

FLIK-IT FOOTBALL

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 two pennies on the home score board, and the away score board.

Let's get started....

Flip a coin to determine who will "Flik-it" first. Decide who will be the "HOME" team and who will be the "AWAY" team.

Players will stand on opposite ends of the game board whether "HOME" or "AWAY"

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 through the end zone.

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 or in the "END ZONE" for a 6 point touchdown.

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 over the "QUARTER BACK SACK" area he will receive 2 points. This player will place a coin(s) (Penny) on the score board to increase his score by two points. Each point is as indicated within the designated circles.

If the coin (Quarter) falls entirely within the "Quick Six" area, he will lose 6 points. The player will place a coin (Penny) on the score board to decrease his score by 6 points as indicated. Each point is as indicated within the designated circles.

Should the player's attempt fall entirely within the "END ZONE" area, it will be a "TOUCHDOWN" and will receive six (6) points. The scoring player will place a coin(s) (Pennies) on the scoreboard covering the appropriate score obtained. Directly following a "TOUCHDOWN" the scoring player will get an additional "Flik" to attempt a PAT point after touchdown. Should this player's PAT attempt fall completely within the field goal lines, the player will earn an additional point. The player will place a coin (Penny) on the score board to increase his score by 1 point as indicated.

Should the coin (Quarter) fall off of the playing surface, the player 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 or in the "END ZONE" for a 6 point touchdown.

The opposing team will continue play as outlined above.

This sequence will continue until a pre agreed upon maximum number of points are reached, a pre agreed upon time limit is 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).***

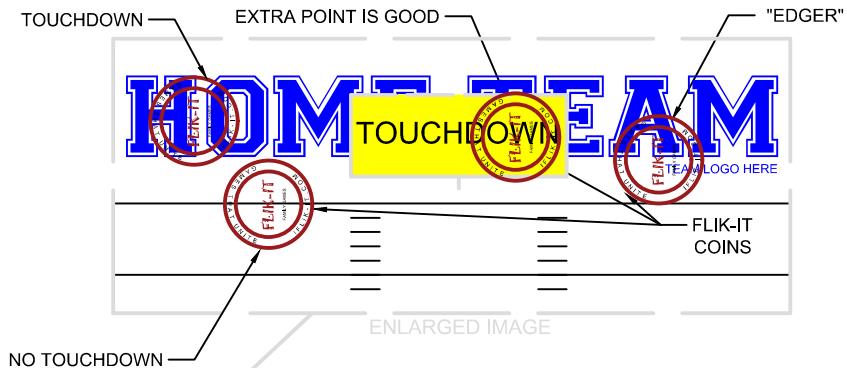
FLIK-IT FOOTBALL

"TOUCHDOWN" - A TOUCHDOWN IS WHEN THE COIN IS CLEARLY WITHIN THE DESIGNATED ENDZONE OR TOUCHDOWN AREA
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 NOT TO BE A SCORE BUT THE OTHER WANTS IT TO BE THE POINTS SELECTED. WHEN THIS HAPPENS THE EDGER RULE IS APPLIED.

FLIK-IT COIN SHOWN FOR CLARITY PURPOSES.

POINT AFTER TOUCHDOWN
GET THE COIN ANYWHERE
ON THIS LOCATION AND GAIN
1 POINT



– GENERAL TOUCHDOWN
AREA
GAIN 6 POINTS

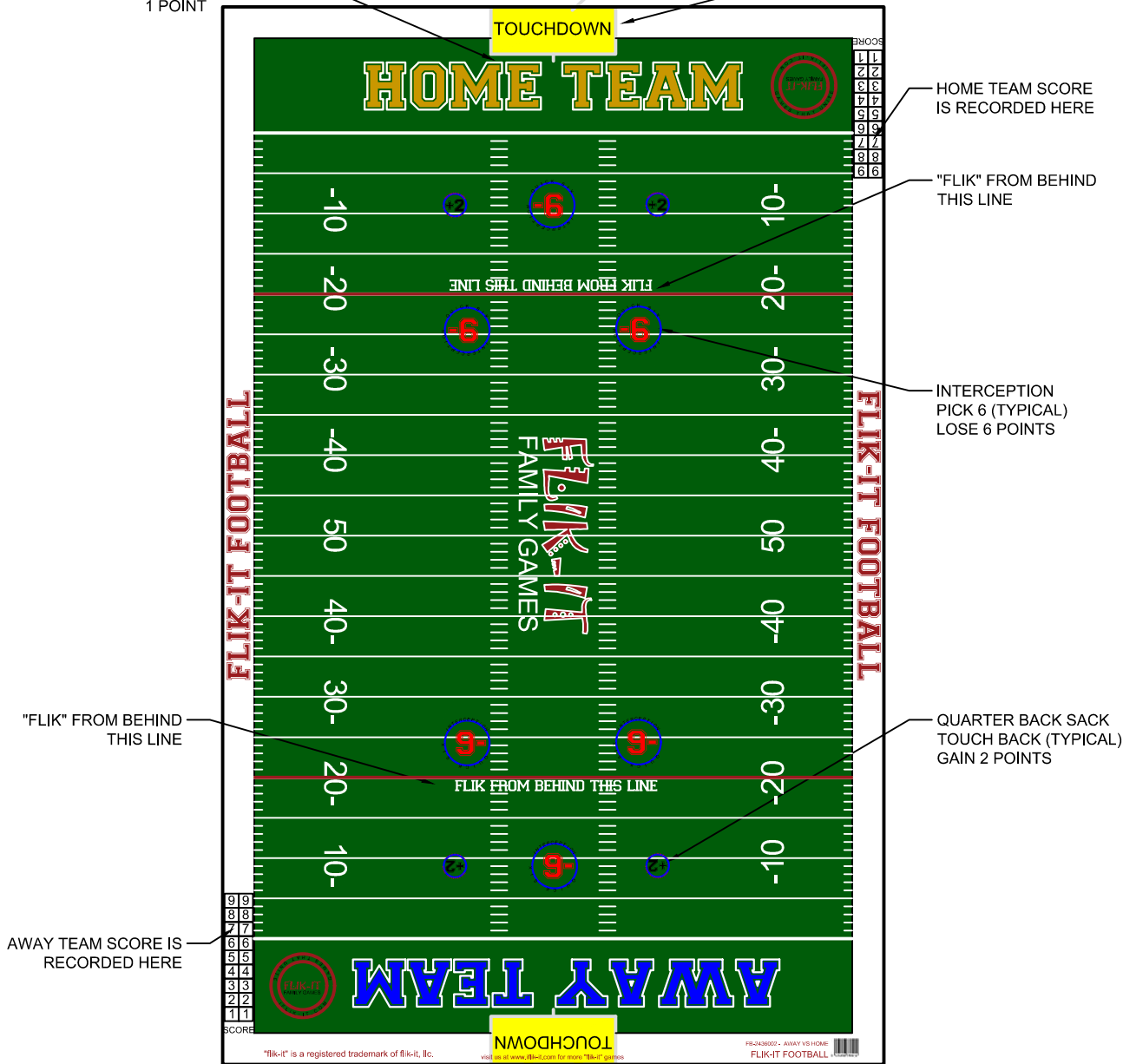


Figure.1