

Shark Attack

Packing List

<i>DESCRIPTION</i>	<i>QUANTITY</i>
PAINTED VINYL CANVAS	1
"FOUR-WAY" FITTINGS	2
"ELBOW" FITTINGS	2
LENGTHS OF TUBING (SWEDGED)	4
LENGTHS OF TUBING (UNSWEDGED)	4
LENGTHS OF TUBING (w/rubber tips)	4
STAKES	4
FISH	12
LAUNCHER	1
STORAGE/CARRYING CASE	1

TWISTER DISPLAY

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Shark Attack

Instructions

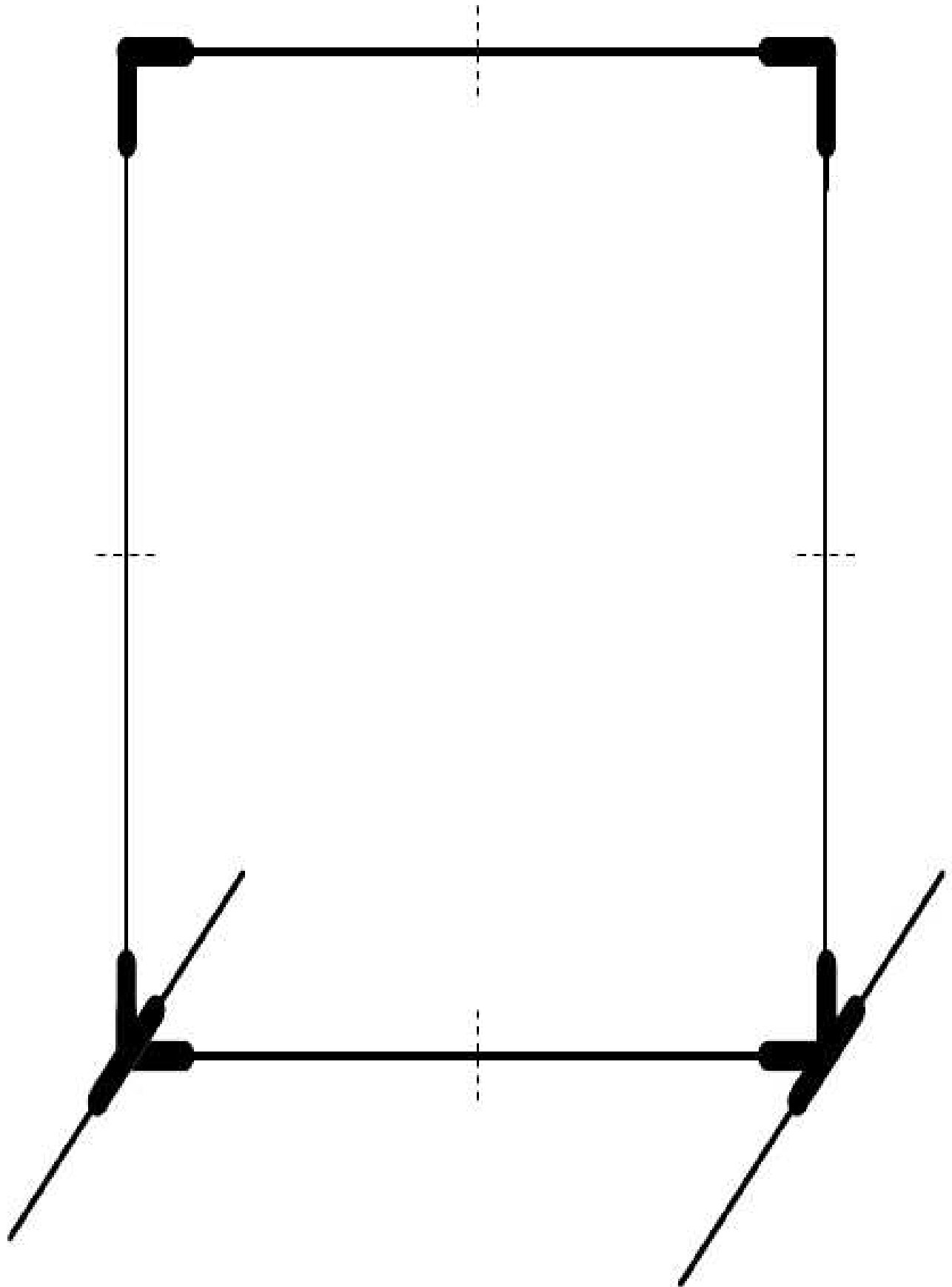
1. Select a level area to operate game with plenty of room to allow for a line to form.
2. Assemble framework, per sketch. Note that the eight longer pieces of tubing are used to form the sides (2 per side) while the four shorter crimped pieces are to be used to create the base. (Be sure to tighten down the fittings using the small bolts on them.)
3. Attach canvas to the framework using the Velcro straps.
4. If using game outdoors, it is strongly suggested that you use the stakes provided on either side of the bottom supports. Use sandbags on pavement. And in a breeze, use sandbags with the stakes.
5. Never fold up canvas wet. Always allow to dry thoroughly first.

[**NOTE:** Your canvas is powdered to prevent it from sticking together during shipment. Simply remove powder with a dry cloth.]

CANVAS CARE

1. If game becomes wet, dry thoroughly before storing.
2. Fold the canvas INWARD to help protect and keep it clean.
3. Canvas can be cleaned with rubbing alcohol when necessary. If your game involves velcro, clean the hook and loop fabric with dry brush to knock out the dirt. If velcro fabric is badly soiled, use upholstery cleaner.

FRAME SET-UP



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Safety Instructions

1. Be sure that there is plenty of clearance between the player and spectators.
2. Rope off lots of room to create a “launching zone”. Make sure that there is more than enough space to use the launcher safely.
3. Never allow more than two people in the “launching zone” at a time.
4. Keep spectators clear from the sides and back of *Shark Attack* to prevent them from being struck by a deflected fish.
5. Regularly inspect launcher to insure that it is in sturdy condition, and use only the launcher included with the game.
7. All players must wear shoes. (Children can miss the launcher and hit their own foot.)
8. **NEVER USE THE GAME IN STRONG WINDS OR LIGHTENING!!**