

Thank you for choosing the FRANKLIN® FOLD-N-GO® Tailgate Hoops tailgate game. We are confident that FRANKLIN® FOLD-N-GO® Tailgate Hoops will provide you, your family and friends with hours of enjoyment. To accommodate the limited space tailgating sometimes involves, all FRANKLIN® tailgate games provide a range of playing distances with the furthest distance being regulation. Please be sure to use care when playing and to take into account others in the area before selecting a playing area and distance.

**Players:**

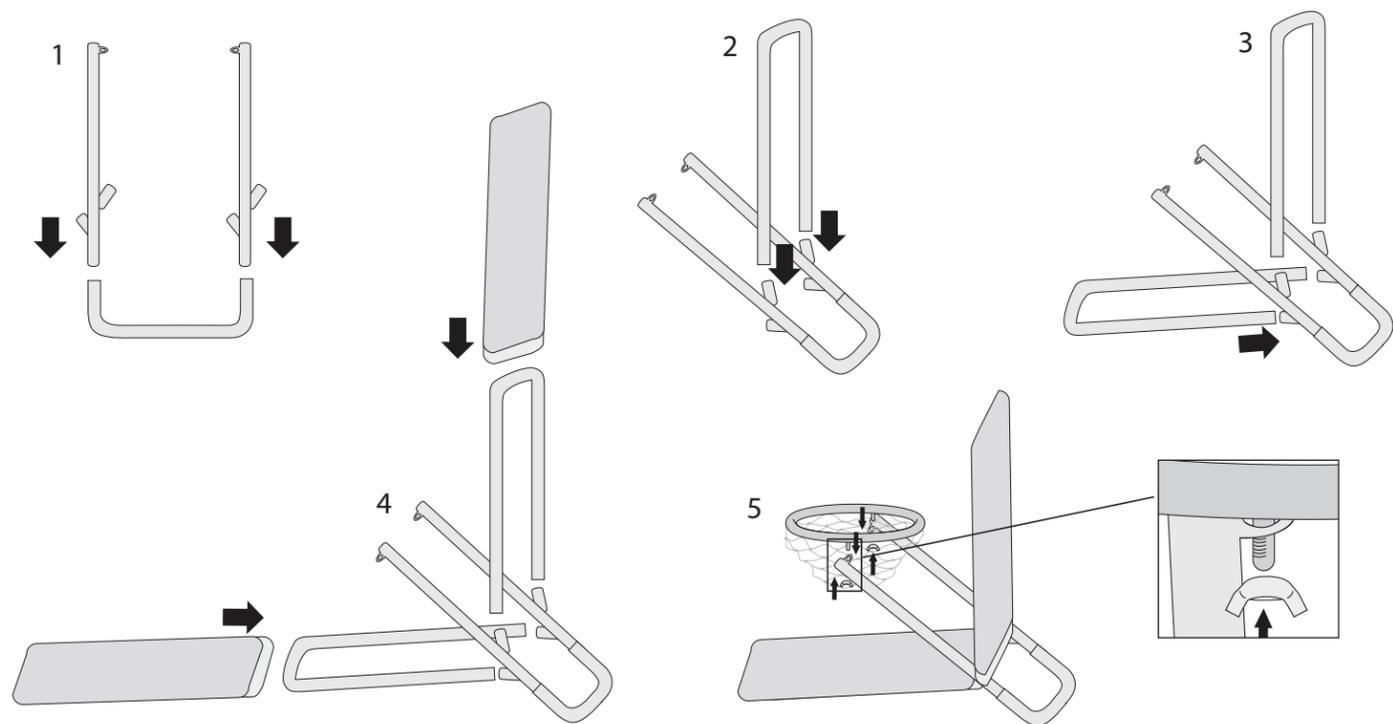
2 or more

**Parts List:**

- |                         |                       |
|-------------------------|-----------------------|
| (1) Tailgate Hoop       | (1) Inflation pump    |
| (1) Tailgate Hoops ball | (2) Wing nuts         |
| (1) Carry Bag           | Instructions Included |

**Setup:**

Begin by removing all of the target pieces from the bag and assembling the target. (See assembly diagram). Place target on a level playing area.



**H-O-R-S-E:**

The object of the game is to be the last player to spell out the word "HORSE." The game is played with 2 or more players. A shooting order is established at the beginning of the game and that order remains the same for the entire duration of the game. A shoot-off is played to determine the order. Each player shoots from the same place and the order is determined based on the order that each player makes the shot.

To begin the game, player #1 shoots from anywhere on the court. If he makes the shot, then player #2 must shoot the same type of shot from the same location as player #1. For example, if player #1 bounced the shot, player #2 must bounce the shot from the same location. Each player continues to shoot that same shot until someone misses, or until the last player shoots. If everyone makes the shot, then player #1 gets to choose a new shot. If someone misses, the player that missed receives a letter. On their first miss, they receive the letter "H", and every miss after that they add a new letter from the word "H-O-R-S-E". Play then resumes by the next player in the order (after the person who missed the shot) getting to choose a new shot from anywhere on the court.

If player #1 missed their initial shot, play continues by player #2 choosing a new shot from anywhere on the court.

The first player to spell "HORSE" loses.

If there are multiple players, the person who spelled out "HORSE" is now out of the game, and play will continue with the remaining players until only one player is left.

**21:**

The object of this game is to be the first player to reach 21 points. The game is played with 2 or more players. A shooting order is established at the beginning of the game and that order remains the same for the entire duration of the game. A shoot-off is played to determine the order. Each player shoots from the same place and the order is determined based on the order that each player makes the shot.

Players alternate turns shooting at the basket and can shoot from anywhere on the court. A 3 point shot must be from behind the 3 point line (distance to be established before the start of the game). If you step over the line, it counts as a 2 point shot, and if you step over the 2 point line (distance to be established before the start of the game), it counts as a 1 point shot. Distances of 3-point and 2-point lines will vary depending on how much court space is available. The best way to clarify point lines is to draw lines on the pavement with chalk.

Shots can be bounced in or shot directly into the hoop.

The first player to reach 21 points is the winner. Score must be 21 points exactly to win.

**Around the World:**

The object of this game is to be the first player to make a shot from each of the 10 designated locations on the court, 5 perimeter shots and 5 closer shots. (For a shorter game, use only the 5 designations along the established 3-point line). The game is played with 2 or more players. A shooting order is established at the beginning of the game and that order remains the same for the entire duration of the game. There is no advantage to going first, as all players are given an equal number of opportunities.

All of the shooting locations are to be established before the start of the game. Play begins by player #1 shooting from spot #1. If the shot is made, they get to shoot from spot #2. Player #1 keeps advancing until they miss a shot. After a missed shot, player #1 has the option to stay at this spot until their next turn, and give player #2 the ball to begin their turn, OR they can risk their current position by taking a "chance" shot. The chance shot is taken from their current location. If a chance shot is missed, that player must start over from spot #1 at the beginning of their next turn, and player #2 begins their turn. If a chance shot is made, their turn continues and they move on to the next location.

Play continues until one player reaches the final shot location and makes it in.

Each player must be given an equal number of opportunities. Therefore, if player #1 reaches the end first, all of the other players still get their last chance to reach the end. In a multi-player game, if player #2 is the first to make the last shot, all other players except for player #1 get to finish out their last round.