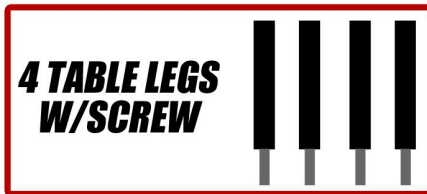




OFFICIAL RULESET



PARTS & ASSEMBLY



STEP 1: SCREW A TABLE LEG IN EACH OF THE FOUR HOLES AT THE BOTTOM OF THE BOARD



**STEP 2: TURN GAME BOARD UPRIGHT AND ATTACH THE MOTOR BELOW IN A PLACE OF SATISFACTION.
STEP 3: PLUG MOTOR INTO GAME SWITCH. PLUG SWITCH INTO OUTLET AND YOU'RE READY TO GO!**





INTRODUCTION

Welcome to "Next Level Electric Basketball"; The ultimate stop-action simulation of the sport on a miniature scale. This game features a hands on approach, giving each player full control over how each moment plays out. Like the real game, this one features all of the concepts associated with basketball such as shooting, layups, dunking, fouls and etc.

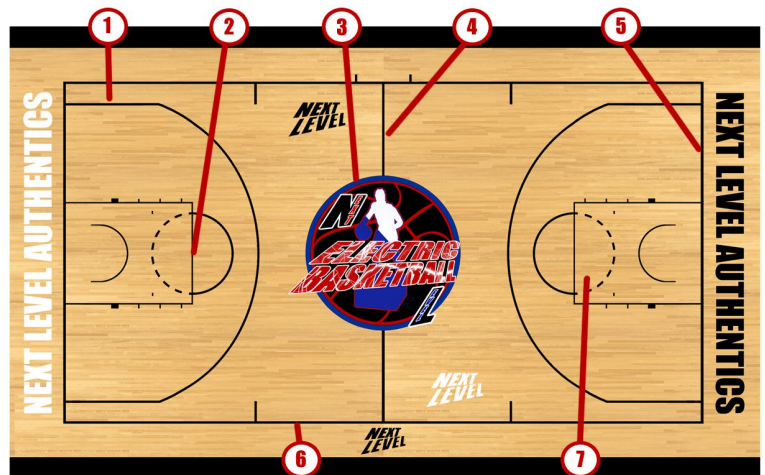
GAME LENGTH/ HOW TO WIN

This game is played in 4 periods. The game is to be played with (4) 12 minute periods. The team that scores the most points by the end of the 4th period wins. If the game is tied by the end of the 4th period, overtime takes place.

Overtime- With the overtime period, the game clock is set to 5 minutes. A jumpball starts the period. The team that leads by the end of the period wins. If the game is tied at the end of the period, another period is played under the same format.

Clock - This game operates with an On-board "Gear Clock. The game is to be played with (4) 12 minute. The clock will only run if the game is turned on.

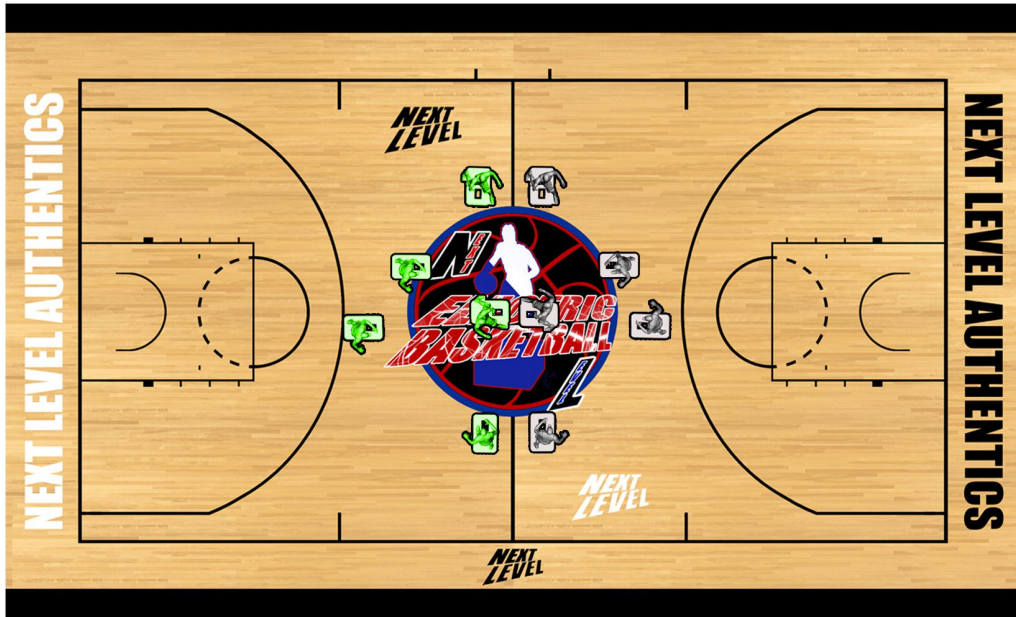
BASKETBALL COURT LAYOUT



- ① 3 PT LINE
- ② FREE THROW LINE
- ③ CENTER CIRCLE
- ④ MIDCOURT LINE
- ⑤ BASE LINE
- ⑥ SIDELINE
- ⑦ FREE THROW LANE AKA THE PAINT



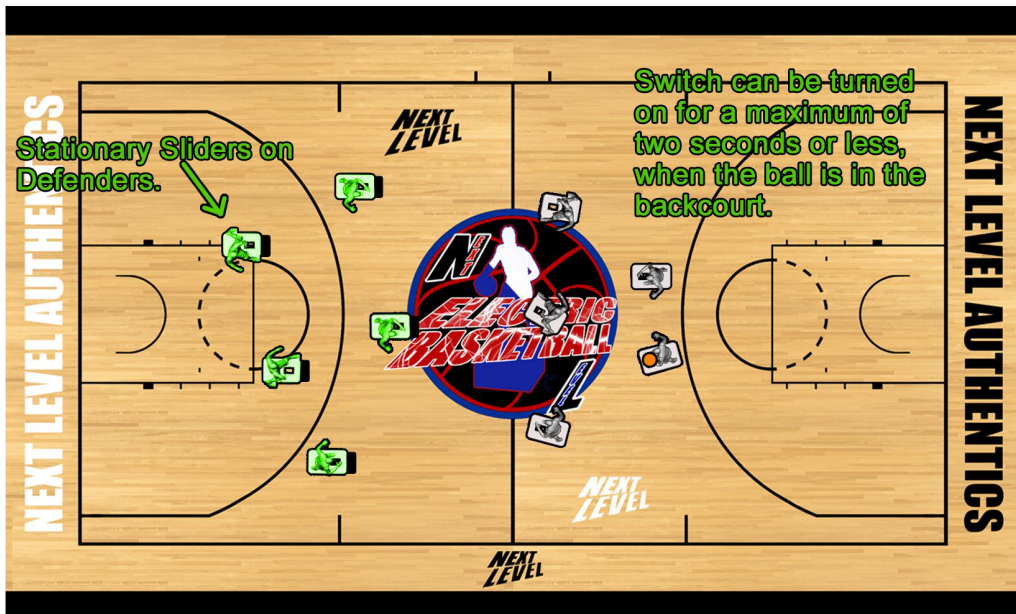
GAMEPLAY/ GAMEFLOW



Center Court Jump Ball

Jump Ball- The beginning of each game will begin with a center court Jumpball. During this scenario the Jump Ball/ Distance tool will be placed directly in the middle of the center circle. Each player places one player on their side touching the lever until the ball on top is straight. All remaining players are set into place at least base width apart with stationary sliders. The board will run for 1 second. Whichever side the basketball is leaning towards, that team gains possession. The team that wins possession may place the ball with any player in their backcourt. At this point proceed to post jump ball Setup.

Post Jump Ball Setup- After gaining possession the game will advance to this setup. Defense move players anywhere in the backcourt at least one base length apart.. Offense will get 12 seconds to pivot their players in their backcourt. The defense will then get 12 seconds to reposition their players in their backcourt. (Defense may place sliders on players during this segment.)



Post Jump Ball Setup



GAMEPLAY/ GAMEFLOW (Con'td)

Shot Clock- Is represented by 4 switch turnoffs per offensive possession. Shot attempt must be made before or after the last switch turnoff, or a shot clock violation occurs.

Gameflow- After "Post Jump Ball" Setup, offense will run the switch. When ball is in possession backcourt, the switch can be run for a Maximum 2 second count or less. Once ball is on or over the halfcourt line, play proceeds with a Maximum 1 second count or less. (Exceeding more than the max allowable seconds will result in a turnover, followed by an inbounds). After each switch turn-off, the offensive player receives a 5 second decision making countdown. Within this countdown the offensive player must decide whether to A: Continue advancing the ball, B: Pass, C: Shoot, or D: Dunk

A. Continue Advancing Ball- If opting to continue advancing ball with current player, 7 more seconds per player will immediately follow for offensive player pivots/turns followed by 7 seconds for defensive slides, pivots/ turns. Board will be turned on again for a Maximum "One thousand one" count or less.

B. Passing- If the offensive player calls pass, they will choose the recipient to auto receive the ball. If an unengaged defender is within a base length of passing lane, a dice roll may be made in attempt of a steal. (For a successful steal, the dice roll must result in the following numbers: 1, 5, 8, or 12).

1. If pass is successful, a mini ball is placed on the recipient player base. 7 second pivots/ turns follow and board play continues. (If a player falls it can be picked up.)
2. If the ball is stolen, the ball is placed on that defender/ player as possession changes. The new defensive team must disengage with any offensive player by at least a base length. 7 second pivots proceed, followed by the appropriate second counts.
3. If the ball doesn't hit any player and lands in play, possession will go to the closest player. If the closest player is on the defensive team, advance to half-court setup.

C. Shooting- When opting to shoot, defense has a chance to replace the closest unengaged defender within distance tool length of the shooter with the shot blocker figure and pivot. The defending team will then roll the dice to determine shooting foul or not (Only if unengaged defender is distance tool length of shooter). The shooting team then replaces their ball handler with the shooting figure w/ball in the same spot. After defense makes their shot blocking adjustment, the offense gets 15 seconds to set and shoot. If the shot is made, the offensive team is awarded two points unless shot from outside the arc a.k.a. three-point line. If made from outside the arc, the offensive team is awarded three points. (The players feet, not the base, determines if a shot is a 3pointer or two pointer.

D. Dunk- A Player can opt for a dunk as long as a players foot isn't inside the paint (On is inside). If a player opts for a Dunk, the offensive team will replace the Ball-Handler with the dunk figure & pivot towards basket. Defense will pivot their defender (optional) towards the basket and the board will run for 2 seconds. If the offensive player touches the rim, the basket counts. If the defender prevents the offensive player from touching the rim without knocking the offensive player over, a successful block is declared along with a turnover to the opposing team with ball to shot blocker. If the offensive player is knocked over, a foul occurs leading to 2 foul shots. If dunk player doesn't reach basket within the 2 seconds and was untouched, a traveling turnover occurs. **Full court setup takes place following.** (See set-up diagrams.)

NOTE*:** When pivots/turns/ slides occur a player cannot alter an opponents player positioning.



GAMEPLAY/ GAMEFLOW (CONT'D)

Fouls- Fouls occur in multiple ways. An offensive foul will be called if a player possessing the ball knocks over a defender. A defensive foul will be called if a defensive player knocks over an offensive player possessing the ball.

Shooting Foul- A Shooting foul occurs during a chance dice roll.- When a player opts to shoot, if a defender is within distance of the shooter, they may do a chance roll of a 12 sided dice in hopes of attempting blocking a shot. (Not Mandatory) If the number rolled represents a shooting foul, the offensive player will shoot with the ball with the “block attempt defender” placed in the spot of defender, then go to the foul line for free throw(s). If that shot is made only one free throw will follow. If the shot was missed, then the fouled shooter will go shoot two or three free throws, depending on where the foul occurred.

Intentional Foul- During movement of the one second count, a defender can call out “intentional foul” if their defender touches the ball handler at any point. Each team is allowed a max of 7 intentional fouls in the 4th period only.

Blocking Foul- Occurs when a Ballhandlers’ front base color is touching any of the three side colors, or back of a stationary defenders’ base when the switch is turned off.

Steal Attempt- If the front color of a non stationary defenders’ base is engaged with front, front corner, back, or back corner of the ball handler when the switch is turned off, a chance dice roll can occur if chosen. If the dice lands on steal, that particular defender will resume play with the ball after pivots/ shifts have been made. If the dice lands on foul, an Inbounds on the closest sideline occurs. (Steal attempts must be called out before shot or pass calls are made.) See stat sheet for dice roll representation.

Rebounds- Rebounds occur if the ball manually hits a player closest to the basket, after hitting the rim. If the ball hits the rim and does not hit a player, the ball goes to the defender closest to the basket. If the ball hits the shooter, the ball goes to the defender closest to the basket. If on a shot attempt, there’s an air ball, the ball will go to the defender closest to the basket. Offensive rebounds off the basket shots also renews possession for a new set of four turn-offs.

Mid play Jump-Ball- If two defenders are touching the Ball-Handler simultaneously with the front colors of their bases when the switch is off, a jump ball occurs.

Timeout- Each team gets 7 timeouts. Timeouts can be called when the ball is dead, or when the ball is live and their team has sole possession.

Substitutions- Teams can make substitutions during a dead ball, or after the last free throw if the ball becomes dead.

Fouling Out- If an individual player picks up 6 fouls that player is out. If a team has no subs, the player exceeding 5 fouls is treated like a situational foul, but the opposing team is awarded one technical foul shot worth 2 points.

Shot Attempts- When a shot attempt occurs, the location of the foot determines the location of the shot. If a players’ foot is on the three point line, the shot attempt is a two point attempt. Free throw can be attempted as close as necessary as long as the feet doesn’t exceed the foul line.

Charging- Occurs when a ballhandler knocks over a defender during contact.

Out of Bounds- The base does not determine whether a player is out of bounds. The actual feet does. If a players’ foot touches the line, they’re out of bounds and a turnover occurs. Half- Court setup follows.



GAMEPLAY/ GAMEFLOW (CONT'D)

Backcourt Violation- Occurs when a Ball-Handler crosses the ball backwards behind the half-court line.

Stationary Sliders- can be placed on or removed from players during shifts/ pivots and inbounding.

Sliding Movement- Defensive players occupying sliders post (board turn off) have the ability to slide a max of the Distance Tool length in any direction if: player is unengaged. A player cannot slide into engaging any player. Must maintain at least a base width spacing from offensive player. Players occupying sliders can make a steal attempt only if Ball-Handler is touching a front color of the defender. A ball-handler touching a stationary slider by itself does not create a steal opportunity.

End of period possession- If the quarter runs out during a possession, the offensive team must shoot the ball immediately.

Accelerated Scoring Simulation- To get higher scores similar to actual games, a game can be played with this added point system. All scores are multiplied x3. If so the point totals will look like this:

1pt=3
2pts=6
3pts=9

EXTRAS

For the stationary sliders, you will need cut pieces of strong magnetic tape to place on the bottom of the sliders. The recommended brand is called "XFasten Magnetic Tape." This Item can be found on Amazon.

For customizing player hair appearances, you will need moldable modeling putty. The recommended brand is called: "The Army Painter- Green Stuff" This item can be found on Amazon

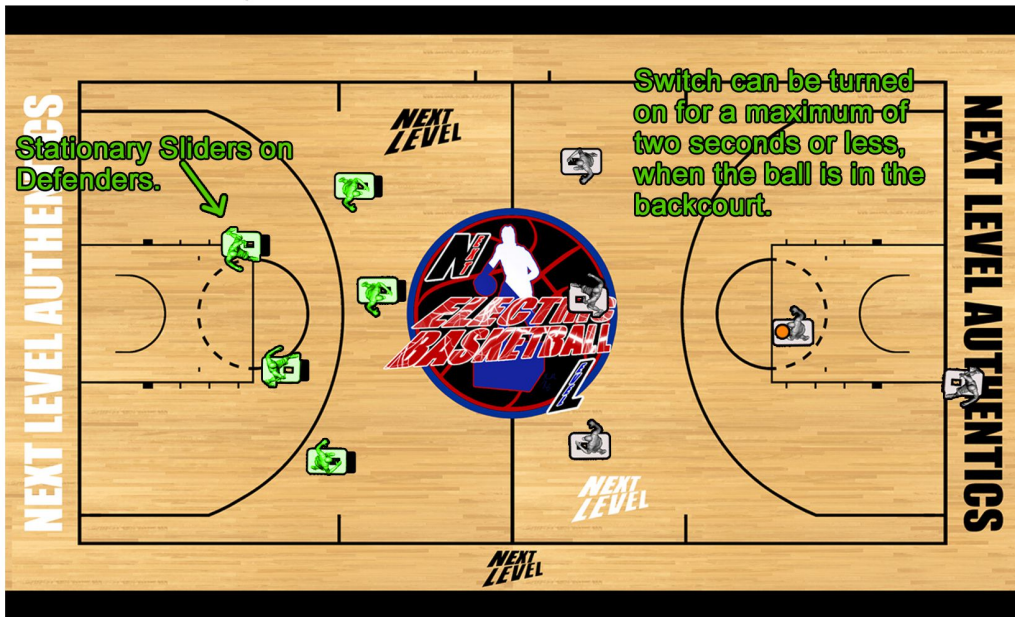
COMPONENTS

Multitboard
Cover
Motor
Switch
Jumpball/ Distance tool
5 man squad (2)
Bases (10)
Baskets (2)
Dunk Figure
Shooters (2)
Large Basketballs (4)
Stationary sliders (10)
12 sided dice



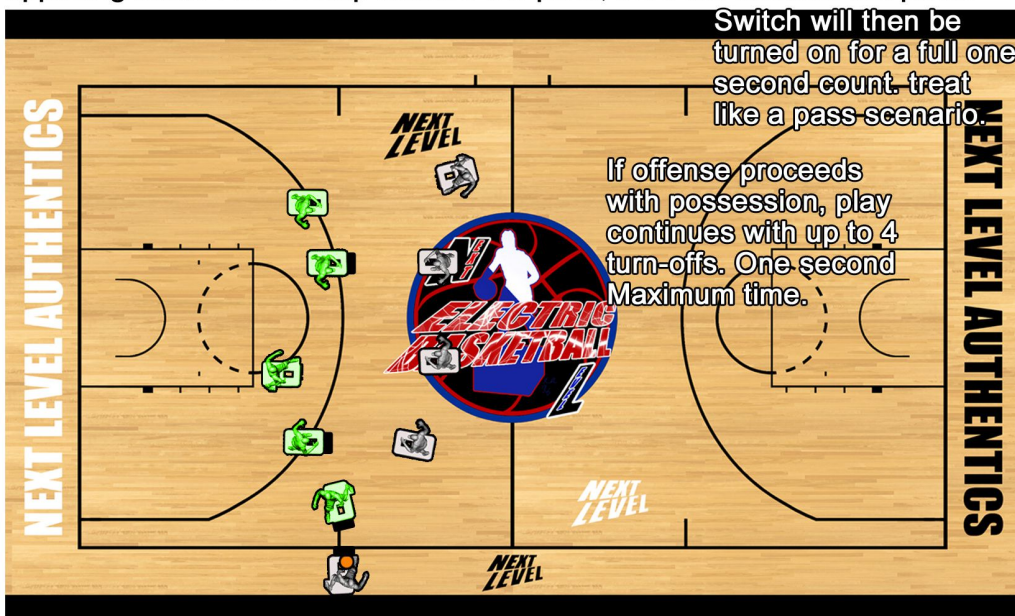
ADDITIONAL SETUPS' GUIDE

Post score, The offense lines up in the backcourt with one inbounder(baseline), a ball-handler(anywhere in the paint), and 3 remaining players (whom can be placed anywhere in the backcourt with at least 1 base length from the half court line.) Defense may line up anywhere as long they're at least one base length from offensive players. Defenders can also lineup with sliders.



Full Court Setup.

On any half court in bound, offense line up an inbounder out of bounds on a slider. Defense places one player on a slider in front of the inbounder. Offense lines up with remaining four players spaces out one base length of one another. Defense does the same with at lease a base length of opposing team. After Setup offense will pivot, then the defense will pivot.

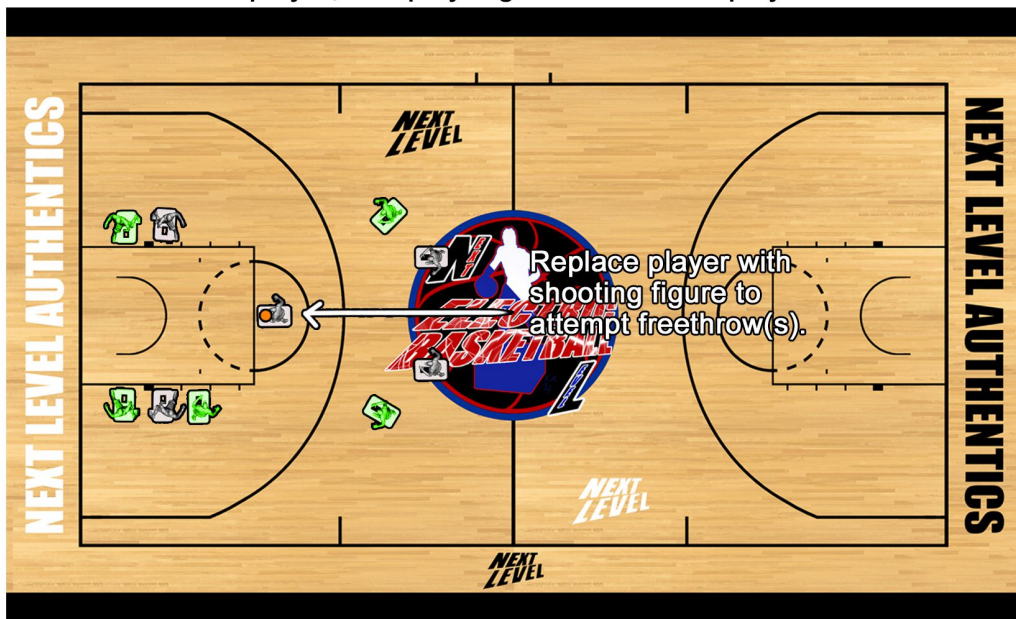


Half Court Inbound



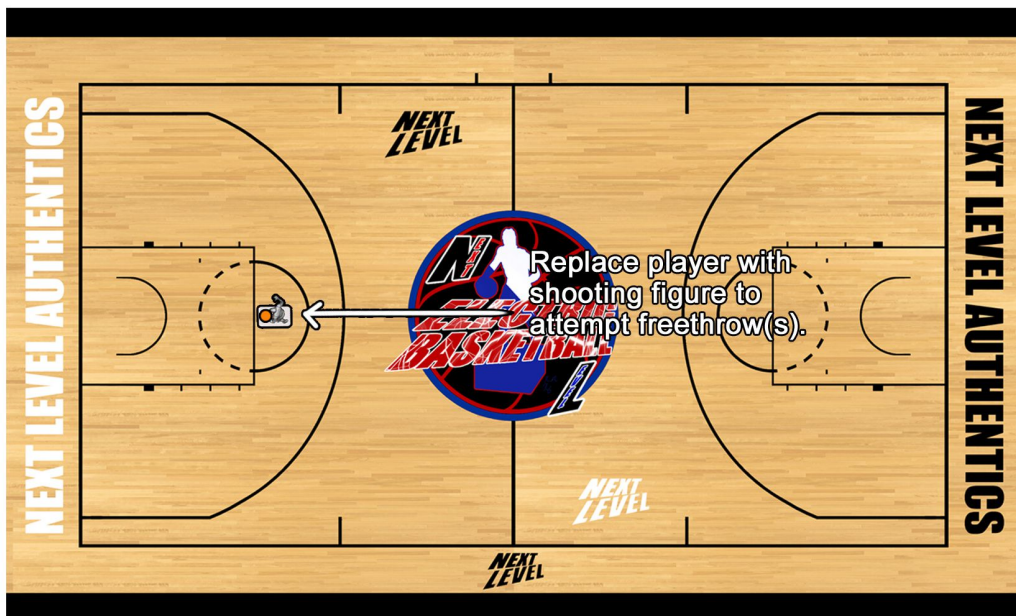
ADDITIONAL SETUPS' GUIDE

Free throws- When a free throw occurs, use the diagram below for set up. Offensive team will replace their fouled figure with the shooting figure to attempt shot(s). If the last free throw is missed and touches no player, the ball goes the defender closest to the basket and side in which the ball went to. If in the same scenario the ball touches an offensive player, that player gets the ball and play resumes.



Free Throw Setup

Technical- If a defensive player is not moved within 3 turn-offs while completely(both feet) in the paint, a single free throw occurs for the offensive team. Post free throw, offense retains possession with a half court inbounds.



Technical Free Throw



DICE ROLLS

CONTESTED SHOT FULL DISTANCE LENGTH OF SHOOTER)

1. BLOCK (BLOCK TURNOVER)
2. OPEN SHOT
3. OPEN SHOT
4. SHOOTING FOUL (PENDING SHOT)
5. OPEN SHOT
6. OPEN SHOT
7. BLOCK (TURNOVER)
8. OPEN SHOT
9. OPEN SHOT
10. SHOOTING FOUL (PENDING SHOT)
11. OPEN SHOT
12. BLOCK (TURNOVER)

DEFENDER ENGAGED WITH BALL HANDLER WITH FRONT BASE COLOR

1. STEAL
2. NOTHING
3. JUMP BALL
4. REACH-IN FOUL
5. NOTHING
6. NOTHING
7. CHARGING (TURNOVER)
8. NOTHING
9. REACH-IN FOUL
10. NOTHING
11. NOTHING
12. STEAL

PASSING STEAL ATTEMPTS- MUST ROLL 1,5,8, OR 12

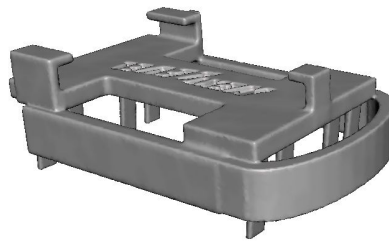


PLAYER COMPONENTS

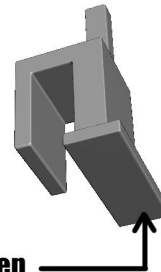
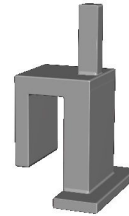
Two Way Player Figurine



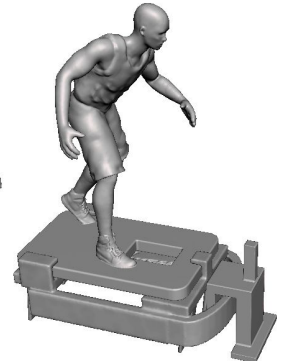
Player Base



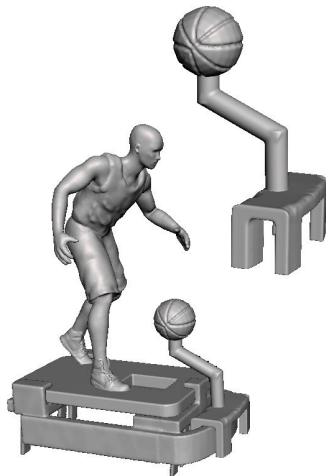
Stationary Slider



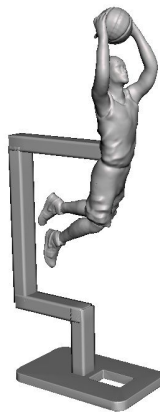
Place X-Fasten
Magnetic Tape (Cut to
Area)



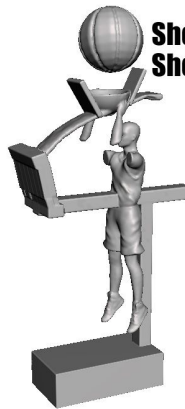
Basketball Clip



Dunk Figure



Shooter w/ Large Shooting Ball



Shot Blocker

