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Read instructions in their entirety. In the event of missing parts, call **1-800-533-0446**.

Ollie the Octopus™ Activity Instructions

Equipment List

- 1 Ollie the Octopus™
- 2 ElevAir™ Deluxe Parachutes

Directions

1. Octo-Volleyball

Objective. Be the team with the most points after a predetermined amount of time.

Number of Players. Up to 24 players.

Setup.

- Use the play area available; a basketball court indoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Divide the play area in half.
- Set up a standard volleyball net (not included) in the center of the play area.
- Divide the players into two equal teams.
- Assign each team to one half of the play area on either side of the volleyball net.
- Provide each team with an ElevAir™ Deluxe Parachute.
- Position players equally spaced around parachutes.
- Determine a starting team with a coin toss.

Game Play.

- At the signal, players from the starting team launch Ollie over the net using their parachute, attempting to avoid their opponents' parachute.
- The receiving team attempts to catch Ollie on their parachute and launch it back across the net to the starting team's side.
- If a team launches Ollie out of bounds, it is considered a turnover and the opposing team wins possession.
- Play continues until one team misses a catch and a point is earned.
- Scoring team wins possession and launches Ollie to opponents.
- Play continues for a predetermined amount of time.

Scoring. The team that earns the most points wins.

- Opponents misses catch = 1 point

Options.

- Play for multiple rounds. The team with the most points at the end, wins overall.
- Play with 10 players on a parachute. Swap out 2 players after each launch.
- Teams bounce Ollie twice on parachute before launching it over the net.

2. Octo-Pass

Objective. Teams work together to achieve the fastest time through the course.

Number of Players. Up to 24 players.

Setup.

- Use the play area available; a basketball court indoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Designate a starting line.
- Place a cone (not included) 100 feet away from the designated starting line.
- Divide the players into 2 equal teams.
- Provide each team with 1 parachute.
- Position players equally spaced around parachutes.
- Determine Team 1 with a coin toss.
- Teams start behind the starting line.

Game Play.

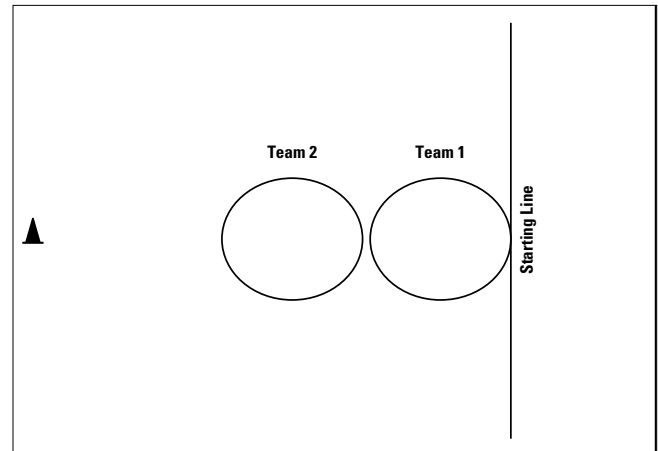
- At the signal, Team 1 launches Ollie high in the air passing to Team 2.
- Team 2 must catch the octopus without dropping it.
- After launching, Team 1 runs ahead and gets in position to receive the next pass from Team 2.
- Team 2 launches the octopus in attempt to pass it to Team 1.
- Play continues around the cone and back to the starting point.
- Repeat, encouraging teams to improve their time.

Scoring. Time teams using a stopwatch.

Options.

- Divide each team in half and have 2 separate groups of 2 teams compete for the fastest time.
- Adjust the distance of the cone to make the course longer or shorter.
- Count the number of passes it takes to complete the course. Challenge players to use fewer passes.

Diagram 1: Octo-Pass



3. Octo-Go-Round

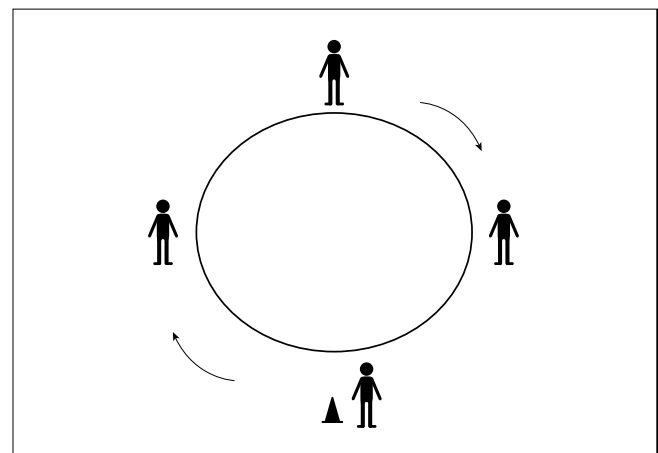
Objective. Be the team with the most points after a predetermined amount of time.

Number of Players. Up to 24 players.

Setup.

- Use the play area available; a basketball court indoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Divide the players into 2 teams.
- Provide each team with 1 parachute.
- Position players evenly spaced around parachutes.
- Each player holds onto the parachute with their left hand.
- Place a cone (not included) at desired point on the edge of the parachute.
- Determine Team 1 with a coin toss.

Diagram 2: Octo-Go-Round



Game Play.

- At the signal, players in Team 1 work together to launch Ollie high into the air.
- While the octopus is airborne, the team runs counterclockwise in the traditional “merry-go-round” style past the cone marker.
- The instructor will count the number of times Team 1 passes the cone marker.
- The action stops when the octopus lands back on the parachute.
- Team 2 repeats the same steps as Team 1.
Note: The team that is waiting for a turn may choose to practice by launching a cage ball (not included) or other object into the air.

Scoring. Be the team with the highest score.

- 1 lap past the cone = 1 point.

Options.

- Change the movement from a run to a skip, gallop, slide, or grapevine step.
- Change direction from counterclockwise to clockwise during play after each full rotation.
- Play for multiple rounds. The team with the most points at the end, wins overall.