

FLIK-IT 'ORIGINAL' GAME

DIRECTIONS

Flik-it Game is a fun, interactive and challenging table top game for ages 9 and older. Game play is one on one or in two teams of multiple people. One on One game time, can be as short as 10 minutes. Just Flik the coin and rack up points. Simply lay the game board on a flat surface and begin playing. All you need is the change in your pocket and the game board – it's that simple!

Simple setup, no game pieces to lose, fast game times & competitive game play with friends.

With a quarter and four pennies you can get started. Place the quarter behind the "Flik from behind this line" line, and one penny on the home score board, and the away score board.

Let's get started....

Flip a coin to determine who will "Flik-it" first.

Players will stand on opposite ends of the game board.

The player or team, who won the coin toss, will be the first to "Flik-it".

The other player or team will catch any coins that fly past the scoring pins.

The first player (if multiple people play) will place the coin (Quarter) anywhere behind the "Flik from behind this line" and will then "Flik" the coin (Quarter) using his fingers in an attempt to place the coin (Quarter) entirely within one of the multiple scoring areas designated with circles.

Should this player's attempt fall entirely within a scoring area, his team will receive the indicated points. For example, if the coin (Quarter) falls entirely within the "1" area he will place a coin(s) (Penny) on the score board to increase his score by one point. Each point is as indicated within the designated circles.

if the coin (Quarter) falls entirely within the "-1,-2,-3" area he will place a coin (Penny) on the score board to decrease his score as indicated. Each point is as indicated within the designated circles.

Should the player's attempt fall entirely within the "JACKPOT" area, his team will receive five (5) points. The scoring player will place a coin(s) (Pennies) on the scoreboard covering the appropriate score obtained.

Should this player's attempt fall completely on any line, the player's turn will be over.

Should the coin (Quarter) fall off of the playing surface, the player's turn will be over.

The opposing team player will place the coin (Quarter) anywhere behind the "Flik from behind this line" and will then "Flik" the coin (Quarter) using his fingers in an attempt to place the coin (Quarter) entirely within one of the multiple scoring areas designated with circles.

The opposing team will continue play as outlined above.

This sequence will continue until a pre agreed upon maximum number of points are reached or until a player decides to end the game.

At the end of the game the team with the most points will be declared the winner.

All DISPUTES are resolved by flipping the coin.

If the edge of the coin (Quarter) falls on a line and you are not sure if it is within the point boundary or not within the point boundary, the play will be considered an "EDGER". All EDGERS will be solved by a coin flip. The player who "Flied" the coin will choose heads or tails, and the opposing player will flip the coin with their thumb. The coin must come to rest on the game board without any interference. If the "Fliker's" selection is face up then he will be awarded the points as indicated. If the "Fliker's" selection is face down he turn will be over.

Flik-it's only true rule is there are no defined rules! Play as you see fit, enjoy, and remember ***it's not if you win or lose it's how much fun you had playing the game with your friend(s).***

FLIK-IT GAME

"ORIGINAL"

"NO POINT" - IS WHEN THE COIN IS CLEARLY ON ANY LINE OR GOES OFF OF THE PLAYING SURFACE.
FLIK-IT COIN SHOWN FOR CLARITY PURPOSES

"EDGER" - AN EDGER IS WHEN THE COIN IS SO CLOSE TO ANY LINE THAT ONE TEAM WANTS IT TO BE NO POINT BUT THE OTHER WANTS IT TO BE THE POINT AS INDICATED. WHEN THIS HAPPENS THE EDGER RULE IS APPLIED. FLIK-IT COIN SHOWN FOR CLARITY PURPOSES.

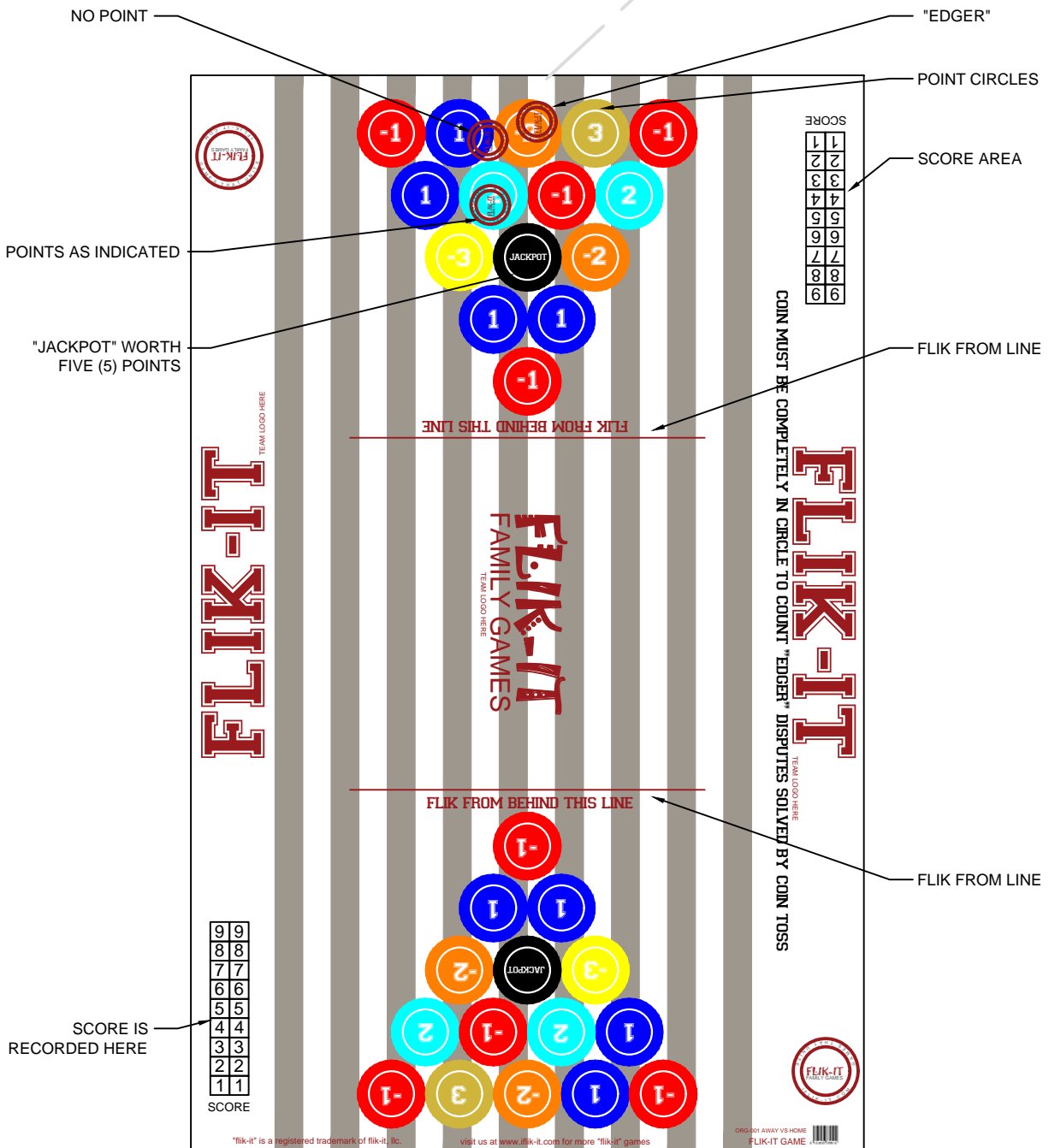
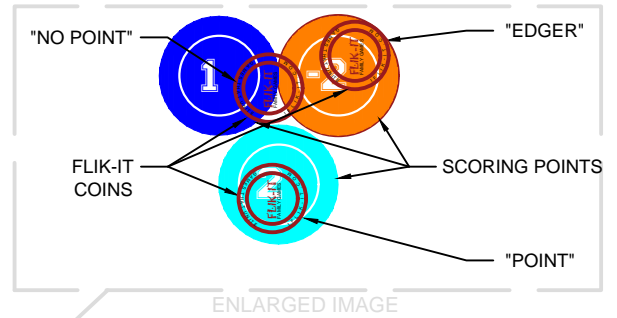


Figure.1