

8+

F2687

ADULT ASSEMBLY
REQUIRED.

CONNECT 4 SHOTS

SPACE JAM

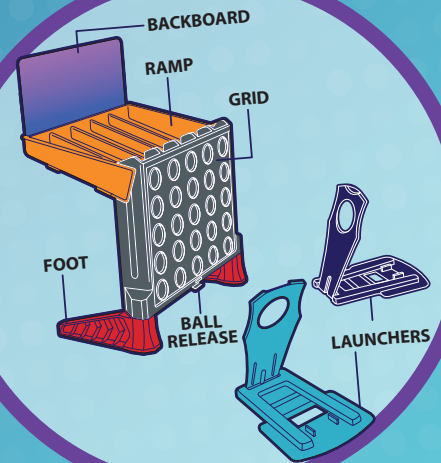
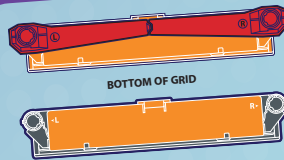
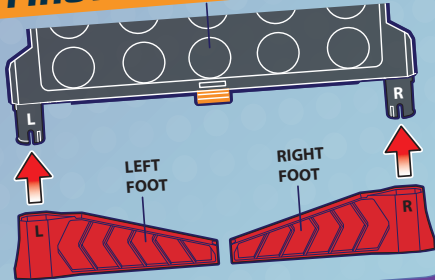
A NEW LEGACY

OBJECT

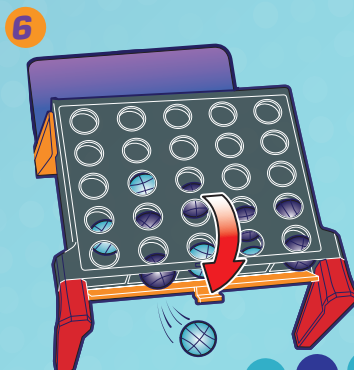
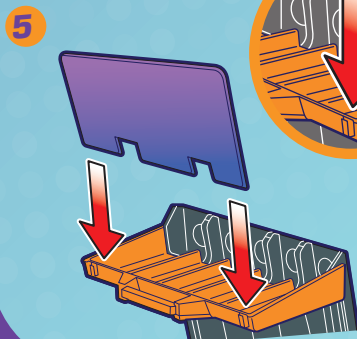
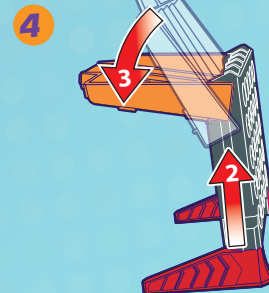
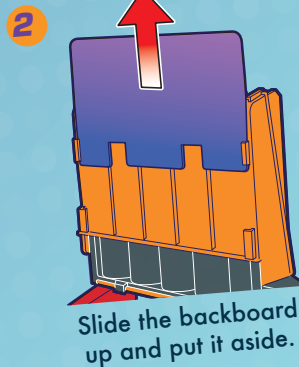
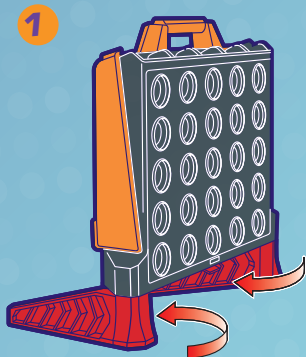
Choose to play for the Tune Squad or Goon Squad then shoot balls into the grid at the same time. Connect four in a row to win!

CONTENTS: Backboard • collapsible grid • 2 feet • 11 purple balls • 11 blue balls • silver ball • 2 metallic multiplier balls • 2 launchers

FIRST TIME YOU PLAY

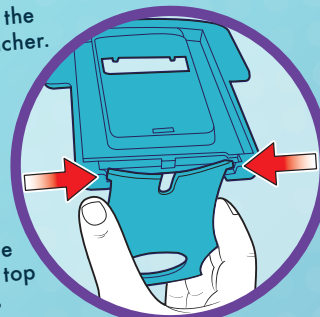


SET UP THE GRID FOR YOUR GAME



7 ASSEMBLE THE LAUNCHERS

1. With the jersey illustration facing out, insert one peg into the corresponding hole on the bottom half of the launcher.
2. Squeeze the top half of the launcher so that it bends slightly.
3. Insert the second peg into the remaining hole on the bottom half of the launcher. Swing the top half up until it snaps into place.



Now you're ready to play!

LET'S PLAY

- 1 Find a table to play on. If more than two people are playing, divide into teams.
- 2 Take your blue (Tune!) or purple (Goon!) balls, but put the silver ball aside for now (it's the tiebreaker ball).
- 3 Set the metallic blue and purple multiplier balls within easy reach. See the orange box for more information about how to use them.
- 4 Count down to start: 3-2-1 SHOOT!
- 5 Both players shoot at the same time. Hold and aim your launcher with one hand keeping the base steady. Load a ball in the slot and, with your other hand, place one finger in the center of the launcher and pull it back. Release to shoot the ball!
- 6 You can pick up balls from the floor or table and shoot them again. Once a ball is in the grid or on the ramp, no one may touch that ball. This includes balls that stack within the ramps once the grid is full.
- 7 Play continues simultaneously until one of you has gotten your balls into a row of four, or you both run out of balls.

MULTIPLIER BALLS

Each team has a metallic multiplier ball in their Squad's color. Once you have two balls sitting in the grid, you can grab your multiplier ball and shoot it. The multiplier ball counts as two balls, so if it ever connects to two other balls (vertically, horizontally, or diagonally) to form three-in-a-row, then it counts as four-in-a-row and you win!

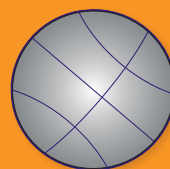
HOW TO WIN

Be first to connect four balls in a row in the grid or use your multiplier ball to connect three!

IF THERE'S A TIE

If you have both gotten all of your balls into the grid but neither got a four-in-a-row, grab the tiebreaker silver ball!

- 1 Whoever shot all of their balls into the grid first gets the first shot.
- 2 Take turns trying to shoot the ball into any open spot, whether it makes four-in-a-row or not. It does not count if you land in the ramp above the grid.
- 3 If you land the final shot, you break the tie and win the game!

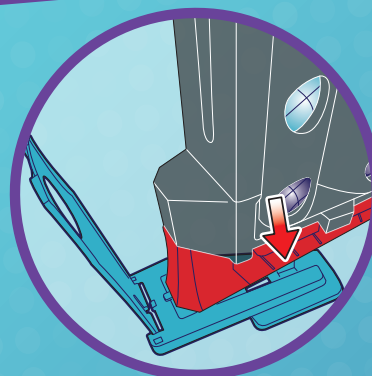


OTHER WAYS TO PLAY

For a slower, more skill-based game try taking turns shooting your balls instead. Add trick shots and play with distance and angles, your choice!

STORAGE

To store launchers, snap one on either side under the base as shown.



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