

NERF® PING PONG Game

Ping Pong lets you play an actual game of table tennis. The set comes complete with 2 foam balls, 2 paddles and an adjustable plastic net. All you do is provide the table and follow the simple instructions below for setting up the game. Also included below are game rules adapted from the Official Rules of Table Tennis.

Assembly:

Choosing a Playing Surface:

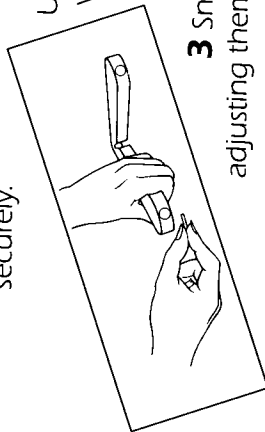
When choosing a table as the playing surface, keep the following in mind:

- The table can be made of any material as long as it will give a uniform bounce.
- The table can be of any size and 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.

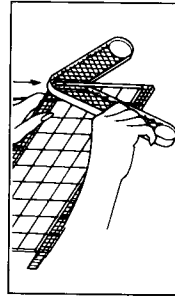


Use as many sections as you need to cover the width of the table.

2 Peel off the 4 "feet" from the paper backing and stick one onto each leg of the supports.

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

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



Playing:

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 make 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.

2 The Serve. If you're the server, toss the ball with your free hand and strike it so that it touches your side first, passes over the net, and then touches the receiver's side.

If the ball touches the net when you serve it, it's called a "let." Whenever you serve a let, serve again.

If you miss the ball altogether or hit it out of play, the point goes to your opponent.

3 The Rally. The period when the ball is in play is called a "rally."

4 Scoring. As soon as a player does not make a good return, the rally ends and the opponent scores **1 point**.

You have **not** made a good return 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.)

5 Change of Service. After every total of 5 points scored, a new player serves the ball.

6 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.

7 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.

A Reminder to Parents:

This product contains toy foam balls which are not recommended for use by young children who are inclined to chew on their toys. Pieces of foam could tear off and be swallowed.