RÜTMISEIN
GAME BOOK

60 GAMES · 6 SPORTS · SIMPLE RULES

SCAN QR — ENTER YOUR SCORE — SEE THE LEADERBOARD

TENNIS | FOOTBALL | HANDBALL

PADEL | PICKLEBALL | BEACH TENNIS

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HOW TO USE THIS GAME BOOK

Each sport has 10 games with simple rules. Every game is labelled with its category (or categories), number of players and difficulty level, so beginners and advanced players alike can quickly find the right game. The QR code (mounted on the wall) gives access to the rules, lets you enter your score and shows the live leaderboard.

- **Speed**
- **Skill**
- **Accuracy**
- **Reaction**
- **Teamwork**
- **Endurance**

01 WITH A TENNIS RACKET

TENNIS — 10 GAMES

01 Line Duel

SKILL · BEGINNER

Take turns hitting against the wall above the marked line. The ball must not drop or bounce even once — whoever misses loses the point.

2 players

02 Zone Sniper

ACCURACY · BEGINNER

Take turns hitting 10 shots into the numbered zones. The total score decides the winner.

2 players / 2 teams

03 Speed Streak

SPEED · ADVANCED

Hit the same zone 10 times in a row as fast as you can — against the clock.

1 or 2 players

04 Mirror Game

REACTION · BEGINNER

The first player hits any zone; the second must hit the same zone with the next shot. A miss gives the opponent a point.

2 players

05 Combo Game

ACCURACY · BEGINNER

Every consecutive hit on the same zone raises the multiplier (1x, 2x, 3x...). A miss resets the combo.

1 or 2+ players

06 Number Bingo

ACCURACY · SPEED · ADVANCED

Within a set time, hit all 5 randomly drawn numbered zones.

1 player / team

07 Word Game

REACTION · SKILL · BEGINNER

With every shot, say a word that starts with the last letter of the previous word. No word in time or a ball out gives the opponent a point.

2–4 players

08 Three-Bounce Rally

TEAMWORK · ADVANCED

Keep the ball in play, allowing exactly two bounces on the ground between shots.

2 players

09 Left-Right Duel

SKILL · ADVANCED

Alternate forehand and backhand shots — get set up on the wrong side and your opponent can catch you out.

2 players

10 Legend 300

ENDURANCE · SPEED · BEGINNER–PRO

A timeless backyard legend! Collect exactly 300 zone points — the fastest time goes on the leaderboard.

Solo, in pairs or as a team

02 WITH A FOOTBALL

FOOTBALL — 10 GAMES

01 Football Shuttle

SPEED · BEGINNER

Take turns passing the ball against the wall above the pass line, then run to the back of the line. A pass that misses the line or a runaway ball — minus point.

3–8 players

02 Pass Sniper

ACCURACY · BEGINNER

Take turns making 10 passes at the targets. The total score decides the winner.

2 players / 2 teams

03 Ticking Bomb

REACTION · ADVANCED

Take turns passing strictly one-touch against the wall. A bad pass forces the next player into a tough volley.

3–6 players

04 Football Squash

SKILL · BEGINNER

After hitting the wall, the ball may bounce only once. Your opponent must play it back to the wall.

2 players

05 Zone Conquest

ACCURACY · BEGINNER

Hit all 6 wall squares at least once with consecutive passes — the first to fill them all wins.

2 players

06 Right-Left Switch

SKILL · ADVANCED

Every pass must alternate between the right and the left foot.

1 vs 1 or solo

07 Volley King

SKILL · TEAMWORK · ADVANCED

The ball must not touch the ground! Take turns keeping it up with foot, knee or head above the 1 m line.

2–4 players

08 Rhythm Ladder

SKILL · ADVANCED

Pass through the zones from bottom to top (1→2→3→4), then back from top to bottom (4→3→2→1).

2 players (taking turns)

09 Minefield

ACCURACY · BEGINNER

Play a points game against the wall — but a ball in the red 'mine zone' instantly costs 3 points.

2 players

10 Legend 300

ENDURANCE · SPEED · BEGINNER–PRO

Collect exactly 300 zone points with passes — the fastest time goes on the leaderboard.

Solo, in pairs or as a team

03 WITH A HANDBALL

HANDBALL — 10 GAMES

01 Reaction Shuttle

SPEED · REACTION · BEGINNER

Throw the ball hard against the wall above the line and run to the back of the line. The next player must catch the rebound in the air and throw straight away.

2–6 players

02 Goalkeeper Sniper

ACCURACY · BEGINNER

Take turns making 10 throws at the goal corners. The total score decides the winner.

2 players / 2 teams

03 Ticking Bomb

REACTION · SKILL · ADVANCED

Catch the rebound and throw it straight back at the wall — you may not hold the ball for more than one second. Hesitate or drop it and you get a minus point.

3–6 players

04 Handball Squash

SKILL · BEGINNER

The throw must hit the wall above the line and bounce on the ground. Your opponent catches it after no more than one bounce.

2 players

05 Weak Hand Challenge

SKILL · ADVANCED

Every throw and catch must alternate between your weaker and your stronger hand.

1 vs 1 or solo

06 Zone Conquest

ACCURACY · BEGINNER

Take turns throwing to hit all 6 wall squares at least once — the first to fill them all wins.

2 players

07 Bounce Sniper

SKILL · ADVANCED

Every throw must hit the ground before the wall and rebound from there to the next player.

2–4 players

08 Rhythm Ladder

SKILL · ADVANCED

Throw through the zones from bottom to top (1→2→3→4), then back from top to bottom (4→3→2→1).

2 players (taking turns)

09 Minefield

ACCURACY · BEGINNER

Play a points game against the wall — but a ball in the red 'mine zone' instantly costs 3 points.

2 players

10 Legend 300

ENDURANCE · SPEED · BEGINNER–PRO

Collect exactly 300 zone points with throws — the fastest time goes on the leaderboard.

Solo, in pairs or as a team

04 WITH A PADEL RACKET

PADEL — 10 GAMES

01 Padel Squash

SKILL · BEGINNER

The ball must hit the wall above the net line and bounce on the ground. Your opponent plays it on the volley or after one bounce.

2 players

02 Bandeja King

SKILL · ADVANCED

Every shot must be played from above head height into the wall's high zone. Letting the ball drop or hitting low gives the point to your opponent.

2–4 players

03 Reaction Shuttle

REACTION · SPEED · ADVANCED

Stand close to the wall and volley the ball back quickly. A dropped ball is a minus point.

3–6 players

04 Zone Conquest

ACCURACY · BEGINNER

Take turns hitting 10 shots into the numbered zones. The total score decides the winner.

2 players / 2 teams

05 Right-Left Switch

SKILL · ADVANCED

Every shot must alternate between forehand and backhand.

1 vs 1 or solo

06 Soft Touch Challenge

TEAMWORK · ADVANCED

Keep the ball in play so that every shot lands in the very low zone on the wall — a hard hit sends the ball out of the zone.

2 players

07 Rhythm Ladder

SKILL · ADVANCED

Hit through the zones from bottom to top (1→2→3→4), then back from top to bottom (4→3→2→1).

2 players (taking turns)

08 Minefield

ACCURACY · BEGINNER

Play a points game against the wall — but a ball in the red 'mine zone' instantly costs 3 points.

2 players

09 Combo Game

ACCURACY · BEGINNER

Every consecutive hit on the same zone raises the multiplier (1x, 2x, 3x...). A miss resets the combo.

1 or 2+ players

10 Legend 300

ENDURANCE · SPEED · BEGINNER–PRO

Collect exactly 300 zone points with racket shots — the fastest time goes on the leaderboard.

Solo, in pairs or as a team

05 WITH A PICKLEBALL PADDLE

PICKLEBALL — 10 GAMES

01 Dink Master

TEAMWORK · BEGINNER

Keep the ball in play so that every shot lands in the low 'kitchen' zone on the wall.

2 players

02 Quick Volley Shuttle

REACTION · SPEED · ADVANCED

Stand close to the wall and volley the ball straight back at it. The ball must not touch the ground.

2–4 players

03 Pickle Squash

SKILL · BEGINNER

The ball must hit the wall above the net line and bounce on the ground beyond the kitchen line. Your opponent plays it on the volley or after one bounce.

2 players

04 Zone Sniper

ACCURACY · BEGINNER

Take turns hitting 10 shots into the numbered zones. The total score decides the winner.

2 players / 2 teams

05 Right-Left Switch

SKILL · ADVANCED

Every shot must alternate between forehand and backhand.

1 vs 1 or solo

06 Third Shot Drop

ACCURACY · SKILL · ADVANCED

From further back, hit soft, arcing shots precisely into the target boxes on the wall.

2 players

07 Rhythm Ladder

SKILL · ADVANCED

Hit through the zones from bottom to top (1→2→3→4), then back from top to bottom (4→3→2→1).

2 players (taking turns)

08 Minefield

ACCURACY · BEGINNER

Play a points game against the wall — but a ball in the red 'mine zone' instantly costs 3 points.

2 players

09 Mirror Game

REACTION · BEGINNER

The first player hits any zone; the second must hit the same zone with the next shot. A miss gives the opponent a point.

2 players

10 Legend 300

ENDURANCE · SPEED · BEGINNER–PRO

Collect exactly 300 zone points with paddle shots — the fastest time goes on the leaderboard.

Solo, in pairs or as a team

06 WITH A BEACH TENNIS RACKET

BEACH TENNIS — 10 GAMES

01 Air Rally

TEAMWORK · BEGINNER

In beach tennis the ball never touches the ground! Take turns hitting against the wall and always take the rebound in the air. Count consecutive hits and set a joint record.

2 players

02 Beach Squash

SKILL · BEGINNER

Take turns hitting against the wall above the net line. Your opponent must volley the ball back — a ball on the ground or below the line gives the opponent a point.

2 players

03 Zone Sniper

ACCURACY · BEGINNER

Take turns hitting 10 shots into the numbered zones. The total score decides the winner.

2 players / 2 teams

04 Smash King

ACCURACY · SKILL · ADVANCED

Your partner lobs a high ball and you smash it into the top zone of the wall. 10 attempts, one point per hit — then swap roles.

2 players

05 Quick Volley Shuttle

REACTION · SPEED · ADVANCED

Volley the ball against the wall and run to the back of the line — the next player takes the rebound straight out of the air. Drop the ball and you're out.

3–8 players

06 Pairs Rally

TEAMWORK · REACTION · ADVANCED

Two pairs face off: partners hit in turns and each side keeps the ball in the air. A dropped ball gives the point to the other pair.

4 players (2 vs 2)

07 Low-High Switch

ACCURACY · SKILL · ADVANCED

Alternate between the low and the high zone without letting the ball touch the ground. Wrong zone or ball on the ground — point to the opponent.

2 players

08 Rhythm Ladder

SKILL · ADVANCED

Hit through the zones from bottom to top (1→2→3→4), then back from top to bottom (4→3→2→1).

2 players (taking turns)

09 Minefield

ACCURACY · BEGINNER

Play a points game against the wall — but a ball in the red 'mine zone' instantly costs 3 points.

2 players

10 Legend 300

ENDURANCE · SPEED · BEGINNER–PRO

Collect exactly 300 zone points with volleys — the fastest time goes on the leaderboard.

Solo, in pairs or as a team