

AGE | AGE  
10+

2 PLAYERS

# TOWER TENNIS™

Buffalo  
GAMES & PUZZLES

Questions or  
Comments?

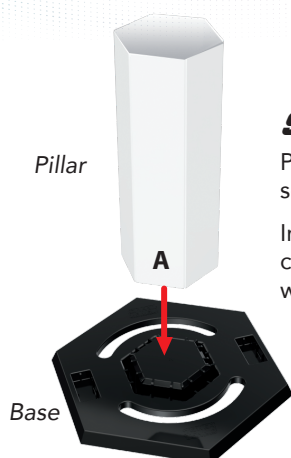
855-895-4290  
M-F 9-5 EST

## HOW TO ASSEMBLE

### STEP 1.

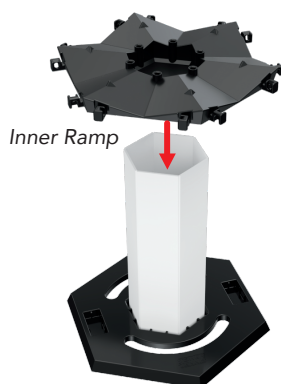
Place the Base on the table face-up so you can see the letter **A**.

Insert the Pillar into the Base until it clicks into place (or until snug) - with the **A** side down as shown.



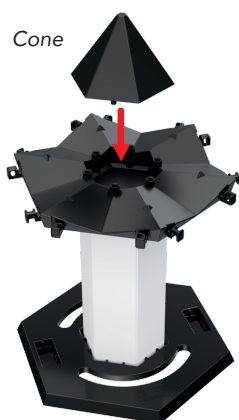
### STEP 2.

Place the Inner Ramp onto the top of the Pillar by inserting the top of Pillar into the corresponding shape on the bottom of the inner ramp. Push until snug.

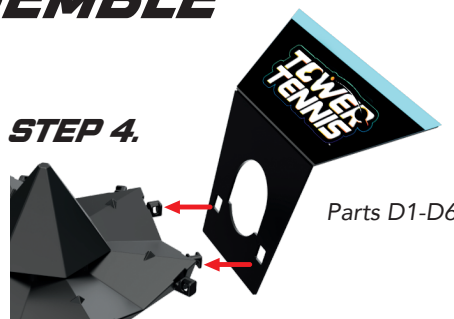


### STEP 3.

Place the Cone into the base of the Inner Ramp by pushing it onto the pegs until snug.



### STEP 4.



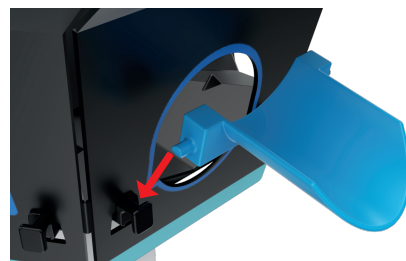
Parts D1-D6

Find the 6 individual **D** panels **D1-D6** and attach them around the inner ramp. Each panel is numbered and matches the number of a side on the inner ramp.

Attach a panel by inserting the 2 bottom squares over 2 pegs on a side of the inner ramp.

(\*Helpful tip: hold the inner Cone steady with one hand while putting the D1-D6 parts on the inner Ramp.)

### STEP 5.



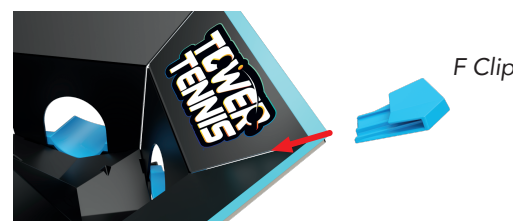
E Ramp

You're almost finished!

Pop each of the 6 **E** ramps into place on each side of the inner Ramp. To do so, insert each of the ramp's 2 pins into the pin slots on the outside of each panel.

(\*Helpful tip: When inserting give the Ramp a slight squeeze on the sides to get the pins into the slots. You should get a little pop when it is in the correct place.)

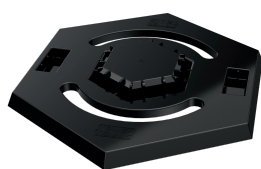
### STEP 6.



F Clip

Slide each of the 6 Clips marked as **F** onto the panels of the tower cup to join the two panels together. When all 6 Clips are used the tower cup is assembled. Now you're ready to play!

## ASSEMBLY PARTS



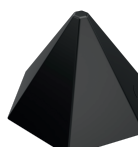
Base



Pillar



Inner Ramp

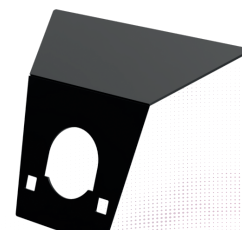


Cone



E Ramp (6)

F Clip (6)



D Panel (6)

AGE / AGE  
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# TOWER TENNIS™

**CONTENTS:**  
• 1 TOWER TENNIS  
(ASSEMBLY REQUIRED)  
• 3 BALLS, 2 PADDLES  
AND RULES

## HOW TO PLAY

### GOAL OF THE GAME:

Serve, return, and volley for points by hitting the ball into the tower with your paddle, and waiting for it to pop out of one of the six ramps! You know where it goes in, but you never know where it will come out!

Stay on your toes and hit the ball back into the tower! The ball can only bounce once - otherwise it's a point for the other player. The first player to score 11 points wins!



### LET'S GET STARTED!

Once the tower is assembled, both players grab a paddle and stand on opposite sides of the tower. Make sure the tower is placed in a location that allows for a ball to bounce on a flat surface after it falls from any of the six ramps.

The tower contains 6 circular openings – 3 teal and 3 pink. Each player chooses a color and defends the 3 ramps corresponding to that color.

Once the ramps have been identified and assigned to each player, players will volley for the right to make the first serve and start the game.

### HOW TO SERVE:

Whether volleying for the serve or playing for a point, play always begins with a serve.

**For Professional or skilled players:** Strike the ball so that it bounces on the table before going into the tower.

**For younger players:** Use your hand to bounce the ball on the table, then hit the ball directly into the tower with your paddle.

### SCORING:

A point is scored whenever the other player fails to return the ball into the tower after it has fallen from one of their ramps or if the ball bounces twice before it is hit.

**NOTE:** If the ball ever bounces straight out of the inside of the tower without falling through a ramp, this is considered a failure to return the ball into the tower and the opposing player is awarded a point.

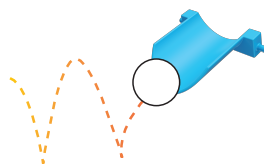
### MATCH PLAY:

Want to make it interesting?  
Play a Best-of-7 series.  
First player to win four games wins!

### HOW TO PLAY:

The serving player has two attempts to serve the ball into the tower. If they fail to serve into the tower, the other player scores a point and earns the right to serve.

Once the ball has been served successfully into the tower, the volley begins. Players now wait to see which chute the ball will fall from.



Players must hit the ball back into the tower if it falls out of one of their ramps. They must do so before the ball bounces twice (see left for example) - or they lose the point to the other player.

If a player returns the ball into the tower only for it to fall back through one of their own ramps, they must return the ball into the tower again in the same manner they would if the other player had hit the ball into the tower! That's right, just keep the rally going!

Any time a player fails to return the ball into the tower after it has fallen through one of their ramps, the other player scores a point.

Whichever player scores the point on the volley earns the right to serve for the next point.

Play continues until one player has reached 11 points to win the game!

However, players must win by at least two points. So, if players are tied 10-10, play continues until one player has two more points than their opponent.

### Assembly Instructions on the other side



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