NEW FOR 2021!

FRANKLIN™

FEED THE FROG

KICK CROQUET

DON'T TOUCH THE LAVA!

LEARN YOUR STANCE BASEBALL KIT

HAMMERIN' HANDS

FRANKLIN FORT KIT

GALACTIC GOLF

animal ball friends
WHAT IS FRANKLIN TOY?

BUILD THE ULTIMATE FORT!
PLAY WITH YOUR FAVORITE ANIMAL!
FEED THE INSECTS!
TEST YOUR BALANCE WITH AN EDUCATIONAL TWIST!
PRACTICE YOUR PUTTING IN A NEW GALAXY!
MASTER YOUR BASEBALL STANCE!
ANIMAL BALL FRIENDS

- Rolls like a ball, looks like your favorite animal!
- Durable polyurethane foam with full animal graphic on each ball
- Play with Pinky Pig, Pepper Penguin, or Marcus Monkey!
- Size: 6"

ITEM #: 60207A
PACK: 6pc PDQ

ROLLS LIKE A BALL
LOOKS LIKE YOUR FAVORITE ANIMAL!

6in
152.4mm

PEPPER PENGUIN
MARCUS MONKEY
PINKY PIG
HOW TO PLAY

1. Step up to the plate by aligning your feet on the two designated footprints on the playmat.

2. Bend your knees, keep your eye on the ball, and SWING for the fences as you practice your baseball stance & hand-eye coordination skills!

STEP 1: Find out if your child is right or left-handed. The Learn Your Stance Kit includes a home plate that can attach to the playmat in both ways, for right and left-handed players. See diagram below for how to set your mat based on each player:

RIGHT HANDED PLAYERS

- Pitch from this way

LEFT HANDED PLAYERS

- Pitch from this way

STEP 2: Designate your play space and get to practicing! Have your child step up to the plate by aligning their feet on the two designated footprints on the playmat.

STEP 3: Grab your oversized bat and oversized baseballs and begin learning! The oversized bat is engineered to include a larger sweet spot to make it easier for kids to make contact. The oversized baseballs are easier to see, making it easier for beginners to develop hand-eye coordination skills & SWING for the fences! Practice soft toss or pair the Learn Your Stance Baseball Kit with your favorite Franklin Sports Batting Tee and swing away!
LEARN YOUR STANCE BASEBALL KIT

- Learn to play baseball! Step up to the plate with the perfect training tool to teach where to stand in the batter’s box!
- Bend your knees, keep your eye on the ball, and swing for the fence with this perfect baseball starter kit!
- (1) 22” x 16” learn your stance playmat
- (1) Home plate with self-stick strips on both sides for right and left handed batters
- (1) 24” jumbo plastic baseball bat
- (2) 90mm AERO-STRIKE® baseballs

ITEM #: 69007
PACK: 6

FEET OUTLINES WITH LABELS TO SHOW

WHERE TO STAND IN THE BATTER’S BOX!
HOW TO PLAY

1. Kick your team’s Croquet Ball through each wicket in the least amount of shots!

2. The team to make it through the last wicket & hit the finish flag first WINS!

STEP 1: Split up into teams and decide who is on the RED and BLUE team. The red team uses the red ball, and the blue team uses the blue ball.

STEP 2: Each team begins by placing their ball in the beginning of the play space, behind the 1st yellow wicket.

STEP 3: Team 1 starts the game by kicking their ball through the 1st yellow wicket. If your ball makes it through a wicket on your turn, go again! If your ball does not make it through a wicket then it’s the next team’s turn.

STEP 4: Make sure to kick through each wicket in ORDER! (fig. A) If you kick past your next wicket you must kick your ball backwards so that you go through each wicket in the correct direction. (fig. B). Balls can only go through wickets ONE WAY.

STEP 5: Continue play until one of the teams successfully kicks their croquet ball through the 2nd yellow wicket. The first team to pass through all wickets in the proper order and hit the final Finish Flag wins!

A few things to note:
- If a ball is sent over your play space boundary, place it one foot-length from the edge and resume play from there.
- Each time your ball makes it through a wicket your team gets to kick again. If your team’s ball does not go through a wicket, it’s the next team’s turn.
- Earn another turn if you hit another player’s ball with your ball!
KICK CROQUET

- Combining croquet and soccer for the ultimate backyard game!
- (6) 3-piece kick croquet wickets with ground stakes on each end
- (2) HUGE 12" kick croquet balls
- (1) Finish flag

ITEM #: 60214
PACK: 6
**How to Play**

1. Hop from spot-to-spot to avoid getting burned!

2. Solve the math problem, spell the word, or identify the animal, but quick! Make sure to complete the challenge before time runs out... and make sure that you... **Don’t Touch the Lava!**

**Step 1:** Designate your Card Master! The Card Master sits along the edge of the volcano calling out the challenge for each round. With 59 flashcards included, the card master tasks each player with spelling a word, solving a math problem, or identifying an animal for each Lava Adventure!

**Step 2:** All daring Volcano Explorers will line up along the edge of the play space before each round. As soon as the Card Master calls out the challenge, the game begins!

**Step 3:** Volcano Explorers will race to the opposite side of the room, hopping from spot-to-spot to avoid getting burned!

A few things to note:

- If an Explorer falls into the lava they must go back to the beginning!
- If an Explorer steps on volcanic ash (the black safety spots) they must go back to the beginning!
- If an Explorer bumps into another Explorer, both must go back to the beginning!
- If an Explorer flips over an Earthquake Card when trying to solve the problem they must flip the card back over and go back to the beginning

The first Volcano Explorer to successfully complete the challenge and return to the Card Master will win the round! The first to win 5 challenges will take home the ultimate **Don’t Touch the Lava!** victory!

**Challenges**

To start your game, here are some challenges for the Card Master to begin with. After going through these, be creative and make up your own!

- Spell the longest word you can! The Explorer with the longest word wins the round!
- Solve the equation 7+3
- Solve the equation 6-2, then take away 4!
- Find 5 even numbers!
- Find the Giraffe and the Koala!
- Find 2 vowels and bring them back to the Card Master first!
- Find 2 consonants and bring them back to the Card Master first!
- Find an animal that ROARS!
- Find an animal that you can keep as a pet!
- Make a 4-letter word!
DON’T TOUCH THE LAVA

- Hop from spot to spot to avoid getting burned!
- Solve the math problem, spell the word, or identify the animal the fastest!
- (30) 10” safety spots
- (26) letter flashcards, A-Z
- (21) number flashcards, 0-20
- (10) animal flashcards
- (2) earthquake cards

ITEM #: 60213
PACK: 6
HOW TO PLAY

1. Take turns tossing the flies into the frog’s mouth in an effort to FEED THE FROG!

2. Get the highest score after 5 rounds and you win!

STEP 1: Split up into teams and take turns tossing the flies into the frog’s mouth! Team 1 begins by tossing all (3) flies at the frog target, trying to FEED THE FROG! Each fly that makes it into the frog’s mouth counts for 3 points.

STEP 2: If Team 1 gets 2 or more flies into the Frog’s mouth, then Team 2 has the opportunity to COUNTER! Take the bee and throw for the target, trying to STING the frog’s tongue!

STEP 3: After all flies and the bee have been thrown, tally up the score to see how many points Team 1 will receive. If the bee made it into the frog’s mouth, subtract 1 point from Team 1. If the bee knocked a fly out of the frog’s mouth, the fly does not count toward Team 1’s score!

STEP 4: After round 1 has been completed, switch roles so that Team 2 is throwing the flies and Team 1 is throwing the bee.

STEP 5: Continue playing for 6 rounds. The highest score after 6 rounds will take home the ultimate FEED THE FROG victory!
FEED THE FROG

- Feed the frog by throwing flies into his mouth!
- Watch out... The bee will sting the frog’s mouth! Throw the bee at your opponent’s flies to knock them out and get more points.
- (1) feed the frog target
- (3) flies
- (1) bee

ITEM #: 69001
PACK: 6
HAMMERIN’ HANDS

HOW TO PLAY

1. Press the buttons on your side as quickly as possible. Aim to hammer your opponent's hands by pressing your buttons the fastest!

2. Watch out! If you’re not quick enough the hammer could be coming your way!

STEP 1: Choose your hammer color: RED or BLUE

STEP 2: Set your HAMMERIN’ HANDS game on a flat surface, so that each player has full access to their two color buttons

STEP 3: Press the buttons on your side as quickly as possible, but make sure to alternate! You must hit each button back and forth, left to right, in order to make progress and push the hammer towards your opponent!

STEP 4: WATCH OUT! If you’re not quick enough the hammer could be coming your way!

STEP 5: The player to hit their buttons the fastest HAMMERIN’ the HANDS of their opponent wins the round! Slide your scoring bar to “1” and continue onto round 2. The first to win 10 rounds will take home the ultimate HAMMERIN’ HANDS victory!

FRANKLIN 2021
HAMMERin’ HANDS

• RACE to send your hammer towards your opponent... but WATCH OUT!
  If you’re too slow the hammer could be coming your way!
• Built-in 2-player scoring included
• (1) double-sided hammer
• (2) sets of Hammerin’ Hands race buttons
• No batteries needed!

ITEM #: 69002
PACK: 6

RACE TO SMASH YOUR OPPONENT!
**HOW TO PLAY**

1. Create the ultimate FRANKLIN FORT using the dynamic fort sheets provided.

2. Add weighted bags where necessary to keep your fort in place for long-term play!

**STEP 1:** Designate your play space and get to fort building! Building forts has never been easier or more fun. Unfold your fort sheets and use the self-stick edges of each sheet to attach them together. See below for a few fort configurations to get you started!

**STEP 2:** Drape your fort sheets over your couch, bed, chairs, pillows or other furniture to create ULTIMATE PLAY ZONE!

**STEP 3:** Once draped, use your weighted fort bags as needed to keep the fort in place during play. Also note that there are (4) sets of long, self-stick straps at the corner of each fort sheet. These are perfect for fastening to all kinds of posts within your home!

**STEP 4:** When you’re done playing, simply fold and pack all fort kit components into the carry bag included for easy storage and portability.
FRANKLIN FORT KIT

• Building forts has never been easier or more fun!
• Create the perfect fort or obstacle course - the possibilities are endless!
• (3) 71” x 54” Franklin Fort Kit sheets with 22 self-stick strips on each sheet
• (3) weighted fort bags for added weight to keep each sheet in place
• (1) drawstring backpack carry included

ITEM #: 69005
PACK: 6
HOW TO PLAY

1. Turn your **GALACTIC GOLF** hole ON and turn off the lights. Watch your **GALACTIC GOLF** set glow in the dark, taking your ordinary mini golf game out of this world!

2. Extend the alien arms to create and customize your at-home mini golf course!

**STEP 1:** The play space should be at least 10ft (3.05m) x 4ft (1.22m) with the **GALACTIC GOLF** hole at one end of the room.

**STEP 2:** Each alien arm extends out of the alien’s body to create and customize your at-home mini golf hole for each round. For beginners, start by pulling the arms out 3ft (0.91m) so that your starting point is closer to the golf hole.

**STEP 3:** Play by yourself or stack up against your competition! Line your golf balls up on your “teeing ground” and begin putting!

**WAYS TO PLAY:**

**ONE-PLAYER** See how many putts it takes to get the ball in the hole! After each round, change the length or shape of the alien arms for an added challenge (fig. A). Keep track of your score after 10 rounds, trying to keep your strokes as low as possible. Play again and try to beat your best score!

**MULTI-PLAYER** Split up into teams and take turns shooting at the same hole. The set comes with (3) balls, so you can play with a maximum of (3) teams. After each round, tally up your score to see how it stacks up to your competition! Change the length and shape of the alien arms for an added challenge and an entirely new “course” each round (fig. A). Keep track of your score after 10 rounds. The team with the lowest number of strokes after 10 rounds will take home the ultimate **GALACTIC GOLF** victory!

fig A
**GALACTiC GOLF**

- Take your mini golf game out of this galaxy!
- UVA blacklight LED flag post included to reveal GLOWING alien graphics!
- (1) galactic golf hole with UVA blacklight LED flag post
- (2) retractable alien hands on each side to customize the boundaries of your at-home mini golf course!
- (1) 25” putter
- (3) golf balls

ITEM #: 69000  
PACK: 4