

PHLOOPS PATENT PENDING

Just Phlippin' Phun™



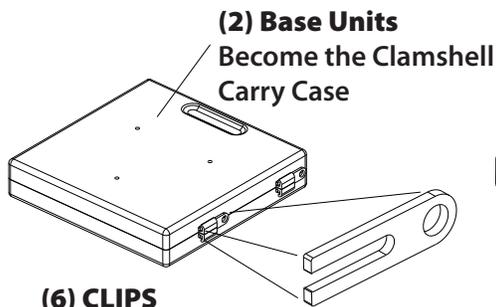
Overview:

Phloops adds a new twist on the basic ring toss game with the perfect balance of skill, luck, and all-around fun. Updating the single ring format to the tri-ring design and implementing competitive multiplayer experience bonds nostalgia with excitement for an addictive good time. Recommended for ages 6+, game play is structured for two to eight players divided into two teams. Provided in each Phloops game package will be two Bases, six Posts, six Clips, and eight Phlingers.

Gameplay:

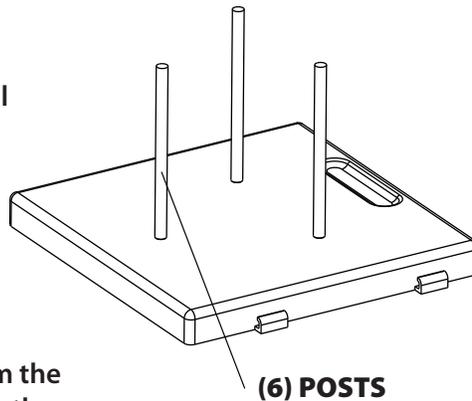
Separate the two bases by pacing out 18ft and affix three posts vertically to each base. Starting with the flip of a coin, or with the youngest player, or some other indiscriminate tactic, each team takes alternating turns tossing a Phlinger at the same set of posts from behind the opposite base. Each team tosses their four, color respective, Phlingers to score exactly Twenty-One points to win the game. Scoring is achieved by ringing more posts per round than the opposing team. The difference in ringed posts determines the points awarded for that round (i.e. Blue team rings five posts; and the yellow team has three ringed posts, the Blue team is awarded two points for the round). If a team exceeds twenty-one points their score beginning the next round is decreased by the amount exceeding twenty-one. *(Official rules on back.)*

Physical Game Components:



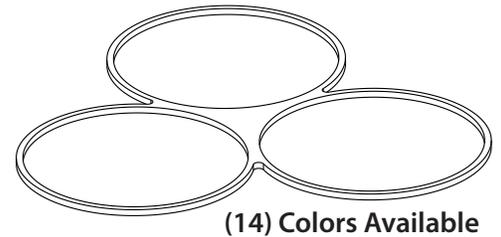
(6) CLIPS

Clamp the (2) bases together to form the Clamshell Carry Case and also retain the posts from below the base during play

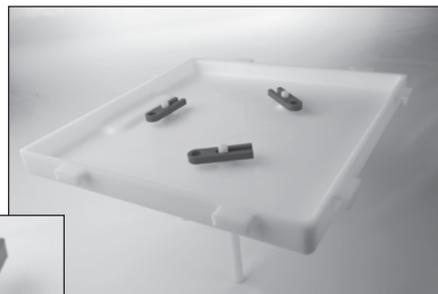


(8) PHLINGERS per Game

(4) ea. in two different colors



Clips are removed from Clamshell sides



and are affixed to the posts at the underside of the base



Bases should always be carried or moved by the handle, never by the posts.

Disclaimer: Emmilian accepts no liability for improper use of the "Phloops" Game or any of its components. Parental guidance is recommended while using the game with children between 6 to 12 yrs. old. Use of the "Phloops" Game or any of its components by children under the age of 6 is not recommended. Phlingers should never be placed over the head or used for any purpose other than playing the "Phloops" Game. The "Phloops" Game should always be disassembled and carried by the handles in the Base after use. "Phloops" is a tossing game and care should be taken to ensure bystanders will not be hit with the Phlingers. Phloops is constructed for years of enjoyable use...Please use it safely and enjoy!!

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Official Phloops Rules:

Game Set-up:

- The two (2) Bases with the three (3) Posts attached, are placed 18ft apart with handles furthest from the opposite base.
- Teams or Individuals align themselves evenly with opponents at the bases.

Playing the Game:

- Beginning play is decided by a flip of a coin, with the youngest player or some other indiscriminate tactic.
- Taking alternating turns, Players toss their Phlingers towards the base opposite their location until all eight (8) Phlingers are tossed, which equals one (1) round (both players/team toss Phlingers at the same base).
- Players/teams tossing the Phlingers must stay behind an invisible foul line running parallel to the front of the base (crossing the line becomes a foul and no points awarded for that toss).

Scoring Points:

- Points are scored by encircling a Post on the base with a portion of the Phlinger.
 - One (1) Point for each Post encircled with a maximum of three (3) points per Phlinger.
- The opposing team then tosses their Phlinger towards the same base and scores points the same way which will offset/cancel the points the 1st player received.
- After all eight (8) Phlingers are tossed whichever player/team encircled the most Posts receives the points over and above the opposing team's points (end of round).
- Each round is started by the player/team receiving the points for the previous round. If there is no score for the current round the last player/team to begin tossing starts the new round.

Winning the Game:

- The Game is played to EXACTLY 21 points.
- If any player/team goes over 21 points that player/team reduces their starting score for the round by the number of points over 21.
 - Example:* Blue Phlinger team starts the round with 19 points and scores three (3) points to make their current score 22. Assuming the Red Phlinger team scores zero (0) points the Blue Phlinger team exceeds 21 by one (1) point and must deduct that one (1) point from their starting score of 19, therefore beginning the next round with a score of 18 points.
- Play continues until one team reaches EXACTLY 21 at the end of the round, and at that point that player/team is awarded the win.

