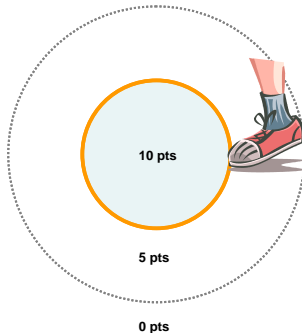


Target Master

- 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.