



Disc Flyerz



Please keep this instruction manual for future reference

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Limited 90-Day Triumph Sports USA, Inc. Warranty

All Triumph Sports USA, Inc. (TSU) games have a limited 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. The only exceptions to the warranty include main frames, tabletops, playing surfaces, batteries or tools. Damaged main frames, tabletops, playing surfaces need to be returned to the store as we are unable to replace these parts. 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.

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

Warnings



WARNING: CHOKING HAZARD - Small parts included in assembly.

Recommended for ages 8 and over.

Not for use by children without adult supervision.

This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can prevent damage or injury.

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BILLIARDS



DARTS



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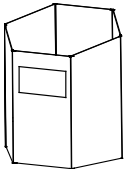
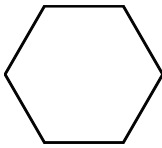

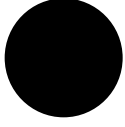


DARTBOARDS

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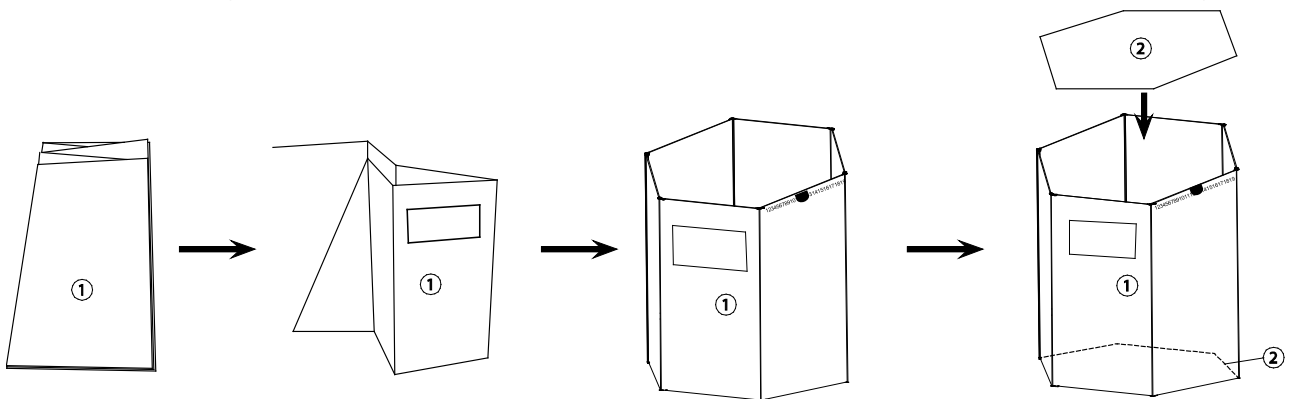
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Parts List

1		Scoring Can 2 pcs
2		Bottom Panel 2 pcs
3		Flying Disc (Orange) 1 pc
4		Flying Disc (Black) 1 pc
5		Carrying Bag 1 pc
6		Scoring Clip 2 pcs

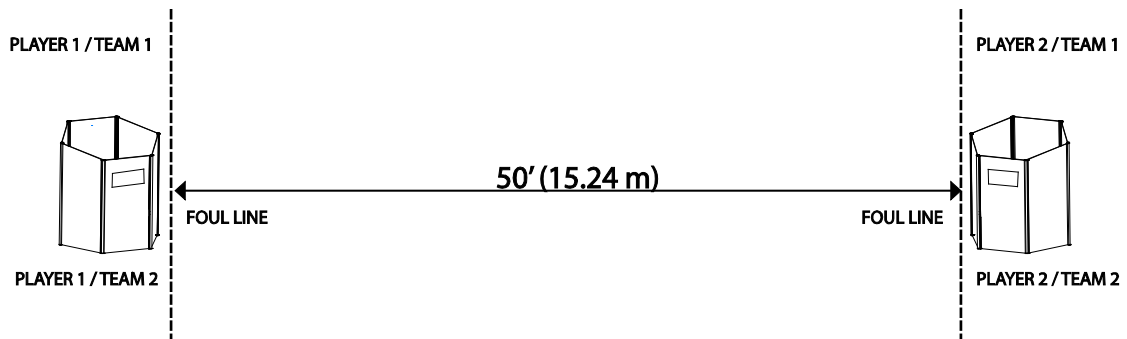
Assembly Instructions

Unfold the Scoring Can (#1), place the Bottom Panel (#2) into the bottom of the Scoring Can.



Game Set Up

Select an open area that provides approximately 50 ft. (15.24 m) between the two foul lines. Allow children to set their own distance. The width of the court depends on the skill level of the players.



Game Rules



Disc Flyerz

4 players or 2 teams

One member from each team will stand next to each goal.

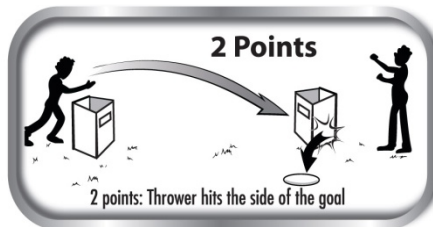
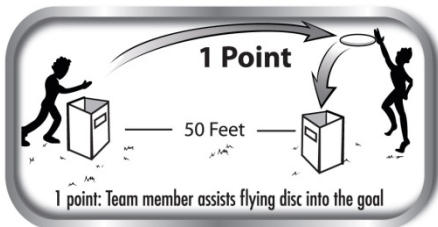
RULES OF PLAY:

Object of the Game - To throw/deflect a flying disc so it hits or enters the goal. First Player/ Team to reach 21 points wins!

Game Play - For the first round, decide Player 1 and/or Team 1 by tossing a coin. Each round consists of both Players/Teams taking a turn to throw.

Team Play - Team members alternate as the Thrower and the Deflector. Throwers must remain behind the foul line and may score points with a hit or a goal. Deflectors may move anywhere to redirect the disc, but may not catch, carry or double-hit the disc.

SCORING:



PENALTIES:

Opponent interferes with play to defend the goal, 3 points are awarded to the throwing team. NOTE: if score is 19 or 20 points, then 2 or 1 point is awarded to achieve an exact score of 21.

A throw results in a score that would exceed 21, the points of that play are deducted from the score. For example, if a team has 19 points and throws 3 points, their score is reduced to 16 points.

To Win – an exact score of 21 points is needed to win. In the case of a tie score, an “Overtime” round is played.

Overtime round - each Player/Team has one chance to score the most points to be declared the winner. Overtime rounds continue until the tie is broken.