AQUATICZ™
BASKETBALL
ITEM NUMBER: 52707P1 52707

For all your replacement part needs, please visit: www.franklinsports.com/52707P1


WARNING: This is not a lifesaving device. Do not leave child unattended while device is in use.
## Parts List

<table>
<thead>
<tr>
<th>Item</th>
<th>Quantity</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>x1</td>
</tr>
<tr>
<td>B</td>
<td>x1</td>
</tr>
<tr>
<td>C</td>
<td>x6</td>
</tr>
<tr>
<td>D</td>
<td>x1</td>
</tr>
<tr>
<td>E</td>
<td>x3</td>
</tr>
<tr>
<td>F</td>
<td>x3</td>
</tr>
<tr>
<td>G</td>
<td>x3</td>
</tr>
<tr>
<td>H</td>
<td>x3</td>
</tr>
</tbody>
</table>

**Ball**

**Goal Net**

**T-Connectors**

**Pump with Needle**

**Foam**

**Tube - F**

**Tube - G**

**Tube - H**

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**GENERAL NOTE**

1. Find a clean, level place to begin the assembly of your AQUATICZ™ Basketball.
2. Remove all the parts from the box and verify that you have all of the listed parts as shown on the parts list page.

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**SETUP**

Follow assembly as shown. Lastly, inflate ball with pump and needle.

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**YOU ARE NOW READY TO PLAY!**

For replacement parts:
Visit: www.franklinsports.com/52707P1
Email: replacementparts@franklinsports.com
Call: 1-800-225-8649
GAME INSTRUCTIONS:

RULES:
AQUATICZ™ Basketball by Franklin® is designed to be played in the water and is a fun twist on some of our other basketball games. Players are trying to reach a score of 21. Players choose who will be shooting first. The player first up to shoot will choose the location their first shot will be thrown from. This location will be the same location used by all the other players on their first throw. When a player scores a point, they will choose the next location to shoot from and they will be the first ones to shoot.

SCORING:
Each time the ball lands in the net, it is a potential one point. Players are able to snag points from one-another. For example, if there are 3 players (A,B,C) and player A chooses the shot location, shoots the ball and the ball goes through the net they have scored one point. However, the following two players (B,C) have a chance to snag player A's point. To do this, player B will shoot the ball from the same location that A did. If player B gets the ball through the net, then player B will snag player A’s point. When this happens, player C now has the chance to steal player B’s point. If both players B and C miss when trying to steal player A’s point, player A will score 1 point. In the case that no players score points the person that shot first may choose another location to shoot the next round from. Players will play until one of the players reach 21.