

SPIN-N-SHOOT

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 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.

Bank Shot – Shot must bounce off the backboard before going through the rim.

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.