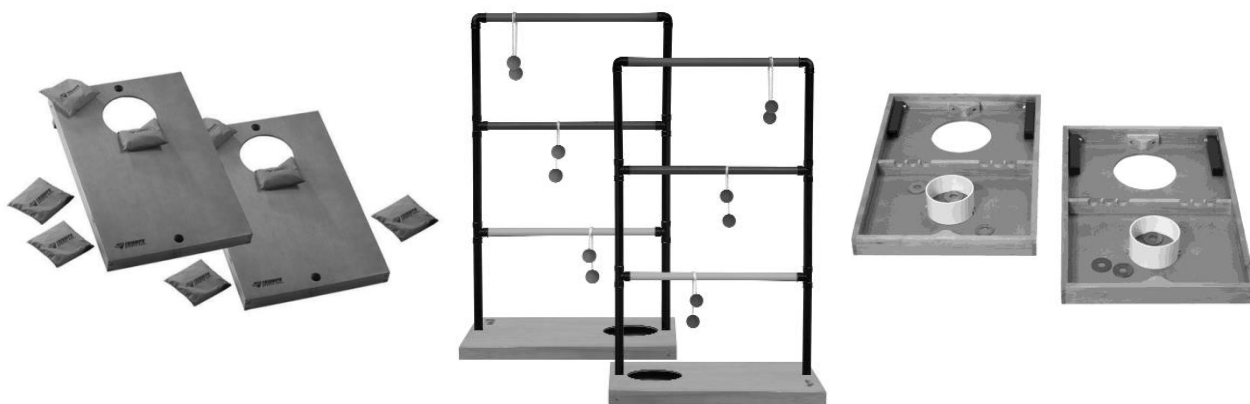




3 in 1 Trio Toss



Please keep this instruction manual for future reference

**If you have any problems with your new product,
Please contact Triumph Sports USA at 1-866-815-4173,
or e-mail us at csr@triumphsportsusa.com
for any technical support or warranty issues.**

90-Day Triumph Sports USA, Inc. (TSU) Game Warranty

All TSU games have a 90-day from date of purchase warranty. This warrants the retail purchaser for any TSU game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the TSU game. This will void any and all TSU warranties.

A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-866-815-4173 or email us at csr@triumphsportsusa.com.

IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings



WARNING: Choking Hazard--Toy contains small balls and/or small parts.
Not for children under 3 years of age.

Be sure to check out all the exciting games  **has to offer.**
Visit our web site at:

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BILLIARDS



DARTS



GAME TABLES



CASINO



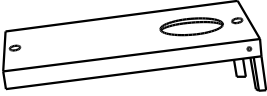













OUTDOOR GAMES



DARTBOARDS

Triumph Sports USA
Milwaukee, WI
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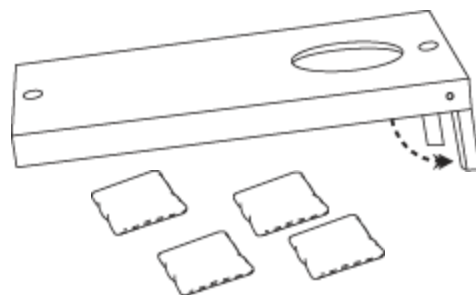
Parts List

<p>1</p>  <p>Game Platform 2 pcs</p>	<p>2</p>  <p>Red Bola 3 pcs</p>	<p>3</p>  <p>Blue Bola 3 pcs</p>
<p>4</p>  <p>Red Washer 4 pcs</p>	<p>5</p>  <p>Blue Washer 4 pcs</p>	<p>6</p>  <p>Red Bag 4 pcs</p>
<p>7</p>  <p>Blue Bag 4 pcs</p>	<p>8</p>  <p>Blue Tube 2 pcs</p>	<p>9</p>  <p>Yellow Tube 2 pcs</p>
<p>10</p>  <p>Black Tube 12 pcs</p>	<p>11</p>  <p>Red Tube 2 pcs</p>	<p>12</p>  <p>Carrying Bag 1 pc</p>
<p>13</p>  <p>T-Joint 8 pcs</p>	<p>14</p>  <p>Corner Joint 4 pcs</p>	

Assembly Instructions

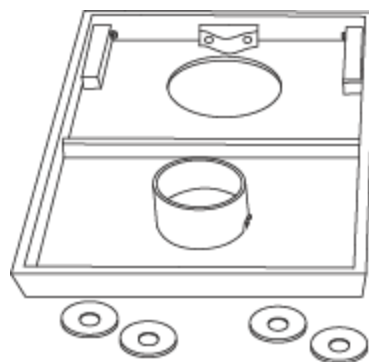
Game 1– Bag Toss:

Unfold the leg to play the bag toss game.



Game 2– Washer Toss:

Turn the board upside down and fold the leg to play the washer toss game.



Assembly Instructions

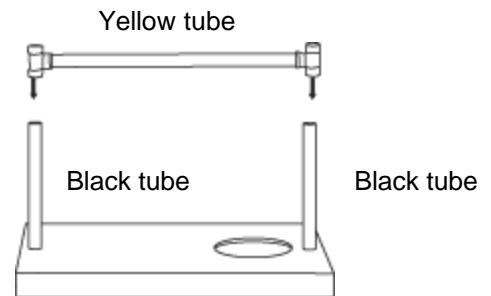
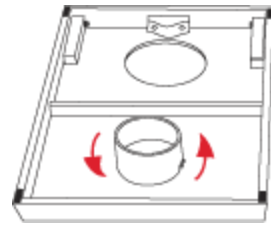
Game 3– Ladder Toss:

Step 1

Remove the washer cup, fold the bag toss leg, turn the board over.

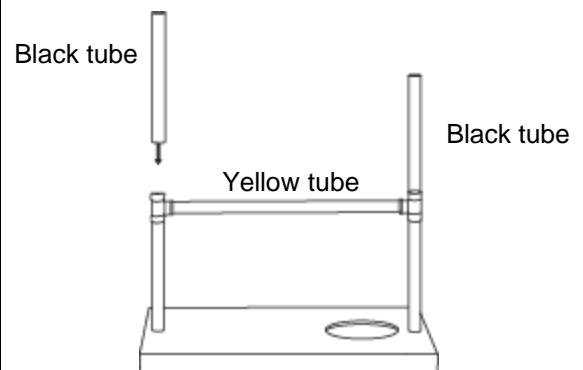
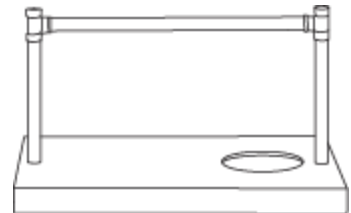
Insert 2 black tubes into the holes on the board.

Connect the yellow tube to the black tube with 2 T-joints.



Step 2

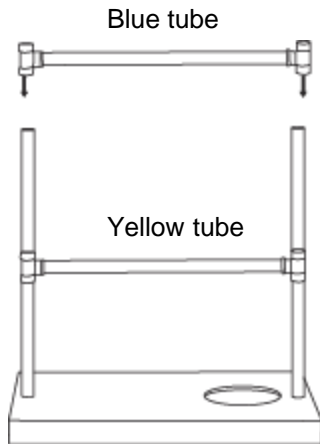
Insert 2 black tubes into the T-joint.



Assembly Instructions

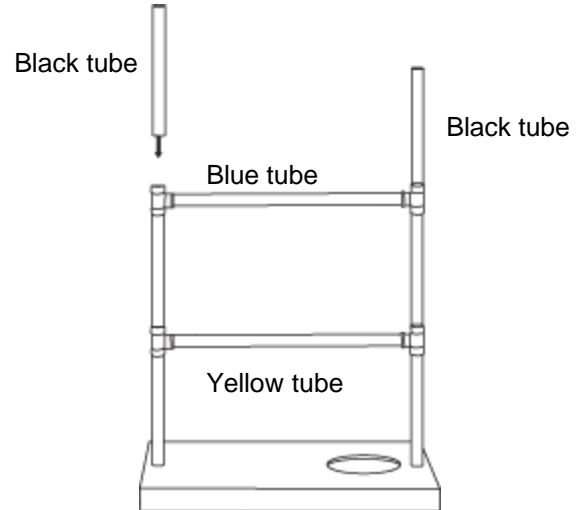
Step 3

Connect the blue tube to the black tube with 2 T-joints.



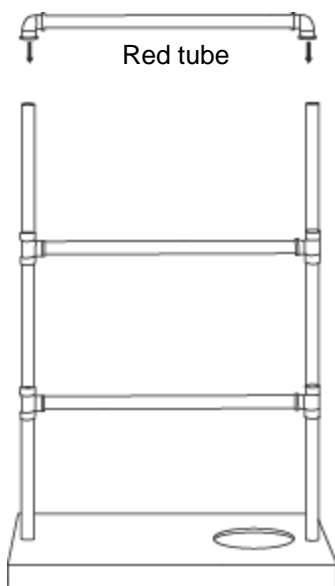
Step 4

Insert 2 black tubes into the T-joint.



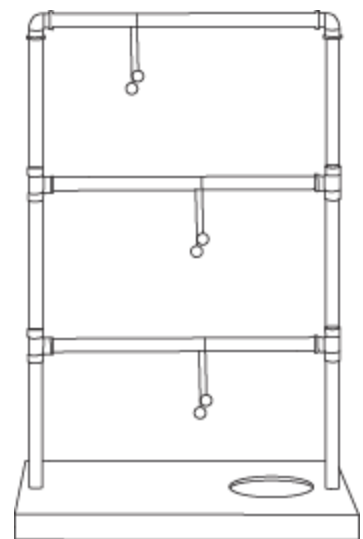
Step 5

Connect the red tube to the black tube with 2 corner-joints.



Step 6

The ladder toss game is ready to play.



Game Rules

Bag Toss

2 to 8 players

Preparation: Set platforms 15 feet apart.

Game Rules:

Each team has 4 Bean Bags. Players should alternate throws during their team's turn.

Hint: You can knock your opponent's Bean Bags off the board.

A bag thrown through the hole earns 3 points. A bag that lands on the board earns 1 point. Subtract the low score from the high score for each round of play. For example: Team A has 1 bag in the hole and 2 bags on the board, for a score of 5 points. Team B has two bags on the board, for a score of 2 points. Team A (5 points) – Team B (2 points) = Team A (3 points). Team A receives 3 points for that round of play.

Washer Toss

2 to 4 players, singles (2) or partners (4)

Preparation: Set boxes on even ground 10 feet apart.

Game Rules:

Players score points by tossing washers into the box or cup (center piece): one point for a washer that lands in the box, and three points for a washer that lands in the cup. The first person or team to score 21 points wins.

Optional:

Some players require the winning person or team to reach 21 without going over.

Game Play Summary:

Players always throw towards the same box. The team or player that scored points last goes first, throwing all three washers. Points are added up for all washers that land in the box.

Example:

If Player 1 throws 3 washers and gets 2 in the cup and 1 in the box, he has scored 7 points. If Player 2 then throws 3 washers and gets 1 in the cup and 2 in the box, she has scored 5 points. Play continues until a total of 21 points is reached by one player or team. The game is over when a score of 21 is reached.

Miscellaneous:

When pitching washers, the player's toe or foot must be behind the front of the box. Some variations allow 2 points for landing a washer on the box.

Game Rules

Ladder Toss

2 to 4 players, singles (2) or partners (4)

Preparation: Set platforms 15 feet apart.

Playing the Game:

The official playing distance is 15 feet between the ladders. Adjust the distance as needed for children.

Ladder toss is played by each player tossing 3 ropes to the desired ladders. The first player throws all 3 ropes at the desired ladders. When finished, the next player throws 3 ropes at the same ladders as the first player. The players' partners will then total up the scores and take turns throwing the ropes. The team with the highest score throws first.

Ropes can be thrown any way the player chooses as long as they are thrown individually. Players can bounce ropes off the ground. The game is over when a player reaches 21 points. In order to win, a player must be the only person to score exactly 21 points.

If any person scores over 21 points, his or her points for that round do not count. For example: a player with 18 points needs 3 points to get to 21 and win. If that player has 5 points hanging on the ladder after all players have thrown all ropes, the 5 points do not count and the player will enter the next round with 18 points, again needing 3 points to win.

In case of a tie, the players must play until one player scores 2 or more points more than all the other players. This 2-point rule only applies in overtime rounds. During regular play, any player can win as long as that player is the only one to score exactly 21 points, regardless of how many points the other players have.

Scoring:

Scoring is determined by the ropes that are still hanging from the steps after all teams have tossed all of their ropes. Players can knock off ropes during the course of the game, and knocking off other players' ropes is encouraged as good defensive play. Ropes that are knocked off during play should not be counted towards point totals. Only ropes that remain hanging after all ropes are tossed should be counted.

Points:

Points are determined by the steps that a player's rope wraps around. The top step is worth 3 points, the middle step is worth 2 points, and the bottom step is worth 1 point. Players can score an optional bonus point by hanging all 3 ropes from the same step or by hanging a rope on all 3 (1-2-3) steps in one round. The highest amount of points available per player per round is 10. This is accomplished by hanging all 3 ropes on the top (3 point) step.