

Stickle Ball

OBJECT

GET AS MANY POINTS AS POSSIBLE

SETUP

R.P.S. LOSER TO WEAR STICKLEVEST™ & STICKLESHIELD™

WINNER TO THROW STICKLEBALLS™.

- PLACE DISTANCE ROPE™ ON GROUND WITH THROWER & STICKLEVEST™ WEARER AT EACH END.

- STICKLEVEST™ WEARER TO CHOOSE ACTION CHIP™

"STILL" = YOU STAND STILL DURING GAMEPLAY.

"SIDE TO SIDE" = YOU TAKE ONE STEP TO THE LEFT AND TO THE RIGHT DURING GAMEPLAY.

GAME PLAY

- THROWER THROWS ALL BALLS AT VEST IN ONE MINUTE TIME PERIOD.

- IF PLAYER SCORES 15 POINTS THEY GO INTO BLINDFOLD BONUS ROUND™ WHERE EVERY POINT IS DOUBLED.

- PLAYERS THEN SWITCH PLACES AND PLAY ANOTHER ROUND.

- PLAYER WITH MOST POINTS WINS!!