



35-7344-2

TRIUMPH

HYPERLOOP™ 36" DIAMETER REBOUND GAME INSTRUCTION MANUAL



PLEASE KEEP THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

If you have any concerns with your product please visit our website www.escaladesports.com for fastest service. Please have a copy of your receipt of purchase. For any technical support or warranty issues please contact Escalade Sports at 1-800-467-1421 or e-mail us at customerservice@escaladesports.com

Limited 90-Day Escalade Sports Warranty

All Escalade Sports games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any Escalade Sports 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 Escalade Sports game. This will void any and all Escalade Sports 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: 1-800-467-1421 or email us at customerservice@escaladesports.com

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

Warnings



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 and injury.

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



www.escaladesports.com

www.triumphsportsusa.com



BILLIARDS



DARTS



GAME TABLES



CASINO



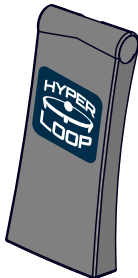
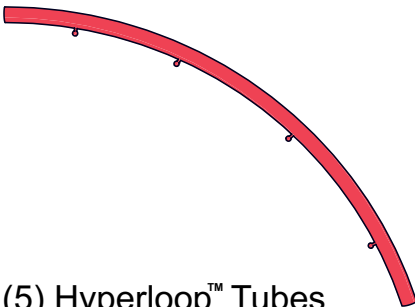
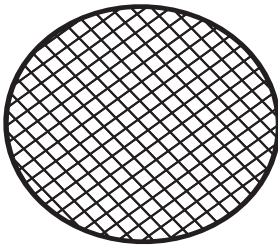
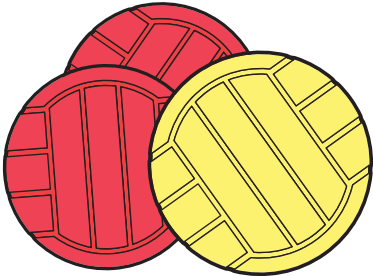
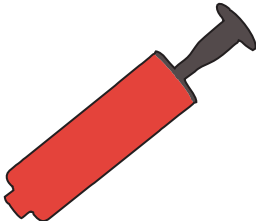
OUTDOOR GAMES



DARTBOARDS

Escalade Sports
817 Maxwell Avenue
Evansville, IN 47711
1-800-467-1421
www.escaladesports.com

Parts List

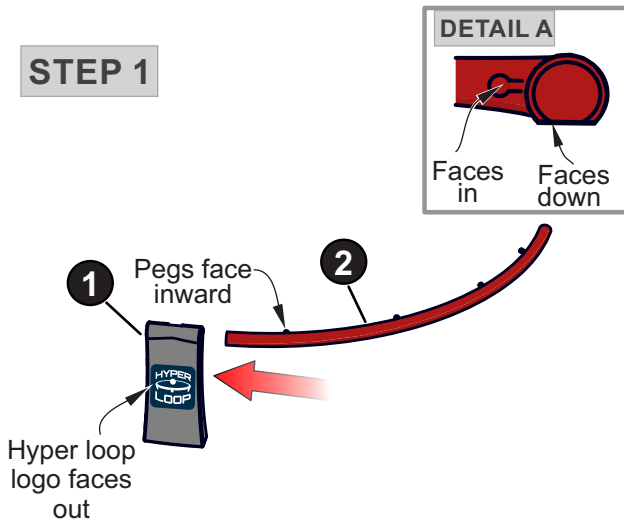
1	2	3
 (5) Support Legs	 (5) Hyperloop™ Tubes	 (1) Rebound Net
4	5	6
 (2) 9cm Red Balls (1) 12cm Yellow Ball	 (1) Inflation Pump with Needle Stored in handle	 (1) Draw String Carry Bag

Care & Maintenance

NOTE: This product can be played outdoors but should not be exposed to prolonged dampness or moisture. Store game indoors when finished playing.

Assembly

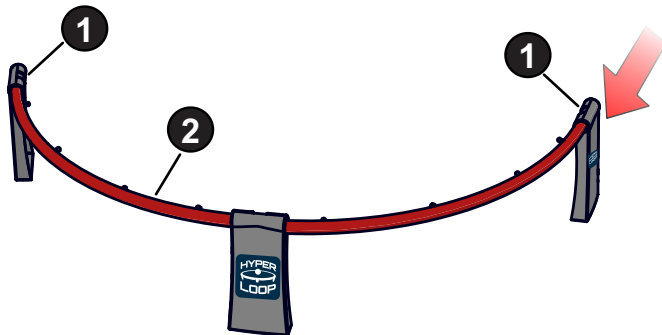
STEP 1



Insert a tube section **#2** into one of the support legs **#1** as shown.

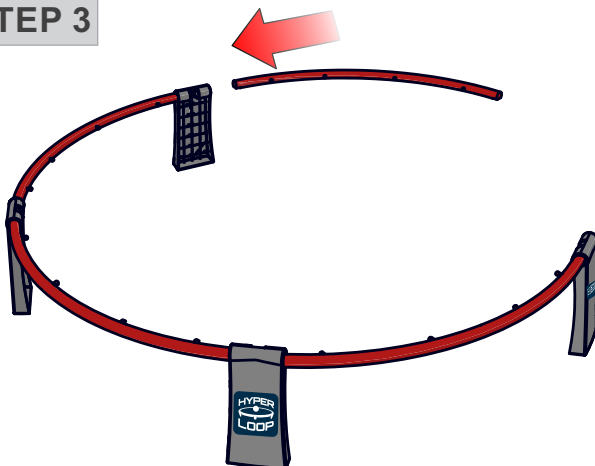
Note: When inserting the tube, match the **flat part** on the end of tube **#2** to the flat part inside the support leg **#1**. Pegs face inward.

STEP 2



Insert another tube section **#2** into the middle the support leg **#1** and add two more support legs **#2** as shown.

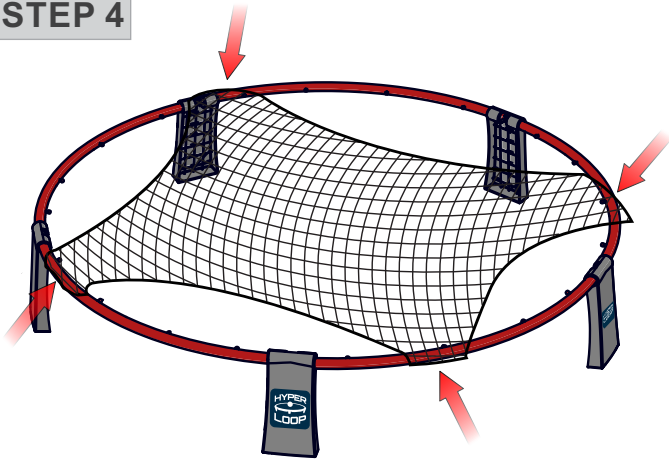
STEP 3



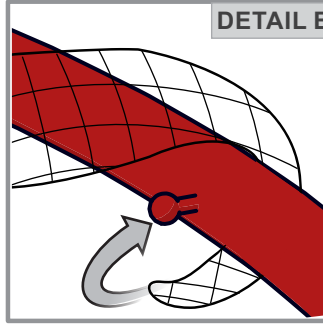
Continue to insert tubes **#2** into the support legs **#1** until the assembly is complete.

Assembly

STEP 4

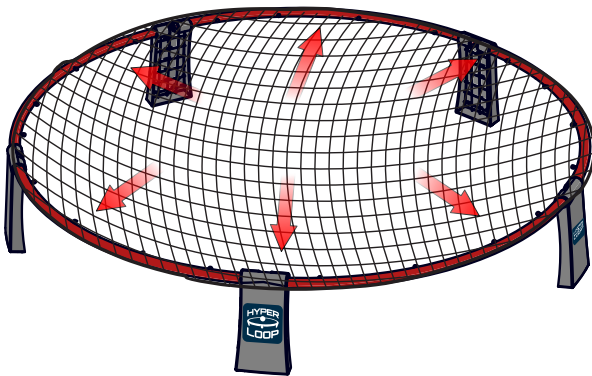


DETAIL B



Wrap net around the top of the tube and secure it to the peg on the inner part of the tube as shown in **Step 4 & Detail B**.

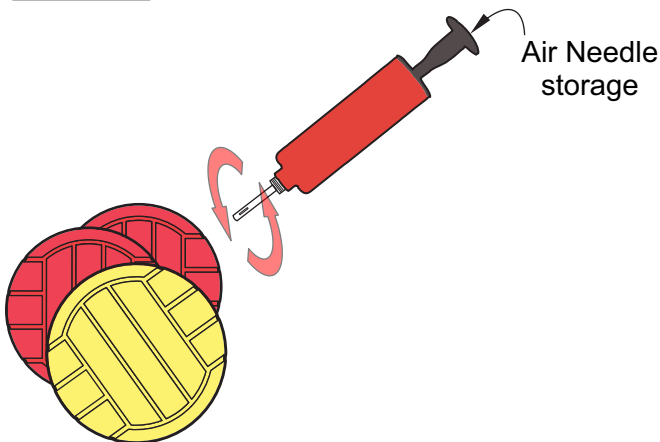
STEP 5



Continue securing the net until the net is attached to all pegs as shown.

Note: Check the net tension before playing. If the net is loose you may need to hook to the next square in the net until the net is taut.

STEP 6

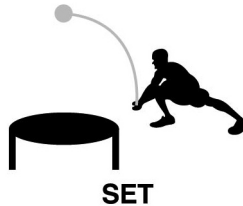


Air Needle is located in the back of the air pump, take it out and screw to the front of the air pump as shown. Inflate the balls and you are ready to play.

Congratulations! The assembly is complete.

Game Rules

2 to 6 players may play per game: Singles, two teams of 2, or two teams of 3.



Serve It: Teams should volley for serve to determine who goes first. The serve results from a player on Team A striking the ball overhand into the net for the player on Team B across from them. Each point should begin with a serve.

Set It: A served ball must be set to one's partner, as it is illegal to spike a serve. A set is any strike of the ball that allows a volley to ensure. This is to set-up one's teammate's spike. For any consecutive rallies, the number of sets are optional, up the max of (3) hits total per team per turn.

Spike it: Once your partner sets the ball to you, you are free to spike the ball into the net. A good spike will not be returned by the opponents and will earn you a point. Striking the rim or a clip is considered out, and results in loss of possession.

NOTE: Teams have 3 hits amongst themselves to get the ball back to the net (the same number of hits allowed as normal volleyball). If they cannot do so, the opposing team is granted a point. No player can hit the ball twice in a row. (Sets and spikes are both included when counting hits)

Scoring:

- Games are scored similar to volleyball with points only being awarded on serve.
- Games may be played to any point total that is agreed upon before the game starts but are most often played to 21 points.
- The winning team must win by 2 points.
- Shut-out Rule Applies: If the score reaches (9-0) the team that has failed to score automatically loses the game.

If the serving team is unable to return the ball into the net the opposing team is granting the following serve but is not awarded any points.

Game Rules (Continued)

Additional Game Rules:

Hyperloop does not have boundaries and may be played by both teams from any position position around the hoop.

Once the ball is served or hit into the net by Team “A”, Team “A” players must do everything in their power to give Team “B” players a fair chance to hit the ball back to the net.

On a Serve - If the ball does not bounce cleanly off of the net to the opposing team during a serve the serving team loses their turn and service is turned over to the opposing team.