

OFFICIAL

ScramBall™

INSTRUCTIONS

3 TO 6 PLAYERS

CONTENTS:

- 6-SIDED SCRAMBALL
- 18 WRISTBANDS (3 OF EACH COLOR)

THE GOAL:

BE THE FIRST PLAYER WITH 6 WRISTBANDS.

THE PLACE:

SCRAMBALL IS PLAYED OUTDOORS IN A LARGE YARD OR ON ANY PLAYING FIELD. BOUNDARIES ARE DETERMINED BY THE PLAYERS.

PICK A COLOR:

1. EACH PLAYER CHOOSES A WRISTBAND COLOR AND PUTS ON ALL 3 MATCHING COLOR BANDS. THIS REMAINS THE PLAYER'S COLOR THROUGHOUT

THE GAME. IF THERE ARE LESS THAN 6 PLAYERS, PLACE ANY UNUSED WRISTBANDS OUT OF PLAY.

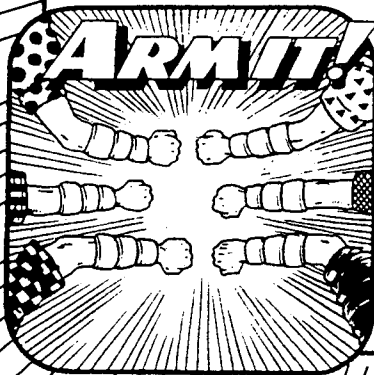
2. ONE PLAYER IS CHOSEN TO PICK UP THE SCRAMBALL. ALL THE OTHER PLAYERS GATHER AROUND.



THE TOSS-UP:

THE CHOSEN PLAYER TOSSES THE SCRAMBALL UP INTO THE AIR. WHEN THE BALL LANDS AND STOPS ROLLING, ALL PLAYERS SHOULD LOOK TO SEE IF

THEIR COLOR IS FACING UP ON THE BALL. NOTE: IF NONE OF THE PLAYERS' WRISTBANDS MATCH THE COLOR ROLLED, THEN THE SAME PLAYER TOSSES THE BALL INTO THE AIR AGAIN.



THE SCRAM:

IF YOUR COLOR MATCHES THE COLOR TOSSED ON THE BALL, THEN YOU BECOME THE **SLAMMER!** ALL THE OTHER PLAYERS BECOME THE **SCRAMMERS**

AND SHOULD IMMEDIATELY RUN AWAY FROM THE BALL. AS THE **SLAMMER**, YOU MUST QUICKLY PICK UP THE BALL AND YELL "**FREEZE!**" ALL THE **SCRAMMERS** MUST STOP IMMEDIATELY AND REMAIN IN PLACE.



THE SLAM:

AS THE **SLAMMER**, YOU MAY THEN TAKE 3 STEPS (2 STEPS FOR OLDER PLAYERS) TOWARD ANY PLAYER AND TRY TO HIT THAT PLAYER WITH THE BALL. (DO NOT THROW THE BALL AT A PLAYER'S FACE.) THE PLAYER YOU HOPE TO HIT SHOULD DO EITHER ONE OF THE FOLLOWING:

- BEND AND TWIST TO AVOID BEING HIT BY THE BALL; (OR)
- TRY TO CATCH THE BALL.

IN EITHER CASE, THAT PLAYER MUST **STAY IN PLACE** WITH ONE FOOT ON THE GROUND AT ALL TIMES.

IT'S A HIT!

IF YOU HIT A PLAYER WITH THE BALL, THE "HIT" PLAYER MUST GIVE UP A WRISTBAND TO YOU. PLACE THE CAPTURED WRISTBAND ON YOUR WRIST.



IT'S A MISS!

IF YOU MISS A PLAYER WITH THE BALL, OR A PLAYER CATCHES THE BALL YOU THREW, THEN THAT PLAYER GETS TO TAKE A WRISTBAND FROM YOU.

NOTE: EVEN IF YOU RUN OUT OF WRISTBANDS, REMEMBER YOUR ORIGINAL COLOR. YOU MAY CONTINUE TO PLAY, TRYING TO EARN WRISTBANDS.

THE SCRAM & SLAM CONTINUES: THE PLAYER WHO GAVE UP THE WRISTBAND NOW TAKES THE SCRAMBALL AND WAITS FOR EVERYONE TO GATHER AROUND. THAT PLAYER THEN THROWS THE BALL UP IN THE AIR. GAMEPLAY CONTINUES AS DESCRIBED ABOVE.

WINNING THE GAME:

IF YOU'RE THE FIRST PLAYER WITH 6 WRISTBANDS (INCLUDING ANY OF YOUR OWN), YOU WIN THE GAME!

