

KANJAM MINI

Table Top / One on One

Single Play (Shoot / Score)

1. Place Goals on table top
(Approximately 8 feet apart)
Note: Can be closer if needed.
2. Each player stands behind a Goal to throw Disc.
You alternate throws in equal turns to score points.
3. Scoring: Play is up to 21 points
 - ▼ If Disc enters the "Slot" only, "**Instant Win**"
Game Over!
 - ▼ If you hit Goal in the air, you get 2 points.
 - ▼ If you get the Disc into the top of Goal you get 3 points. Note: Except when you reach 20 points.
 - ▼ Once you reach 20 points, you need to get Disc into the top of Goal for the win!
 - ▼ Once an equal amount of turns have been taken and the Disc enters top, after 20 points, game is over.

Table Top Options

You may incorporate a ping pong ball to change things up. Bounce ball in for last point after reaching 20 or bounce ball into Goal during regular play for 3 points, or bounce ball in slot for "Instant Win".

Storage

Disassemble Goals by carefully unlocking tab. Store the Goals with flying Disc in original box, or flat if desired.

www.kanjamaustralia.com.au

For updates, information and exciting news

PLAY ON ANY TABLE TOP, POOL TABLE, PING PONG TABLE, BENCH, WORK TABLE, CAFETERIA TABLE!



* Official Instructions *

KANJAM MINI

FUN TO PLAY • QUICK SET-UP • EASY TO LEARN



2 GAMES IN 1

SINGLES PLAY! (SEE BACK)



US Patent 5,382,028
2013 KanJam LLC
Buffalo, NY

PLEASE RECYCLE

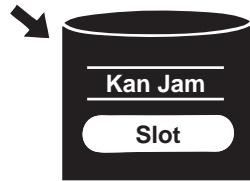
Set Up

Kan-Jam Mini consists of one flying Disc and two scoring containers, that serve as Goals.

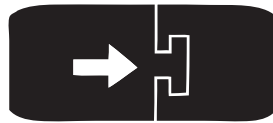
Step 1: Attach Kan-Jam Mini Label: Lay each goal flat with shiny side up. Carefully attach one "Kan-Jam" Label (Fig. 1) above the "Instant Win" slot on the front of each Goal.

Step 2: To set-up Goals, insert the tab end into the slotted openings. Insert the tabs from the Outside to the inside of the container, (Fig. 2)

Attach Kan-Jam Label



(Fig. 1)



Close up
(Fig. 2)

Playing Area (Team)

Indoors / Outdoors The standard distance between the Goals is 16 feet. Place goals on top of playing surface, such as tray tables, stools, boxes, etc., to elevate off of floor. However, you can play on the floor kneeling as another option.

Object: The object of the game is to score points by throwing / deflecting the flying Disc and hitting or entering the Goal. The game ends when a Team scores exactly 21 points or an "Instant Win" is scored.

Teams: Four players divided into teams of two are required to play the game. Team (partners) stand at opposite goals. Partners work together to score points, alternating as thrower and deflector.

Team Play

A coin toss or similar method can be used to determine which team throws first. An equal number of turns are played, similar to innings in baseball. Partners stand at opposite Goals, alternating throwing and deflecting. One partner throws the flying Disc and, when necessary, the other partner redirects it towards or into the Goal. After both partners complete one throw each, the flying Disc is passed to the opposing team. The thrower can score points with a direct hit or enter the Goal. **Deflectors can only use one (1) hand to redirect Disc.** Deflectors can move anywhere within the playing area to redirect the Disc, while throwers must stand behind the Goal area to throw. Kan-Jam is fast-paced and play is continuous.

General Rules

1. Players must remain behind the Goal when throwing. No points are awarded if the player crosses the line.
2. No points are awarded if a throw hits the ground or supporting surface before striking the Goal.
3. No score will result if deflector double-hits, catches, carries the Disc, or uses 2 hands to deflect.
4. Three points will be awarded to throwing team if an opponent interferes with play to defend the Goal. If the score is 19 or 20, 1 or 2 points are awarded.
5. A team must reach an exact score of 21 points to win. If a given throw results in points that raise a team's total score above 21, total score above 21, the points from that play are deducted from their current score and play continues. For example, if a team has 20 points and score a "Bucket" (3 points), their score is reduced to 17.
6. Teams must complete an equal number of turns before the game is over except, when an "Instant Win" occurs.
7. In the event of a tie game, the winner is decided in an overtime round. Each team completes one round and the team with the most points wins. Overtime rounds continue until the tie is broken.

Point Scoring (Note: You can only use (1) hand to deflect.)

- Dinger** **Redirected Hit** – Deflector redirects thrown disc and hits any part of the Goal.
1 point
- Deuce** **Direct Hit** – Thrower hits the side of the Goal unassisted by partner. Note: In the rare case should the Disc enter the "Instant Win" slot and deflect out of the Goal, this is a Deuce.
2 points
- Bucket** **Slam Dunk** - Deflector redirects the thrown Disc and it lands inside the Goal. This will almost always occur through the top of the Goal, but may also occur if the disc enters through the slot opening.
3 points
- Instant Win** **Direct Entry** – Thrower lands the Disc inside the Goal unassisted by partner. The Disc can enter through the slot opening on the front or through the top of the Goal. **[When an "Instant Win" occurs, the throwing team is declared the winner and the opposing team does not receive a "Last Toss" option.]**

Just for fun, use multiple sets to set up mini golf course in yard.