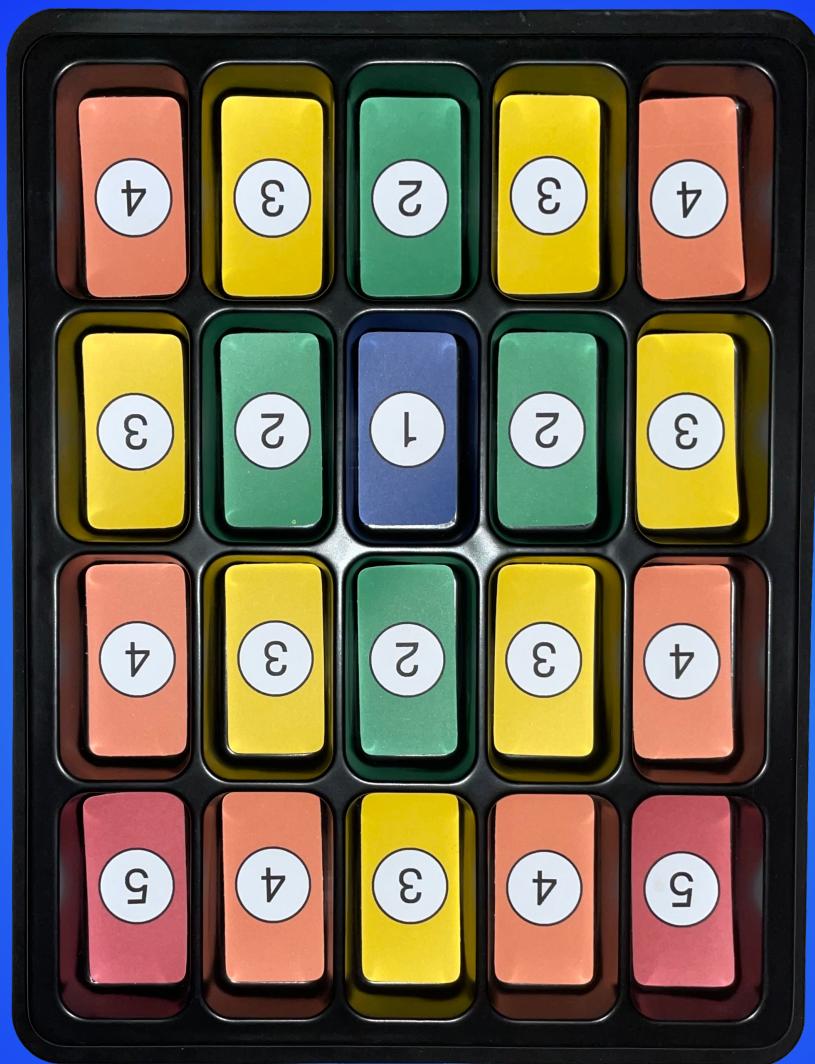


Designed by Michael Purcell



REBOUND

Components

- 1 trampoline
 - 1 trampoline frame
 - 4 trampoline feet
 - 16 rubber bands
- 1 scoring tray
- 20 scoring tokens
- 12 twelve-sided dice
- 1 rulebook

Assembly

You will need to assemble your trampoline before you can play your first game. You do not need to disassemble your trampoline between games.

1. Punch the trampoline frame and the trampoline feet out of the acrylic slug. You can discard the unused portion of the acrylic slug.
2. Loop eight rubber bands around the trampoline frame. Each of these rubber bands should run parallel to the top/bottom sides of the trampoline frame and pass through one of the sets of grooves in the left/right sides of the trampoline.
3. Loop the remaining eight rubber bands around the trampoline frame. Each of these rubber bands should run parallel to the left/right sides of the trampoline frame and pass through one of the sets of grooves in the top/bottom sides of the trampoline frame.
4. Insert the trampoline feet into the diamond-shaped holes near the corners of the trampoline frame.



Figure 3: Scoring a mid-game position.

Example: The first player has thrown four of their black dice and scored a total of $3 + 3 + 1 + 3 = 10$ points. The other player has thrown three of their white dice and scored a total of $4 + (2 \times 1) + 5 = 11$ points.

Gameplay

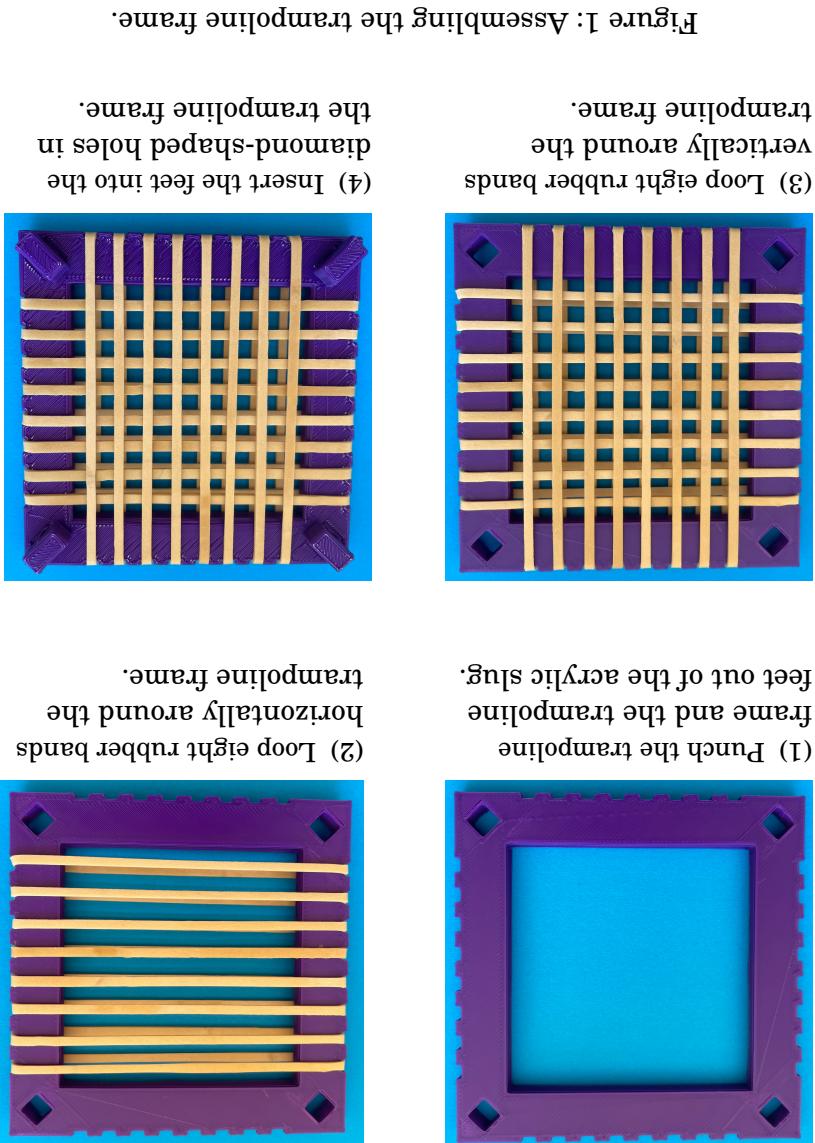
On your turn you will do the following:

1. Reposition the trampoline. You may move the trampoline feet remain on the table.
2. Choose one of your dice to throw. You may throw each of your dice one time during the game.
3. Throw your die. It must bounce off of the trampoline. It must not touch the tabletop.
4. Score points based on where your die lands (see [Scoring](#)).
5. Clean up. If your die landed in one of the compartments of the game box beneath the elevated edge of the scoring tray, leave it there. Otherwise, place it in the game box tray to help prevent any confusion about what dice tray to use.
- You will score zero points if your die did not land in one of the compartments of the scoring tray or if it touched the tabletop after you threw it.
- You score zero points if your die did not land in one of the compartments of the scoring tray or if it touched the tabletop after you threw it.
- You will score points based on where each of your dice lands after you throw them.

Scoring

You will score points based on where each of your dice lands after you throw them.

- Otherwise, you score points equal to the number displayed on the scoring token in the compartment where your die landed times the number of dice in that compartment.
- For example, the first die to land in a compartment with a "3" scores three points. The next die (of either color) to land in that compartment scores six points.



Overview

During the game, you will take turns trying to bounce dice off of the trampoline and into the scoring tray. You will score points based on where your dice land. After both players have thrown all six of their dice, the player with the highest total score wins the game.

Set Up

1. Sit at a table next to your opponent. You should both be sitting on the same side of the table.
2. Assemble the game board.
 - a) Place the bottom of the game box in the middle of the table so that its interior is facing upwards. Orient it so that its long edge is facing you.
 - b) Place the top of the game box inside the bottom of the game box so that its interior is facing upwards. Orient it so that its short edge is facing you.
 - c) Place the scoring tray on the angled surface formed by the top of the game box so that the compartments are facing upwards.
 - d) Place the scoring tokens into the scoring tray as depicted in Figure 2.
3. Place the trampoline on the table so that it is between you and the game board.
4. Randomly assign one player to be the first player. That player will use the black dice. The other player will use the white dice. Give each player all six dice of their dice.



Figure 2: Setting up the game.