



HOW TO PLAY

4 PLAYER

Objective: Score 21+ points!

Stand 15-20 feet apart from your partner.

Taking turns of two throws, try to toss the Frizbowl onto their head.

If they catch it on their head, 3 points (+3)

If they stack the second one, 3 more points (+6)

Recovery: Following a failed head catch attempt, the receiving player is able to prevent the Frizbowl from striking the ground- by ANY means (+1)

- If any of the hats fall off in the process of the turn, said points are forfeited.

If (21+) points are reached through a perfect previous set (2 for 2), that team will be granted "hats back", giving them the opportunity to increase their score until they fail to stack both.

- Each perfect set results in "hats back" and (+6) points.

- The second team to catch must be within 6 points of 21, to have a chance at redemption.

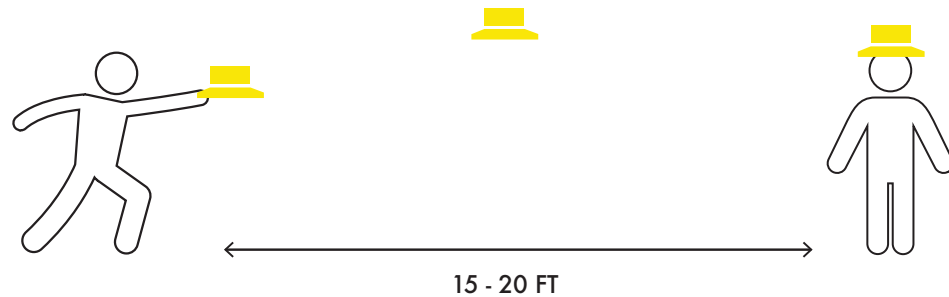
2 PLAYER

If the receiver is not satisfied with the throw, they have the right to ask for a rethrow from the opponent. A bad throw will result in 1 free rethrow (per set). If the rethrow is also bad, then the thrower will have (1 point) deducted from their score. This will apply to every bad throw until a good throw is achieved.

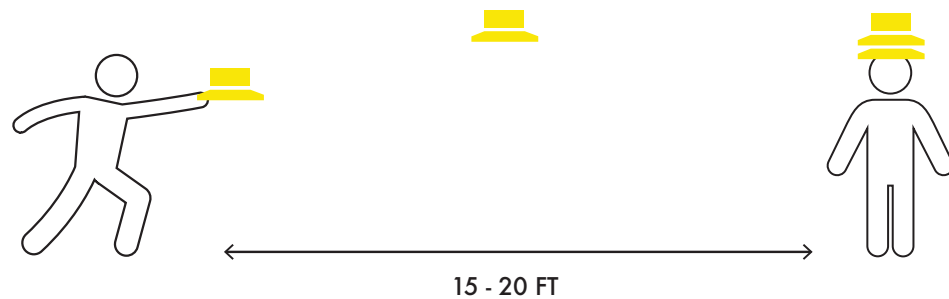
- A player's score can never go below 0.

www.frizbowlplay.com

CATCH: 3 POINTS!



STACK: 6 POINTS!



**RECOVERY:
1 POINT**

(NO GROUND CONTACT)

