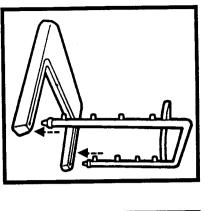
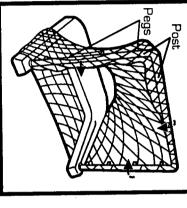


into base 1 Snap goal post section



outside of a goal post section as shown. Wrap net around goal 2 Spread one net over the **post** and hook over **pegs**.



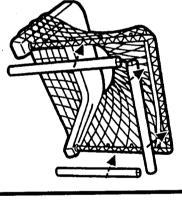
posts; the longer trim goes on top. 3 Snap trim over net and goal



front to back. 4 An adult should carefully cut



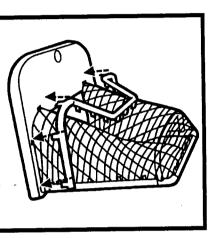
through the bottom of the net from



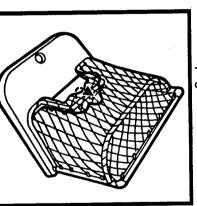


base as shown.

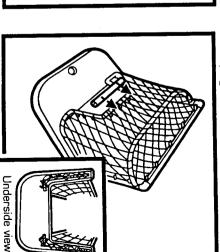
5 Thread net into slot and



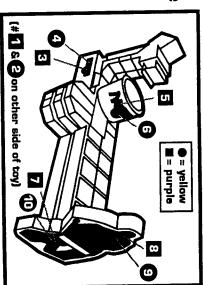
around the back frame to create an opening, securing the net over the pegs. Wrap the net under and



Snap shortest trim over net at top of back frame. Secure net to underside of base by stretching over pegs.



urple shooter. w shooter. I labels go upply labels to each these illustrations bers on the label sheet guide. iter as shown, using the labels go on

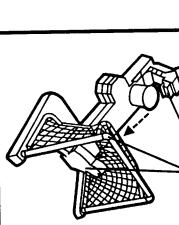


hown. Replace door. iter with a screwdriver. partment door on each rt two AA batteries Pry open battery

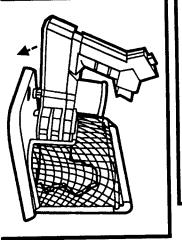
TION: To avoid battery leakage, 1. Be sure to the batteries correctly and always follow the toy manufacturer's instructions. 2. Do not mix old and batteries or alkaline, standard (carbon-zinc) or argeable batteries. 3. Always remove exhausted and batteries from the product.

Bottom of shooter.

ert it through the hole he back of the net. goalie as shown and same color as a goal. Select a shooter with



- se. se by putting the peg on bottom of the shooter the hole in the back of Snap shooter to the
- ooter. with other net, base, and 3 Repeat steps 1 through

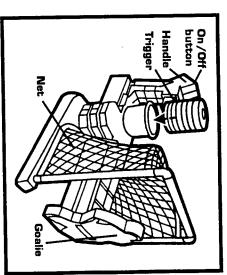


# PREPARATION:

- Load eight discs into their color-coded shooter. Tap them in place with your finger.
- 'n apart. The distance between them can be increased up to 10 feet apart Place shooters on a level, flat surface facing each other about six feet as the skill of the players improves.
- ယ trigger to fire when you are Turn each shooter on. Pull the ready to play

# THE PLAY:

Block and shoot at the same time. Move the goalie to the



### SCORING:

Snap door closed.

score a goal. right or left by moving the are watching for an opening to to block a shot. All while you handle. Even make him "jump" fire and "get one past him" to

(discs that are part of the way in the net or bounce out count as a goal). You make a goal each time your disc goes into your opponent's net

## WINNING:

Same color.

play again and again and again. After all discs are fired the player with the most goals wins. Reload and

