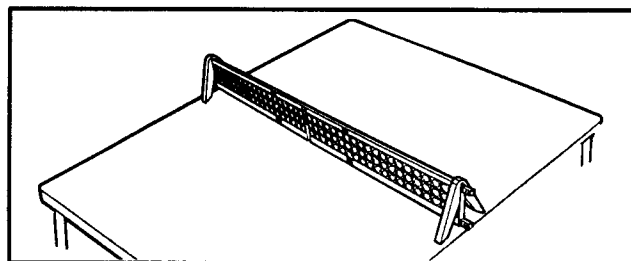
1 Attach the net sections together as shown. Lay the net sections on a flat surface. Slide the net tabs all the way into the runners so that the sections fit together securely. Use as many sections as you need to cover the width of the table.



2 Snap the supports to either end of the net, adjusting them to the table width.



3 Place the net onto the center of the table. Make sure the playing areas on either side of the net are equal.



A GAME FOR 2 OR 4 PLAYERS:

1. DETERMINE WHO WILL SERVE. To do this, players make four consecutive hits back and forth across the table. After those four hits, the first player to hit a good shot that the opponent cannot return may choose whether he or she will serve or receive. The other player then gets to choose at which end of the table he or she will play. When playing with four people, alternate hits.

2. THE SERVE. If you're the server, toss the ball with your free hand and strike it so that it bounces on your side first, passes over the net, and then bounces on the receiver's side. If the ball touches the net when you serve it, it's called a "let." If you commit a "let," miss the ball altogether or hit it out of play, the point goes to your opponent.

3. SCORING. The period when the ball is in play is called a "rally". As soon as a player commits a fault, the rally ends and the opponent scores 1 point.

You have committed a fault if:

- you miss the ball altogether.
- the ball touches more than once on your side before you hit it.

- you hit the ball more than once consecutively before it touches your opponent's side.
- you cause the ball to go out of play. (The ball is considered out of play once it has touched an object other than the net, supports, playing surface or paddles.)

4. CHANGE OF SERVICE. After 5 serves, the opponent serves the ball. If you are playing with 4, teammates alternate service sets.

5. WINNING A GAME. The first player to reach 21 points—with at least **2 more points** than the opponent—wins the game. If the score is tied at 20-20, each player serves only **once** until one of you scores **2 more points** than your opponent. Players change ends after each game.

6. WINNING A MATCH. A match may consist of one game, three games, or five games. To win a 3-game match, you must win two out of three games. To win a 5-game match, you must win three out of five games.

ALTERNATE GAME SUGGESTION:

For a shorter match, end each game at 11 points.

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