

# Don't Lose Your Head



Foilers

Tall (approx 9")



Flyers

Short (approx. 5.5")

## MULTIPLE GAMES AND THE RULES

### **"HEAD OFF"**

***Game for Foilers or Flyers (1 or more players)***

One or more players for fun or practice.

Remove your Foiler or Flyer's head, toss it up and catch it with the body. Ideal range is between 4 and 6 inches high.

Each player tosses their head for 1 full minute. If the head rolls off, replace and continue playing until time is up. Other player(s) keep time and count catches. If there are multiple players – pair off to time and count catches. The player with the most catches in a minute wins.

In case of a tie: play another "Head Off" to determine the winner.

Ranking of players is based on catches.

### **"HEAD-TO-HEAD"**

***Game for Foilers or Flyers (2 players)***

Wield your Foiler or Flyer like a sword and attempt to remove your opponent's head, without losing your own.

This takes finesse! The more aggressive you play, the more likely you'll lose your own head.

Winner keeps his/her head. Loser is headless. If both players lose their heads – begin again.

### **"WAY AHEAD OF YOU"**

***Game for Foilers or Flyers (2 or more players)***

**Outside only game:** Toss your Foiler or Flyer as far as you can without losing your head. The Flyer that lands the farthest from the starting line wins.

## ***"DON'T LOSE YOUR HEAD"***

### ***Game for Flyers (2 or more)***

The goal is to toss the Flyers at a bean bag target, landing with head intact. Extra points for landing on or near the target. Mark a pitching line and place the bean bag as a target, then take turns tossing Flyers to the bag. The player with the least catches in a minute in a **Head Off** pitches first. The player with the second least catches in a **Head Off** is second and so on. The player with the MOST catches in the **Head Off** pitches last (which is strategically advantageous). ROTATE players after each round – for example: the player who went first is now last and all players move up in rotation.

Leave all Flyers on the playing field until the end of each round. It is allowed to knock other Flyers who've landed near or on the target out of the way with your own Flyer to get ahead. In case it isn't obvious who is closest, a tape measure is included.

Target distance can be adjusted depending on the gaming surface. About 3 feet is right for playing on hard floors, or thin carpet, etc. (The games work best on a hard surface, but buffering very hard or brittle surfaces such as tile or concrete with a blanket or throw rug is recommended to **prevent damage to floors or Flyers**). On thick carpeting, grass or sand – move the target farther from the pitching line for the game to work properly – experiment until you find the right distance.

Scoring:

**Slide the mini head beads along the string to keep score - 5 points per bead.**

**20 pts (four beads)** for keeping your head and landing on or in contact with the target.

**10 pts (two beads)** to the player who keeps his head and lands closest to the target.

**5 pts (one bead)** awarded to remaining players who keep their heads.

**Subtract 5pts (slide 1 bead back)** for losing your head. But no "going in the hole" – points can't be lost until a player has points. The lowest a player can go is zero. See "**Variations**" below for negative points.

The first player to score 50 pts (10 beads) wins. Players can opt for higher-scoring games if they wish.

**Variations:** **1)** A bean bag is included with the game to use as a target, but any small object can be used.

**2)** For more of a challenge: instead of using the included beads – just use math! Score with points only!

**3)** Going further with math – Go ahead and use negative points for players who lose their head consistently.

**4)** You can outright win the whole game if you are able to knock an opponent's head off whilst still keeping yours on. (This is nigh to impossible, but go for it if you have a mind to do it 😊).

## ***"BED HEAD"***

First, make your "bed." Any small box or bucket with approximately an 8- to 10-inch opening will work — the box is the bed. Place the bean bag inside as a "pillow," and set your bed 3 feet from the pitching line (or more for a greater challenge).

Next, play a Head Off round to determine which player goes first and who goes last.

Now it's time to hit the sack. Take turns pitching one Flyer at a time into bed. The goal is to land on the "pillow" with the head intact.

Bed Head scoring:

**20 pts (4 beads)** for your Flyer's head on the pillow (or touching any part of the bean bag as a pillow).

**10 pts (2 beads)** if your Flyer is in the bed (anywhere inside box or bucket) with its head.

**5 pts (1 bead)** if your Flyer is not in bed, but keeps their head (lands outside of box, but head is intact).

**-5 pts or slide 1 bead back** if your Flyer lost its head in or out of bed (but no "going in the hole" – only back to zero).

The first player to get 50 points wins.

**"HEAD OVER HEELS"**

***Game for Foilers or Flyers (1 or more players)***

This is a game that can be played with friends or solo to get familiar with your Foiler or Flyer and improve your handling. Simply toss your Flyer up and do flips. How many times can your Flyer flip in the air before you catch it?

Make up your own games!!!

Have fun – but don't lose your head!