

Set Up Instructions



The 4 Air Squares requires approximately a 25' x 25' flat area.

The 9 Air Squares requires a 30' x 30' flat area.

If playing on grass, you will likely need a mallet or rock to pound the spike anchors during set up.

Game parts included:

- One 4 or 9 size top net (both if a combo set)
- Four sectional poles with end cap and tip
- Four guy ropes with adjustable tensioners
- Eight yard spike anchors
- Eight beach sand bag anchors
- One Air Square drawstring ball bag

Step 1: Top Net

Note: The top net ropes are shipped with three overhand knots in the bundle. This is done purposefully to aid in the layout process, eliminating confusion and tangling.

Untie the knot *furthest* from the ends with the white plastic thimbles (which will go over the top spindle points of each pole). Untying this knot will now allow the rope net to lay open to its full length. Next, untie the next knot at each new "end", again, furthest from the ends, which will allow the net to lay out into a large square, with either 4 or 9 squares. At this point, note that each corner of the net still has an overhand knot to be untied.

Lay the net on the ground or sand to approximately mark where each pole will be placed.

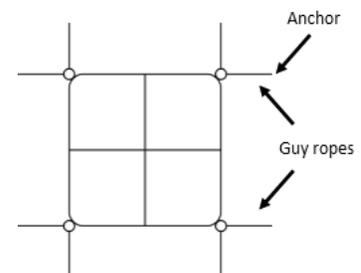
Step 2: Poles

Each pole assembles from the three sections into one long pole. Each time you use the game, take care to check the tightness of the spindle point into its top cap, as it may loosen over time.

Note: If you are playing with smaller children, you may wish to take one section of each pole out and adjust the inner shock cord to create a pole playing height of approximately 5'.

Step 3: Anchors

Place the stakes or sand bags approximately 7-10 feet away from where the pole will stand, in a straight line with the outside edge of the net (see figure). This means each corner of the net will have stakes or bags at a 90 degree angle from point where the corners attach to the poles. *Tip: When using the stakes, drive them into the ground at an angle away from the game to make it easier to place the guys ropes over each at the appropriate time.*



Step 4: Guy Ropes

Each of the four guy ropes are shipped with one large overhand knot to eliminate confusion and tangling with each other and the top net. Untie the overhand knot in each and place the ropes on the ground or sand, connecting the end with the black tensioners around the stake or bag strings.

Step 5: Up It Goes!

Starting with one corner, untie the final overhand knot in the top net section, and place both white thimbles of the top net over the tip of the pole, followed by the thimble in the guy rope, and stand the pole upright. **IMPORTANT: the top thimble on each pole tip needs to be the one from the guy rope, or the top rope may slip off during play.** *Tip: Each corner thimble has a matching color mark, a different color for each corner, in case the net becomes tangled in set up or pack up.)*

While this set up is a very easy process for five or more, one person can set it up alone. After placing the ropes over the tip of the pole as instructed above, stand the pole almost upright, leaning it slightly in toward the center of the game area until it stands on its own, supported by the tension of the guy ropes. Move to each corner to attach the ropes to the poles in a similar fashion, and once all four poles are upright, make one more lap around, straightening the poles and tightening the guy ropes.

Don't overly tighten the tensioners too soon. Eyeball the four poles into an overall square, ensuring a better playing space for each player. At this point, you're ready to tighten the tensioners on each of the eight guy ropes to stretch the top net evenly for optimal play. You may decide to reposition the anchors to accurately line up with the final positioning of the poles.

Tip: Periodically check the tension on the guy ropes to ensure the tightest net for more enjoyable play.

Rules for Play

Don't make many, just make it fun! Use any size ball! Basically, if the ball comes into your square, you must return the ball up through your square and into an opponent's square or you're out!

Goal of the game: get to King/Queen square and stay there!

To begin 4 Air Squares, pick one corner to be the King/Queen square. For 9 Air Squares, the King/Queen square is the middle square. The player here serves to begin play by serving to any square.

Two rules...

Serve with one foot touching the ground. Don't touch the rope. Mess up, you're out. That's it! Make up variations to make it more fun, like allowing a player to hit it more than once to get it out of their square!

When a player is out, every other player moves up one square closer (rotating counterclockwise) to the King/Queen square. The player who is out goes back to the entry square, or to the back of the queue waiting to enter the game.

Parts guaranteed for one year. Play at your own risk. Be safe!

Questions? Email us at georgiainmaginators@gmail.com or go to our website, www.playairsquares.com