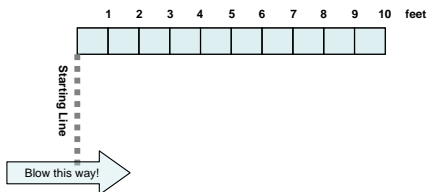


Go The Distance (may be played indoors or outdoors)

- 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



- 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.