

# BAGBALL™



**Ages:** 6+  
**Players:** 2-4

**Contents:**

- Game board and assembly pieces
- 3 blue beanbags / 3 red beanbags
- Instructions

## Bagball

**Object:** Try and be the first player to reach 300 points by landing your beanbags in the various nets.

**Setup:** Position the Bagball side of the cloth facing toward you (*as shown to the right*). Move the scoring markers on the arch to zero. The score marker on the side is not used in this game.

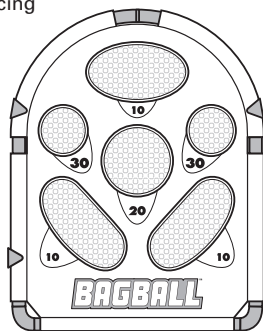
**Game Play:** Bagball may be played with either 2 or 4 players divided into 2 teams. Teams pick a color of bags to use throughout the game and position themselves 10 - 15 feet away from the game board.

The game consists of rounds. During each round, players take turns tossing their bags at the game board (If playing with 4 players, teams alternate their players each round).

If the bag successfully lands into the net the player scores the value marked. A round is not finished until all 6 bags have been tossed.

At the end of the round, scores are totaled and players move the scoring markers on the game board to reflect their total score. The first player to reach 300 points is the winner. In the event of a tie, players toss one additional bag. The player who scores the highest number of points on that toss is the winner. If there continues to be a tie, continue tossing one bag until a winner is determined.

**Advanced Play:** For a more competitive game, players may cancel each other's bags during the round. Teams only score the difference between the highest and lowest score for the round. Example, Player one lands 50 points worth of bags and player two lands 40 points. Player one then scores 10 for the round (50 - 40 = 10). [REMEMBER-Only one team can score per round in Advanced Play!]



## Big League Bagball

**Object:** Score the most runs in 9 innings by landing beanbags in the various nets to score runs.

**Setup:** Position the Big League Bagball side of the cloth facing toward you (*as shown to the right*). Move the scoring markers to zero and the inning marker to one. Decide who is going first. They are the batter and will use the 4 square bags. The fielder will get the 2 round bean bags.

**Game Play:** Big League Bagball may be played with either 2 or 4 players divided into 2 teams. Players position themselves 10 - 15 feet away from the game board.

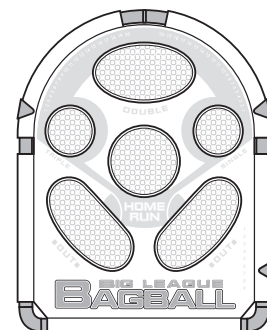
The game consists of innings. During an inning, each player gets to be on offense (*as a batter*) and defense (*as a fielder*). The batter begins and tosses one of the **four square bags** at the game board. If a bag successfully lands in a net a hit is awarded and base runners move/advance based on the following:

- Single Net = 1 runner on first base.
- Double Net = 1 runner on second base.
- Triple Net = 1 runner on third base.
- Home Run Net = 1 run scored plus 1 run for any runners on base.

Runners advance bases when the batter lands a hit. The number of bases advanced is equal to the number of bases the hitter receives. For example, a batter has a runner on second base and then lands a bag for a single on his next throw. The runner on second advances to third and the hitter has a new base runner on first base. A bag that lands in a net marked "out," or misses the game board completely is an out against the batter. The batter throws one bag after another until he either runs out of bags to throw or receives 3 outs.

The opponent (fielder) takes the **two round bags** and can try to cancel out any of the plays that happen on offense. After any throw, EXCEPT a home run, the fielder may step in to cancel out the batter's hit. To do this the fielder must throw a bag successfully into one of the "out" nets. If the fielder is successful, the batter's play is canceled and an out is given to the batter. No runners advance. For example, the batter has a runner on second base and then lands a bag for a single on his next throw. The fielder steps in and throws a bag for an out. That "single" base runner's play has been cancelled and the batter now has an OUT (The runner on second does not advance to third).

After a batter receives 3 outs or throws all 4 of their bags, the offense and defense switch and repeat the previous steps. When both players have had a chance at offense and defense, the inning is over and a new one begins. After each inning, move the "inning marker" on the right side to the next inning until all nine have been played. After nine innings the game



**IMPORTANT: To change games, flip the game board over and rotate the legs to the opposite side.**



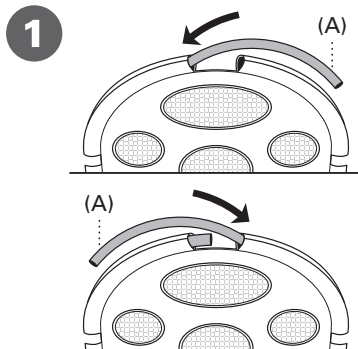
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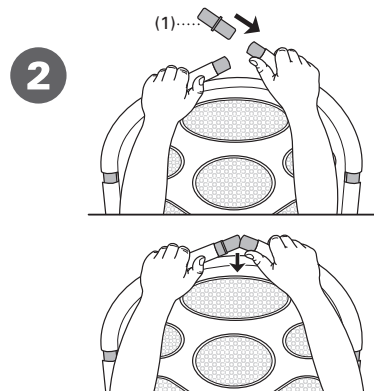
**Assembly:**

Included in the box are the following pieces:  
 [The number or letter inside the ( ) is how the pieces will be referred to in the instructions.]

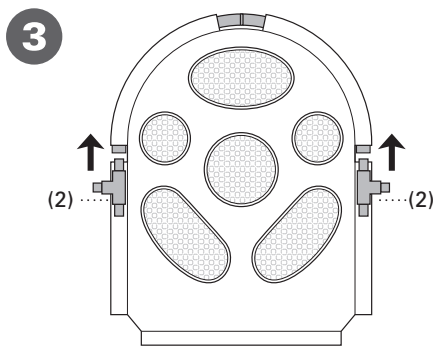
- 1 game board
- 2 curved tubes (A)
- 2 tubes 14.25" long (B)
- 1 tube 19.75" long (C)
- 2 tubes 18" long (D)
- 1 center connector (1)
- 2 side connectors (2)
- 2 corner connectors (3)
- 2 feet (4)
- 3 scoring markers (5)



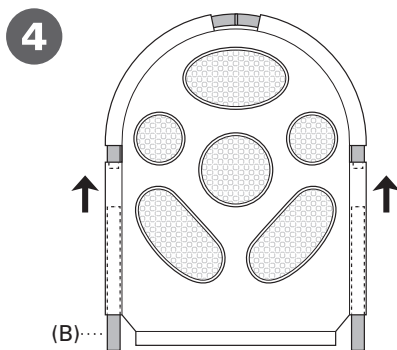
**Step 1:** Insert 2 (A) tubes into the opening on the top pockets of the game board.



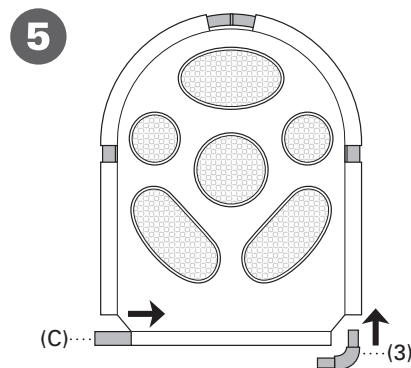
**Step 2:** Rotate, or bend out slightly, the 2 (A) tubes that were just inserted and place the (1) center connector into one of the open ends. Rotate the 2 (A) tubes back together making sure the center connector fits tightly inside the tubes.  
 [Note: This is a very tight fit. Please bend carefully.]



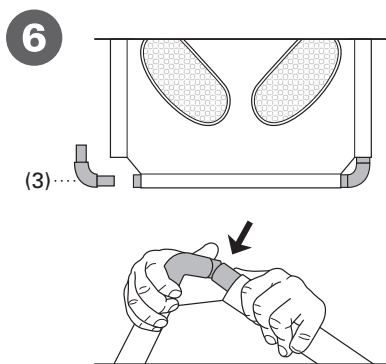
**Step 3:** Insert 2 (2) side connectors into the openings on the side pockets connecting them to the (A) tubes.



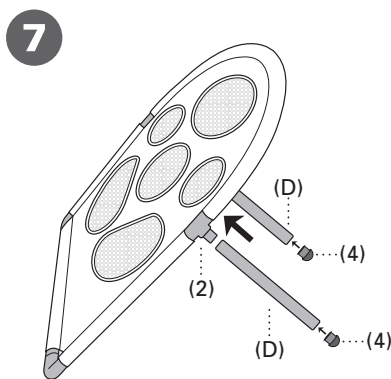
**Step 4:** Insert 2 (B) tubes into the side pockets on the game board. Fit the tubes onto the (2) side connectors.



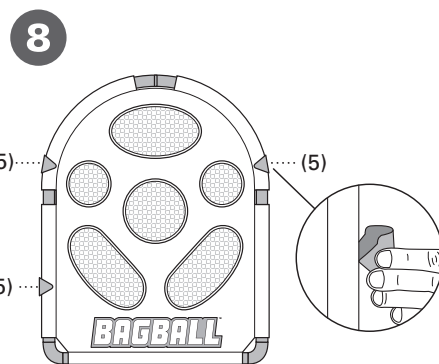
**Step 5:** Connect 1 (3) corner connector to the (B) tube. Slide 1 (C) tube into the lower pocket on the game board until it connects firmly to the (3) corner connector.



**Step 6:** Insert 1 (3) corner connector to the open end of the (C) tube. Rotate, or bend out slightly, the (3) connector that was just inserted. Line it up with the open end in the (B) side tube and press firmly until the pieces connect.  
 [Note: This is a very tight fit. Please bend carefully.]



**Step 7:** Insert 2 (D) tubes onto the open stems of the 2 (2) side connectors already on the game board. Insert 2 (4) feet into the open ends of the (D) tubes.



**Step 8:** Snap the 3 (5) scoring markers onto the game board as shown above. Place in the locations shown.