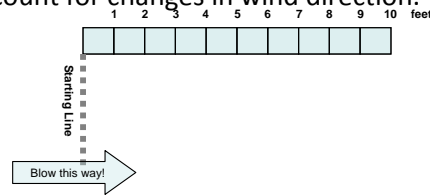


FunCopter™ GAMES

1. Go The Distance (may be played indoors or outdoors)
 - a. Create a starting line with a stick or some tape, and setup markers at 1 foot intervals, measuring from the starting line. Looking at it from above:

*Can be played in a 360° circle from starting point if playing outdoors, to account for changes in wind direction.



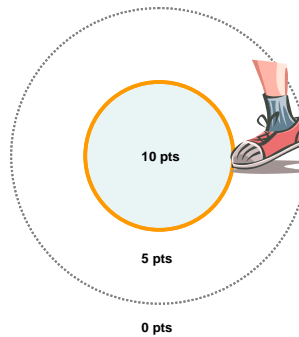
- b. Each player loads a single color of Copter into their tube.
 - c. Each player loads the same number (1-5) Copters into their launching tube.
 - d. Players alternate blowing their Copter(s). When all Copters have been launched, count each player's points (A 3 ft. distance is scored as 3 pts, a 6 ft. distance as 6 pts, etc).
 - e. The first player to 100 wins.
2. Hang Time
 - a. Players load the same number of Copters in their tubes. The game is easier to score if each player chooses a different color Copter.
 - b. On the count of 3, both players launch their Copter(s).
 - c. Watch carefully and show good sportsmanship; the player whose Copter stays aloft the longest wins the point.
 - d. The game ends when the first player gets to 10 points!

To add more intrigue to the game, have a third person count the seconds or use a watch with a second hand or counter to see the length of time the Copters stay aloft. Experiment with different angles of the wings or tail, twist the wings into different shapes, or try your own ideas to see if you can beat your personal best hang time.

3. Save the Copter (this game can be played by yourself, although it is more fun in a group).
 - a. Into the Launch Tube load 1-4 Copters of the same color (Color A), and 1 Copter of a different color (Color B).
 - b. Launch the Copters up and away from yourself.
 - c. Catch as many of the Copters as you can before they land (be careful not to crush the Copters by grabbing them too tightly!)
 - d. Score any caught Color A Copters as 1 point and score the Color B Copter as 5 points. The first player to 100 wins the match.
 - e. Score the catching of ALL the Copters as 20 points *IF* 4 of Color A and the 1 Color B Copters were used in the first two steps.

4. Target Master

- a. Create a circle or similar shape on the floor or ground with a stick or some tape. Looking at it from above:



- b. Each player loads a single color of Copter into their tube.
- c. Each player loads the same number (1-5) Copters into their launching tube.
- d. Players should get no closer than 5 feet to the 10 point circle.
- e. Players alternate blowing their Copter(s). When all Copters have been launched, count each player's points.
- f. The first player to 100 wins.

5. Find the Updraft

On a breezy day walk around your building or home and find a wall that the wind is blowing into. Launch your Copters and see how high and far they fly. Try different walls or when the wind is blowing lightly or strongly. Very strong winds tend to overpower your FunCopters™, so experiment and have fun!