Frisboules!
Flying boules with messed up rules

6+ | **2+** players | **15** minutes

A game for 2 players, or 2 teams of up to 7 players each.

Throw Frisboules to land your team's color closest to the Jack, but watch out for the extra rules written on the discs!

This Game Contains

32 wipe clean (water-resistant) throwing discs!
- 28 bi-colored "Frisboule" discs (purple / yellow sides)
- 3 "Jack" discs (one white, one red, one blue)
- 1 "Swap Team Colors" disc (black)

How to Play (The Frisrules!)

Set-up

1. Form two teams. One to play yellow, one purple. Clear a floor playing area approx. 5 meters long and 3 meters wide.

2. Remove the three "Jack" and "Swap Teams" discs. Shuffle the remaining "Frisboule" discs. Stack them with the colors well mixed.

3. Insert one Jack roughly half way down the stack to mark the end of the round. No peeking at the discs in the stack!

4. The youngest player places the second Jack on the ground and stands behind it. This is where everybody will throw from.

5. That player then throws the last Jack into the playing area as a target for this round.

> **Tip!** Maybe try some practice throws before starting!

6. The youngest player on the opposing team throws the ""Swap Teams" disc as a second target. If it lands touching the Jack, throw again.

Throwing

1. The next player on team one takes the top Frisboule disc from the stack.

Extra Disc Rules!

If the next Frisboule from the stack has your team color up, then read the rule written on that disc out loud and obey it!

2. Throw the disc, aiming to land nearest the Jack with your team color facing up. Be careful! If your disc flips over and lands showing the wrong color, then it counts for the opposition, not you!

3. If you can land on the "Swap Teams" disc then teams swap colors for the rest of the round: the yellow team becomes purple and vice versa. Do this again to swap back!

4. Take it in turns throwing Frisboules from the top of the stack until you reach the mid-stack marker Jack. This ends the round.

Scoring

At the end of the round, the Frisboule nearest the Jack scores one point for that color's team.

If discs overlap, it is the top Frisboule in the pile nearest the Jack that scores (even if that top disc isn't nearest!).

Each next closest Frisboule (or next Frisboule down in the winning pile) also scores one point until you reach a disc showing the opposing team's color.

Example

Here, yellow is closest but purple gets 2 points!
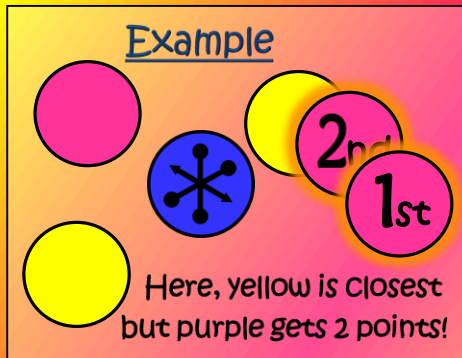
Play more rounds!

Rotate through opening throwers. The first team to 10 points wins!

Watch our tutorial or contact us at www.frisboules.net

Send us clips of you playing, tips and techniques, or ideas for new discs! We'd love to hear from you!

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