



H-O-R-S-E GAME BALL

"You pick the spot, the Ball calls the shot!"

WHAT TO KNOW BEFORE PLAYING...

Shot Circle – A circle of shot choices on the right side of the Spin-N-Shoot logo.

Condition Circle – A circle of shot conditions listed on the left side of the Spin-N-Shoot logo.

Shot Spin – When a player holds the ball with both hands, faces the Spin-N-Shoot logo, and spins and catches the ball to determine shot choices. Player will choose one of two shot choices listed on the panel the right thumb-tip lands on in the shot circle.

Condition Spin – When a player holds the ball with both hands, faces the Spin-N-Shoot logo, and spins and catches the ball to determine a condition. The panel the left thumb-tip lands on in the condition circle determines the added condition.

HOW TO PLAY SPIN-N-SHOOT H-O-R-S-E

1. Player 1 **FIRST** picks a **SPOT** in the playing area to shoot from.
2. Player 1 holds the ball facing the Spin-N-Shoot logo and performs a shot spin by spinning and catching the ball. The panel the player's **RIGHT** thumb-tip lands on has **TWO** shot choices; player picks **ONE** shot to attempt (FROM the **SPOT** they already picked).
3. If Player 1 misses, Player 2 becomes Player 1.
4. If Player 1 makes the shot, Player 2 must make the same shot **WITH** an added condition.
5. To determine a condition, Player 2 performs a condition spin by spinning and catching the ball. The panel the player's **LEFT** thumb-tip lands on is the added condition to match Player 1's shot.
6. If Player 2 makes Player 1's shot, no letter is given. Play resumes with Player 1 picking a new spot, performing a new shot spin and picking a new shot to attempt.
7. If Player 2 misses the shot, he/she is given a letter and play resumes with Player 1 picking a new spot, performing a new shot spin and picking a new shot to attempt.
8. Game ends when one player earns every letter to spell **HORSE**, making the other player the winner of the game!

**For traditional HORSE gameplay, players can skip adding conditions.*

***As a modification, players may choose a shot before picking a spot to shoot from.*

HOW TO PLAY SINGLE PLAYER H-O-R-S-E

For single player gameplay, it's YOU vs. the Spin-N-Shoot Basketball!!!

"Can you beat the ball?"

1. Player **FIRST** picks a spot. Pick a spot you believe is fairly challenging (not too hard, not too easy).
2. Player faces the Spin-N-Shoot logo and performs a shot spin by spinning and catching the ball. The panel the player's **RIGHT** thumb-tip lands on has two shot choices – player may pick one shot to attempt – FROM the **SPOT** they already picked.
3. If the player misses the shot, he/she earns a letter (H).
4. If the player makes the shot, a letter (H) is given to the Spin-N-Shoot Basketball!
5. Player picks a **NEW** spot to shoot from and repeats the same process.
6. Game ends when the player **OR** the basketball loses the match by earning every letter to spell **HORSE**.

SHOT CIRCLE TERMS

Free Choice – Shoot ANY SHOT you can think of, from ANY SPOT.

Jumper – Standard basketball jump shot.

Runner – Shoot off one foot while moving/running towards the basket.

No Backboard – Shot cannot touch the backboard before going through the rim.

Granny Shot – Underhanded shot, using both hands, with the ball starting near or between the player's knees.

Hook Shot – Stand sideways to the basket while shooting the ball in an upward swing motion with outside hand.

1-Hand – Shoot the ball using only 1 hand.

1-Foot – Shoot the ball while standing on 1 foot.

Swish – Shot must not hit the backboard or rim when going through the rim.

Opposite Hand – Shot must be taken with his/hers opposite/weak shooting hand.

Backwards – Shoot while facing opposite direction of the basket.

Eyes Closed – Shot with his/her eyes closed.

CONDITION CIRCLE TERMS

1 Step Left or Right – Player 2 must choose to take 1 step to the left or right from where Player 1 made the shot.

Extra Try – Player 2 gets an extra try to make Player 1's shot, if needed.

Same Shot – Player 2 takes the same shot from the same spot as Player 1.

1 Step Back – Player 2 must take 1 step back from Player 1's made shot spot.

1 Step Forward – Player 2 gets to take 1 step forward from Player 1's made shot spot.

Make 2 in a Row – Player 2 **MUST** make Player 1's shot 2 times a row, from the same spot.