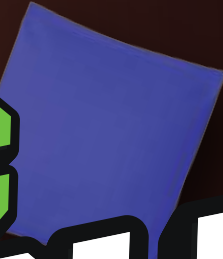




FLINGSPORT™

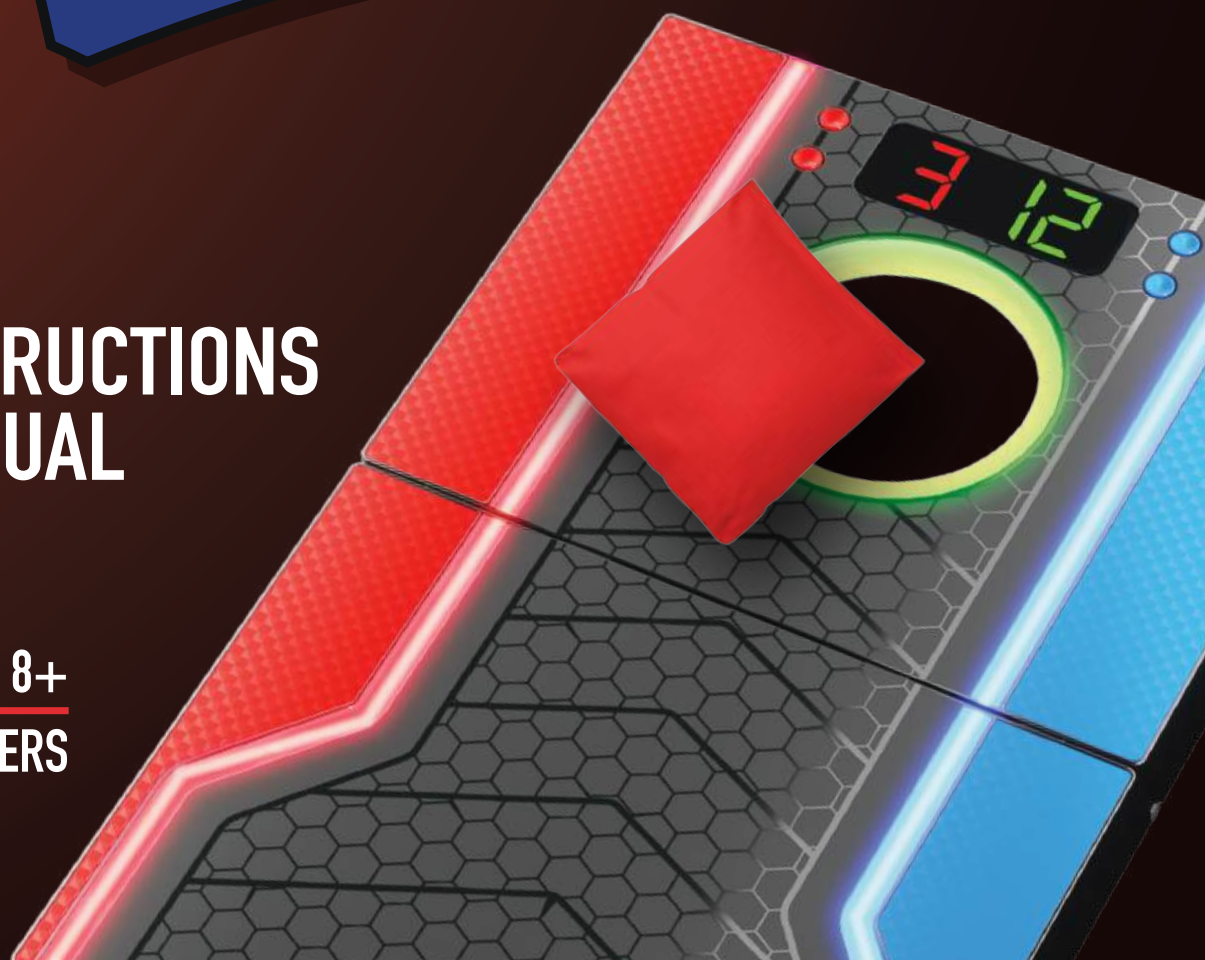


ELECTRONIC CORNHOLE

THE CLASSIC GAME
REINVENTED!

**INSTRUCTIONS
MANUAL**

AGES 8+
1-8 PLAYERS

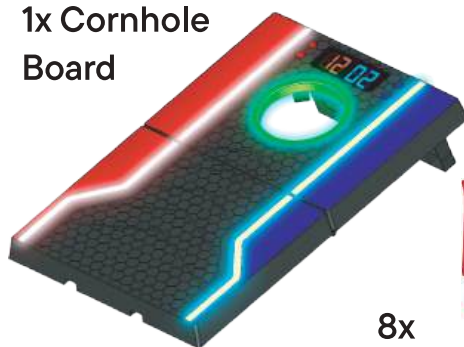




Welcome to the FLINGSPORT Electronic Cornhole Game! Whether you're a seasoned player or new to the game, this guide will help you get started, understand the various features, and maximize your enjoyment. Cornhole is a classic game of skill and strategy, now enhanced with electronic features to make your experience even more engaging and exciting. Let's get started and enjoy the game!

What's in the Box?

1x Cornhole Board



8x

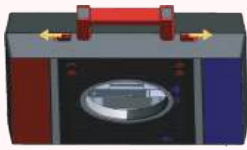


Bean Bags
(4 red, 4 blue)

1x Remote Control



Board Setup



Unlock and Unfold

Slide both locks to release the board.



Setup the board

Extend the top leg and place the supporting leg in the center of the board for stability



Closing the Board

Use the red supporting leg as a handle by placing it at the top of the board before folding it together.

Game Modes

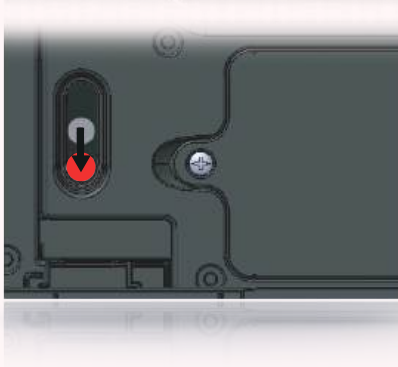
Solo Modes (for single players):

1. **15 Points:** Reach 15 points to win.
2. **21 Points:** Reach or exceed 21 points to win.
3. **21 Points Exact:** Score exactly 21 points to win. If you exceed 21 points, your score will revert to 13.

Team Modes (two or more players)

1. **15 Points:** Be the first to reach 15 points.
2. **21 Points Non-Exact:** Reach or exceed 21 points.
3. **21 Points Exact:** Score exactly 21 points to win. If you exceed 21 points, your score will revert to 13.

Single Board & Remote Setup



Power On the Board

Set the board to single-board mode.



Power On the Remote:

Press the On/Off button until a "pairing" message is announced.

The remote and board will automatically connect.

Note: The board and remote can be powered off by pressing the ON/OFF button on the remote control for 2 seconds. However, to power the board back on, switch the board off and then back on. (The remote control will not restart the board independently.)

Game Selection



Select A Game

Use the < and > buttons on the remote to browse through the game modes.



Start the Game

Press the Enter button to begin the selected game.



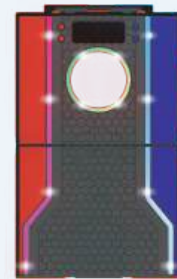
Return to Main Menu

Press the < > buttons simultaneously to return to game selection at anytime.

Playing the Game

Begin To Play

The LED strips will start streaming all colors indicating that the game has begun.



Next Turn

After each toss, press the Enter button to proceed to the next turn.



Start A New Round

After each round, press Enter to initiate the next round.

Score Adjustments

Press the red ▲▼ buttons to manually add or subtract points for the red team.

Use the blue ◀▶ buttons to manually adjust points for the blue team.



Checking the Score

To hear the current score during gameplay, press the Enter button for 2 seconds at any time.



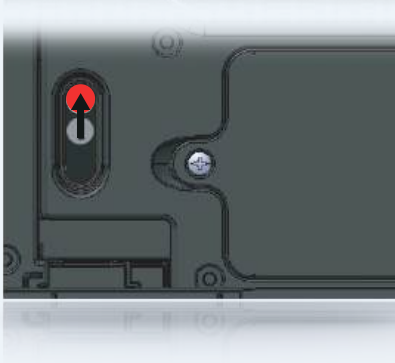
Sleep Mode

If the board and remote remain inactive for 3 minutes, they will automatically enter sleep mode. Press the ON/OFF button on the remote to wake the board, which will resume the previous game.

If the board and remote are left unattended for 15 minutes, they will shut off completely, and the current game will be lost. To restart, turn the board off and then back on.

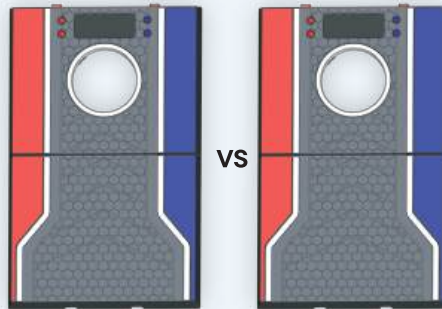
To preserve battery life, press the ON/OFF button on the remote to activate sleep mode.

Dual Boards & Remote Setup



Power On the Boards

Set both boards to Dual-Board mode.



Pairing

Once both boards are powered on, they will automatically pair and connect.

Remote & Boards Setup (Optional)

The remote can also be used with both boards together.

Pairing

Power on the remote first, then set both boards to single-board mode. The remote and both boards will pair and connect simultaneously.



Game Selection

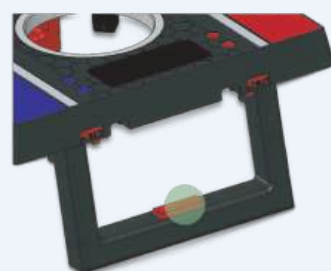
Navigate Modes:

Use the ▲▼ buttons on the board to browse through the game modes.



Start the Game

Press ENTER
by stepping on
the foot button.

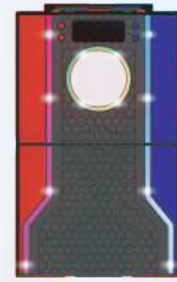


Playing the Game

Begin To Play

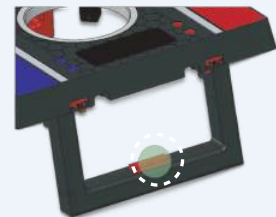
The LED strips will illuminate in red to signal the red team to begin throwing their bean bag.

The board will always stream the color of the team whose turn is currently active.



Switch Turns

After each toss, press the Enter button to switch turns to the next team.



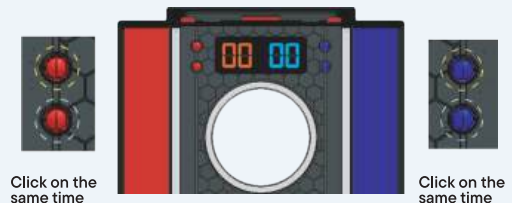
Score Adjustments

Press the ▲ ▼ buttons on the board for each team to manually add or subtract points.



Return to Main Menu

Press the ▲ ▼ buttons on the board simultaneously to return to game selection anytime.



Note: The controls on the opposing cornhole board will remain locked to prevent any accidental point changes caused by the bean bags. Score adjustments or round initiation cannot occur from that board.

Sleep Mode

If the boards remain inactive for 3 minutes, they will automatically enter sleep mode. Press the ENTER button to wake the boards, which will resume the previous game.

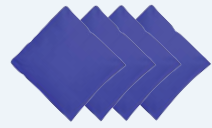
If the boards are left unattended for 15 minutes, they will shut off completely. To restart, turn the boards off and then back on.

To preserve battery life, manually activate sleep mode, by stepping on the ENTER button for 2 seconds.

Cornhole Game Rules

Teams:

Divide into Red and Blue teams.
each team gets 4 bean bags.



Board Positioning

Single Board

Players should position themselves
10- 27 feet from the front edge of the
board, adjusting the distance
according to their skill level.



10 -27 ft



Dual Boards

Align the cornhole boards to face each other, setting the
distance between their front edges to approximately
10-27 feet. This range accommodates various skill levels
and space constraints, ensuring an enjoyable experience
for all players.



Mix 8 players!



10 -27 ft



Objective

Be the first team to reach 15, 21, or exactly 21 points. (depending on the selected game mode).

Rounds

Players alternate turns, with each team throwing all 4 bean bags per round. For instance, the red team tosses a bag and presses “Enter” to end their turn, followed by the blue team, which tosses and presses “Enter.” This continues until all bags have been tossed. The board then calculates the round score using cancellation scoring, and the team with the higher score throws first in the next round, as indicated by the streaming lights. This process repeats until a team reaches the winning score for the selected game mode (e.g., 15, 21, or exactly 21 points).

Scoring

- A bag on the board 1 point
 - A bag through the hole 3 points
-

Cancellation Scoring

The board will subtract the lower score from the higher score for each round. For instance, if Red scores 5 points and Blue scores 3 points, Red will receive 2 points for that round, while Blue will receive 0 points. Only one team can score in each round.

Winning

The first team to reach 15, 21, or exactly 21 points wins, (depending on the game selected). In 21 Exact, you must reach 21 points exactly, exceeding 21 points will cause your score to revert to 13 points.

Fouls

Bags that hit the ground before landing on the board, or bags that are displaced by other bags after landing on the board and subsequently fall off, do not count.

Note

The system will count those points unless manually adjusted.

Care Tips

Use a soft cloth to clean the board. Do not use abrasive cleaners or cleaning aids that could damage the surface.

Warning

This set is not water-resistant. To prevent damage, store it in dry environments only and avoid any contact with water or moisture.

Help & Support

Enjoy your Electronic Cornhole Game! For additional support or inquiries, reach out to our customer service team at cs@flingsport.com.

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS : (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRE OPERATION.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules.

These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.**
- Increase the separation between the equipment and receiver.**
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.**
- Consult the dealer or an experienced radio/TV technician for help.**

ELECTRONIC CORNHOLE

THE CLASSIC GAME
REINVENTED!

Item # FS-2521

Manufactured & Imported By:



Brooklyn NY 11211

www.flingsport.com

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MODEL: FS2521

WARNING: DO NOT MIX OLD AND NEW BATTERIES. // DO NOT MIX ALKALINE, STANDARD, OR RECHARGEABLE BATTERIES. // NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED. // RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED. // RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION. // EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.

