

CROSSNET™

H2O

**ASSEMBLY &
GAME RULES**

@CROSSNETGAME



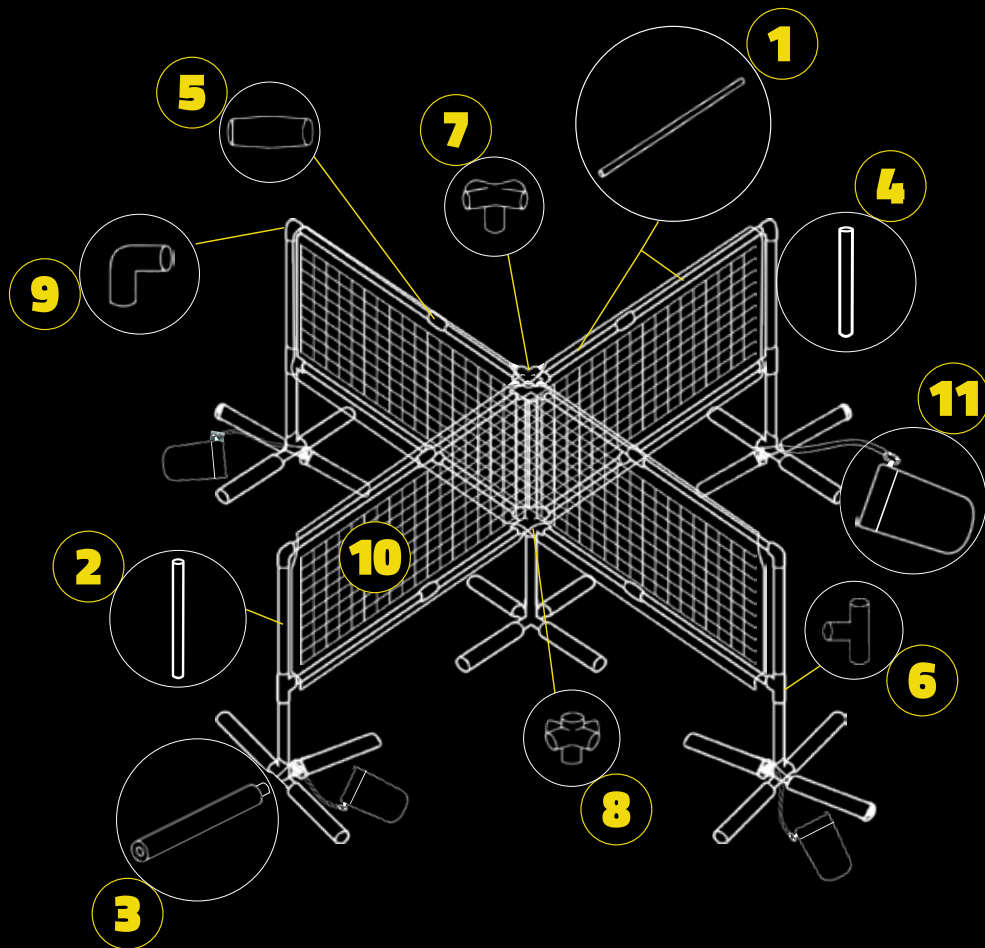
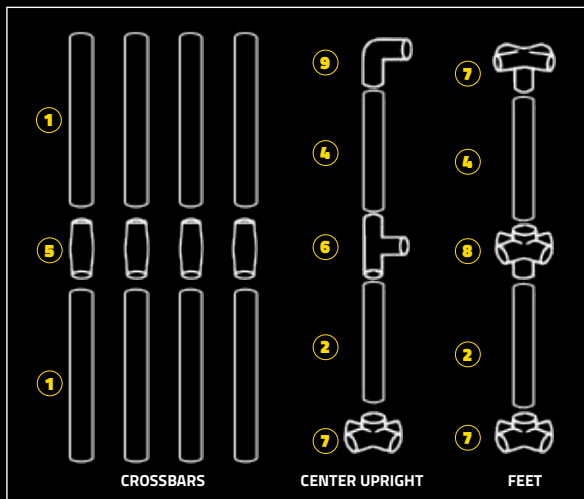
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Box Includes:

- 1** Longer Plastic Poles x 16
- 2** Medium Plastic Poles x 5
- 3** Small Plastic Poles with Floaties x 20
- 4** Shorter Plastic Poles x 5
- 5** 2-Way Connector x 8
- 6** 3-Way Connector x 4
- 7** 5-Way Connector x 6

- 8** 6-Way Connector x 1
 - 9** Elbow Connector x 4
 - 10** CROSSNET H2O NET x 1
 - 11** Anchor Bags x 4
- Carry Bag x 1
Beach Ball x 1
Instructions Pamphlet x 1

Quick Frame Reference:



IN THE BOX

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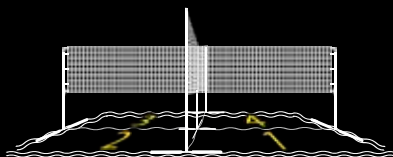
SET UP

The court is divided into four squares.

3	4
2	1

Serve

Square **4** serves from out of bound diagonally to square **2**.



Gameplay

Whoever misplays is eliminated and returns to square **1**.

Score

A point can only be scored when serving from the **4th** square. If the player in the **4th** square does not get eliminated during a rally, they score a point.

How to Play

Four players choose a square **1-4**. To start, the player in the **4th** square serves diagonally to the **2nd**. From there, the game is live, and the **2nd** square can return the ball to any square. Players protect their square with only one hit. The goal is to get to the **4th** square and score **11** points.

In order to get to the **4th** square, you will need to eliminate your friends by landing the ball in their square and rotating clockwise when a player is out. The **4th** square is the only place you can score points and a player keeps their points when eliminated.

Elimination

Each time a player is eliminated, that player leaves the court and all players rotate clockwise to the highest number square. The lowest ranking square is then filled with a new or the eliminated player. If more than four players are playing, an eliminated player must leave the court and wait their turn to join back in the **1st** square.

These situations represent possible ways to be eliminated:

- Failing to hit the ball into another square
- Allowing the ball to land in your own square
- Hitting the ball out of bounds
- Hitting the ball incorrectly, such as holding, catching, or carrying
- Hitting the ball out of turn (poaching)
- Violating any additional rules that players incorporate into their rallies

Questions

Email us at info@crossnetgame.com.

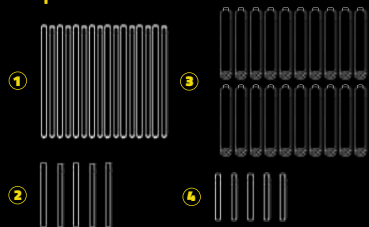


GAME RULES



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Step: 1

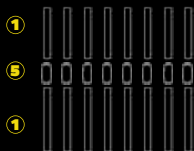


LAYOUT ALL THE PIECES

Organize the Pieces in categories 1, 2, 3, 4.

- ① LARGER POLES THAT HELP SHAPE THE NET.
- ② MID-LENGTH POLES MEANT FOR THE TOP SECTION OF EACH UPRIGHT.
- ③ SMALLER FOOTER POLES WITH FLOATIES ATTACHED TO THE POLE.
- ④ SHORTER PIECES FOR THE BOTTOM SECTION OF EACH UPRIGHT.

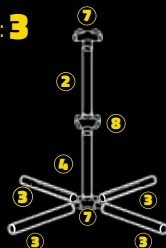
Step: 2



CREATE EIGHT CROSSBARS

Take two ① (poles) and put in a ⑤ (2-way connector) to make one crossbar. Repeat eight times.

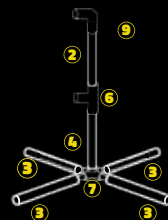
Step: 3



CREATE THE CENTER UPRIGHT

Assemble the center upright with one ④ (pole), one ② (pole), one ⑧ (6-way connector) and two ⑦ (5-way connectors). Take four of the ③ (poles with the floaties attached) and connect to one of the ⑦ (5-piece connectors).

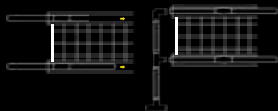
Step: 4



CREATE THE FEET

Assemble one ④ (pole), one ② (pole), one ⑥ (3-way connector), one ⑦ (5-way connector) and one ⑨ (elbow connector). Take four of the ③ (poles with the floaties attached) and connect to the ⑦ (5-piece connector) to create one foot. Repeat four times.

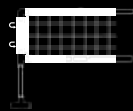
Step: 5



ASSEMBLE THE FRAME

Connect two crossbars from the center upright to one of the side feet. Repeat this four times to build the four-way frame.

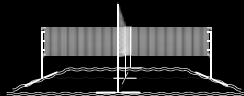
Step: 6



ATTACH THE NET

Velcro the sides of the nets to the upright.

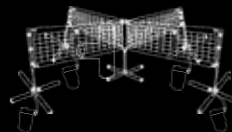
Step: 7



PLACE CROSSNET H20

in the pool.

Step: 8



ATTACH THE ANCHOR BAGS

to each corner (4 times total) and fill with sand, or a weight (not included).

Step: 9



INFLATE THE BALL

and then play.