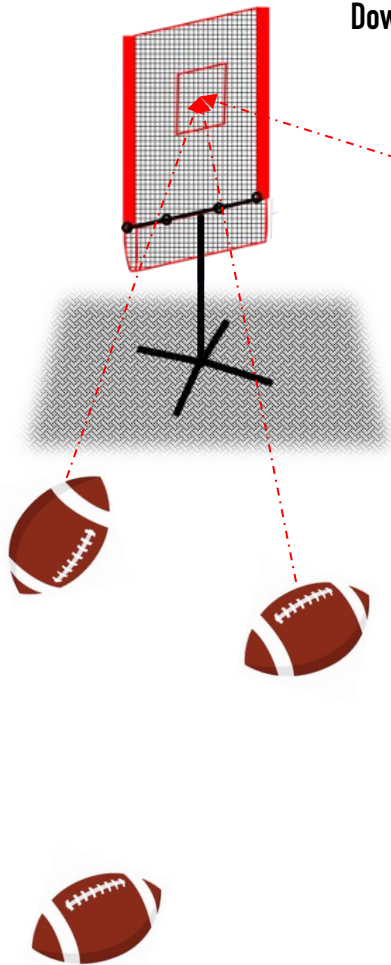




#1 Assemble goal per assembly instructions and place goal in a flat area.

Download Assembly Guide at kickin-it.com



#2 Player 1 chooses a spot anywhere in front of the goal and aims for the center net.

- If Player 1 makes it into the center net, then Player 2 must throw from Player 1's spot.
- If Player 2 misses their throw, then they get a letter (i.e., T) and the next player (player 1 or 3, depending on total number of players) can throw from anywhere aiming for the center net.
- If any players miss a throw from a spot where the previous thrower has made it from, they get a letter (i.e., T, A, C, K, L, E)
- Once any player misses enough shots to spell TACKLE, then they are out of the game.

#3 Continue playing until there is 1 player remaining who has TACKLEd all the rest!