



**BOUNCE-IT**

**BOUNCE-A-CANDY CANE (1+ PLAYERS)**

**OBJECTIVE**

Be the first team to bounce a "Candy Cane Disc" (🍡) into your entire **Group** (🌿 "Light" or 🌿 "Dark") of cups and then one into the 🏠 "H" cup.

**SET-UP**

Attach board halves together using magnetic connection. Set board(s) onto playing table or surface (as shown above). Place cups into board slots as shown in diagrams below. Groups assigned to teams at start of game (pick a side).

Board 1                      Board 2                      Single board

**BOUNCING**

Starting with the 1st player on each team, players attempt to bounce a Disc off the table into a Group cup.  
 1st player on each team starts Bouncing simultaneously on countdown "3, 2, 1, Bounce".  
 Once a player has successfully bounced a Disc into a Group cup, the next player on the team can begin bouncing.  
 After a Disc has been bounced into all of a team's Group cups, the team can bounce a Disc into the 🏠 cup.

**PENALTY**

If a disc is bounced into the 🏠 cup before discs are bounced into entire Group of cups, opposing team has the option to:  
 (1) remove a Disc from Bouncer's team cup or (2) add one to their own cups. Discs can't be added or removed from 🏠 cups.

**GAME OPTIONS**

**"ADVANCED BOUNCING"**: Each player must bounce 4 Discs into their Group cup before proceeding to the next cup.  
**"SOLO SPIN"**: Race against the clock as you try to bounce a Disc into each cup in 60 seconds or less.  
**"FESTIVITY CARDS"**<sup>(1)</sup>: Place cards under each Group cup. Once a Disc is bounced into a cup, hand the card to opponent.

<sup>(1)</sup> Sold Separately