

1 Unpack base

Please dispose of all unwanted packaging.

2 Contents

- a) Checkerbats™ x2
- b) Ball and tether
- c) Tubes x3
- d) Swingball® turbo head and turbo tube
- e) Bat holder
- f) Cord length adjuster
- g) Bottom pole sleeve
- h) Connectors x3

3 Insert first tube into base (IMPORTANT! FIT SLEEVE TO PREVENT DAMAGE!)

Push bottom pole sleeve onto first tube. (Please note that the first tube has a plastic stopper in the end.) Then insert first tube into base. PLEASE NOTE, THE HOLE IN ITEM G (BOTTOM POLE SLEEVE) IS NOT REQUIRED FOR USE IN THIS PRODUCT. (THIS IS A UNIVERSAL COMPONENT WHERE THE HOLE IS USED FOR OTHER PRODUCTS.)

4 Fill to the brim with sand or water and place lid on base (sand recommended for extra stability, see notes)

sand/water

(Please ensure first tube is inserted before sand if used.)

5 Fasten clips securely

1 2 3

6 Push on connector and second tube

7 Push on connector, bat holder & third tube

8 Push on connector and Swingball® head

9 Place loose-loop tether over Swingball® turbo head

10 Ready to play

11 To adjust height of All Surface Swingball®

Remove third tube and insert Swingball® head. Place ball and tether over Swingball® head, i.e. use only three tubes instead of four.

12 To adjust length of ball and tether

1 2 3

Wind cord around the adjuster until ball and tether are at the correct height to play.

Help

If you are experiencing problems with this product, please visit our website www.mookie.co.uk for assistance, advice and spare parts. You can also contact our helpline on 01525 722716 9am - 5pm weekdays.

This product will last longer if not exposed to direct sunlight for long periods of time. If water is used to fill the base, empty out after use to avoid it going stagnant.

Fig. 4

EXTRA BALLAST WEIGHT FOR STAND:
 The All Surface Stand is fine for gentle play if filled with water alone. For more robust play, please add extra ballast such as sand, bricks or stones for extra stability.

WARNING: Not suitable for children under 36 months due to small parts and long cords which can form an entanglement hazard. Adult supervision recommended.



All Surface Swingball® Assembly instructions *Adult Assembly Required*

WARNING:
CHOKING HAZARD-Small parts.
Not for children under 3 years.

Item No. 7222



1. **HOW THE GAME IS PLAYED:**
SWINGBALL® may be played either as a simple fun game, i.e. casual play, or competitively as summarised in this paragraph. The detailed rules follow. The game should be played according to the rules, observing fair play and a sporting spirit.
- 1.1 **SUMMARY: CASUAL PLAY:** Should the players wish to play for fun or simply practice, the LOOSE-LOOP* may be positioned in the FREE WHEEL GROOVES* above or below the TURBO SLEEVE* where it is trapped and the ball may then be played around the pole without any vertical movement up or down the pole.
- 1.2 **SUMMARY: COMPETITIVE PLAY:** A game is played by two players. One player (the server) starts the game by serving with the LOOSE-LOOP of the trace placed around the centre of the TURBO SLEEVE on the pole and may only play the ball from right to left, which drives the LOOSE-LOOP of the tether UPWARDS around the TURBO SLEEVE, for the duration of each game. The other player (the receiver) plays only DOWN the TURBO SLEEVE in the opposite direction. The object is to win a game by driving the LOOSE-LOOP off the top or bottom of the TURBO SLEEVE. After each game, service changes. The players may play the ball whenever possible and do not have to wait for their opponents to play a shot before hitting it again. (NOTE: Players may, however, agree that they will hit the ball alternately and it is recommended that beginners play this way. If this is agreed, a player must wait for his opponent to play the ball before hitting the ball again.)

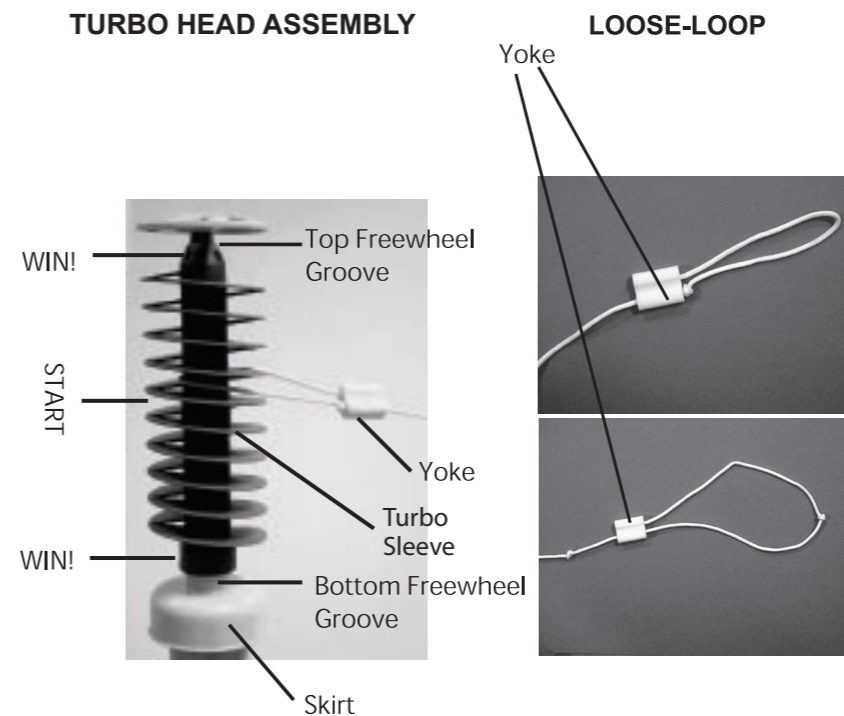
DETAILED COMPETITIVE RULES - Rules 2 - 16

2. **OBJECT: TO WIN A GAME BY DRIVING THE LOOSE-LOOP OFF THE TOP OR BOTTOM OF THE TURBO SLEEVE:** The object is to win a game by playing shots at the ball so as to drive the LOOSE-LOOP of the tether around the TURBO SLEEVE against the opposite efforts of one's opponent off either the top or bottom of the TURBO SLEEVE and into a FREE WHEEL GROOVE.
3. **DIRECTION OF PLAY:** The server may only serve or play the ball from right to left, i.e. the LOOSE-LOOP is driven upwards around the TURBO SLEEVE towards the top FREE WHEEL GROOVE. The receiver may only play from left to right, i.e. the LOOSE-LOOP is driven downwards around the TURBO SLEEVE towards the bottom FREE WHEEL GROOVE.
Penalty: Loss of game for playing in the wrong direction.
4. **ELECTION OF SERVER:** The election of server for the initial game shall be determined by the toss of a coin or spin of a CHECKERBAT* (refer to neck engraving for either 000 or 111 ie: zeros or ones).
5. **SERVICE, START and PLAY OF GAME:**
 - 5.1 The server may start the game by serving from any spot he chooses and during the game the players may move wherever they wish around the pole. Players must, however, at all times stand outside the arc of travel of the ball and tether.
 - 5.2 The LOOSE-LOOP of the trace must be placed around the centre of the TURBO SLEEVE. When the receiver is ready, the server shall serve by playing the ball in a smooth horizontal arc from right to left around the pole to the receiver.
 - 5.3 **Penalty:** Should any player infringe this rule, the opponent, before the ball is played after the infringement, may call for the game to be restarted.
6. **COMPLETION OF EACH GAME:** A game is completed the moment either player causes the LOOSE-LOOP either:
 - 6.1 to rise above the TURBO SLEEVE and become trapped in the top FREE WHEEL GROOVE (i.e. the server wins), or
 - 6.2 to drop below the TURBO SLEEVE and become trapped in the bottom FREE WHEEL GROOVE (which runs around the pole immediately above the SKIRT) (i.e. the receiver wins).
7. **CHANGE OF SERVICE AND DIRECTION OF PLAY:**
After each game the players shall change service and direction of play.
8. **SHOTS:** (i.e. "playing" the ball by striking or hitting it with a bat).
 - 8.1 **Definition:** A player may only hit the ball or cord with the bat or hand or wrist holding the bat - contact with a player's forearm or any other part of the body or clothes is illegal! Any legal contact with the ball or cord shall be considered a shot. A player does not have to succeed in reversing the direction of the ball (i.e. a glancing touch is still contact and therefore a shot).
Penalty: Loss of game, if claimed by opponent.
 - 8.2 **"Pole Shot" (fault)**
Penalty: If any player causes the ball to directly strike the pole, (i.e. not after the cord has wrapped around the pole), the opponent shall win the game.

- 8.3 **Timing of Shots:** A player is not obliged to hit the ball immediately.
- 8.4 **Attempted Shot or Miss:** An attempted shot or serve which does not make contact with the ball or cord does not count as a shot or serve.
9. **TANGLES:**
 - 9.1 **Pole Tangle: (no fault).** There is no fault should the tether become entangled on or wrapped around the pole or the TURBO HEAD ASSEMBLY. Should a pole tangle occur, the game shall immediately stop and the tangle be unraveled. The player who unravels the tangle shall restart the game by serving from the position occupied by that player when the tangle occurred.
 - 9.2 **Bat, Hand or Wrist Tangle: (fault)**
Penalty: Loss of game, if the opponent claims a fault. (A tangle includes any momentary wrapping or snagging of the ball or cord on the bat, or any part of the body.)
10. **SET:** The player who first scores two games wins a set, except that the set must also be won by a margin of at least two games and, if necessary, play will continue until this margin is achieved.
11. **MATCH:** A match shall consist of a number of sets, the winner being the first player to win two sets, or by agreement, three sets.
12. **STANDARD HANDICAP:** If both players agree beforehand to adopt "STANDARD HANDICAP", the loser of any given game shall be entitled to have the next game started with the LOOSE-LOOP placed one complete revolution around the TURBO SLEEVE closer to the end to which the loser will be hitting than in the previous game.
13. **INTERFERENCE:** No player may obstruct, interfere with, verbally distract, or put off his opponent, or abuse the good spirit of the game in any way.
Penalty: Loss of game.
14. **UMPIRE:** The umpire's decision shall be final.
15. **DOUBLES:** This is a very exciting fun game. Two pairs of players take up positions on opposite sides of the pole. Each team has only one bat. The rules apply as for singles but each player plays alternately (as in table tennis) and the bats shall be exchanged amongst the partners between shots.
16. **COMPONENTS:** Only genuine unmodified SWINGBALL® components which comply with current factory specifications shall be used.

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