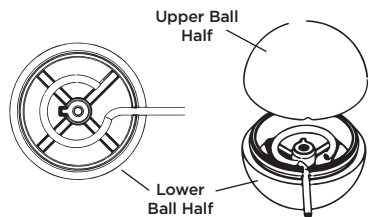


STEP 1: Center Puck Assembly

Feed one end of the string through the top of the center puck, then weave it through the tabs as shown above. Feed the string through the other hole and position the puck so that it is centered on the string. Screw in the cap with a small Phillips screwdriver. (Gameplay will not be affected if this is not screwed in.)

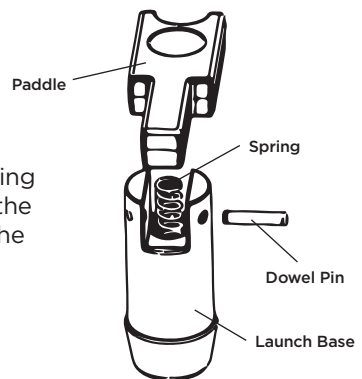


STEP 2: Ball Assembly

Feed 1 inch of the string end through the opening in lower ball half. Snap together with the upper half, pinching the string so it is stuck in the ball. (Repeat process for second ball.)

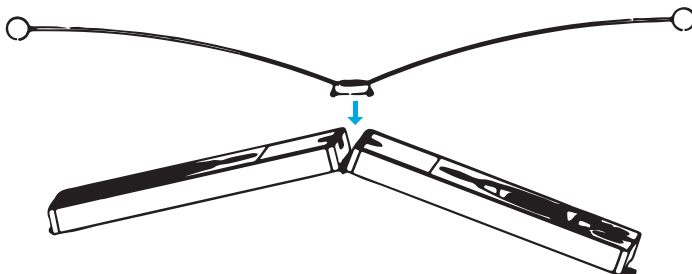
STEP 3: Mini Launcher

Place the spring in the launcher base. Compress the spring with the launcher paddle till the side hole lines up with the hole in the launcher base. Feed the dowel pin through the holes till it reaches the other end.



STEP 4: Insert Puck

Slightly fold the board from open position. Place the center puck, so the two tabs on the puck fit into the two holes near the center of the board.





It's go time!

Set Up

- Divide into two teams and vote for your team's favorite beverage.
- Place 10 cups on each side of the FreedomRacks™
- Fill the cups about 3/4 full with your team's beverage of choice.
- Place the Mini Launcher into one of the three positions (right, center, left).
- Connect the tethered ball combo in the center of the board utilizing the magnetic attraction.

Game Play

- Determine which team will start (Team 1). Get creative. Arm wrestle, heads or tails or by the soonest birthday. Losers start the next round.
- Player 1 sets the launcher into the position of their choice and places a ball in the recessed area of the launcher
- Player 1 aims and shoots by placing a finger in the shooting groove at the top of the Mini Launcher. Pull down to increase the power and release. Player 2 then resets the launcher and re-shoots using the second ball.
- Team 2 must drink any cups made (with balls in them).
- Take turns - with each team getting two shots each - until all of one team's cups have been made and drunk.

Rules*

- Two shots per team are allowed per turn.
- Both shots must be completed before drinks are taken.
- **Both balls miss** - **Wow!** You must be drinking too much. Other team scoffs at your performance.
- **One ball made/one misses** - **Better.** Keep trying. Other team must remove & drink one cup.
- **Two balls made** - **Nice work!** Other team must remove and drink both cups.
- **Two balls made in the same cup** - **AWESOME!** Other team removes and drinks this cup *PLUS two more.*
- A bounced ball is counted once in the cup it lands to rest.
- The team which makes all ten cups first wins.

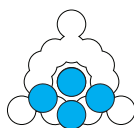
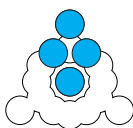
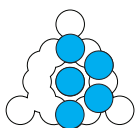
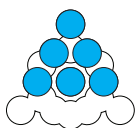
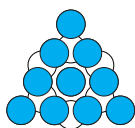
*REMEMBER: Different rules can be made up before the game to make it more interesting.

Check out minibeerpong.com for some of our house rules!

Re-racks

- Each team is allowed two re-racks during the course of the game. Determine your best strategic moves based on your opponents tactics.
- Re-racks must be requested before your opponents take the first shot of their next turn.

Re-rack positions examples:



FINGER FLICKIN' FUN!