

FLIGHT INSTRUCTIONS

FLYIN' SAUCERS have flight characteristics very similar to airplanes. The SAUCER IS launched in identically the same manner as sailing your hat onto a hook--by spinning and forward motion.

In order to fly in a straight line, the SAUCER must leave the hand in a level position. To curve the SAUCER, it must leave the hand banked or tilted in direction of desired curve--for example: for left curve--the left side of the SAUCER must be tilted down.

FOR BEST RESULTS -- The spinning of the SAUCER is most important and most difficult to master. Because the spin creates a gyroscopic action which controls the attitude of the SAUCER in flight, a smooth, fast spinning delivery should be developed. Do not hold the SAUCER too tight.

Analyze your mistakes and make corrections by tilting or banking SAUCER. The correction must be applied to the SAUCER as it leaves the hand.

SAIL 'EM BACK AND FORTH - PLAY CATCH !



Begin by flying your saucer about 10 feet. The distance you are able to fly it will quickly increase with practice.



MAKE 'EM TURN !



By releasing the SAUCER in a tilted manner, you can make it turn to the left or right. Bank it the way you want it to turn. It is advisable to learn to fly straight before starting to make turns.

MAKE 'EM COME BACK !



After learning to fly straight and make turns, you'll be able to make your SAUCER return to you by sailing it into the breeze at a sharp angle. The harder a wind blows, the flatter an angle you can fly it to make it return. Spin SAUCER as much as possible.

MAKE 'EM SKIP !



Right-handers launch SAUCER so that left side strikes hard surface. Right side for left-handers.

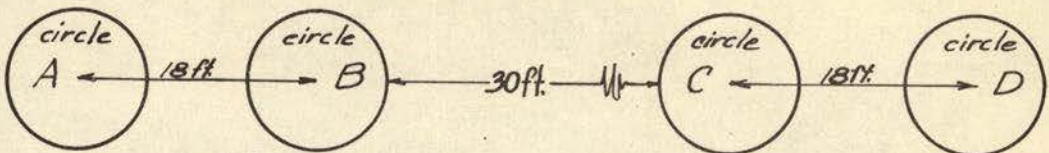


THE GAME OF HECKLE

THE GAME OF HECKLE provides a means of utilizing the unique manner in which the FLYIN' SAUCER can be guided. Rules and regulations are provided, forming the basis for skill and competition

PLAYERS -- Four -- with two on each team.

OBJECT -- To fly SAUCER around HECKLERS into your partner's circle.



ALL CIRCLES ARE 6 FEET IN DIAMETER .. CENTER SPACE MAY VARY WITH ABILITY.

All players must remain in their circle until SAUCER is airborne.

The game begins with the Flier (A) attempting to sail the SAUCER around the HECKLERS in the circles (B) and (C) so that his partner in the Receiver's circle (D) can catch it.

Flier (A) must remain in his circle when serving the SAUCER.

HECKLER (B) must remain in his circle at all times while his team is defensive. He may attempt to stop the flight of the SAUCER, or distract the Flier in any manner. Should he step or fall out of his circle, his team forfeits 1 point and the offensive team retains serve.

HECKLER (C) remains in his circle until SAUCER is airborne. He may then leave his circle to heckle the Receiver (D) in any manner so long as he doesn't interfere with flight of SAUCER or touch the Receiver, or step into the Receiver's circle. Hecklers forfeit 2 points for each infraction.

Receiver (D) attempts to catch the SAUCER in his circle. Should he do so, then his team receives 2 points. Should it be necessary for the Receiver to leave his circle to catch the SAUCER, then his team scores but 1 point. Should he drop or miss the SAUCER, no points are scored, and the teams change positions. (A) changes with (B) and (C) changes with (D).

(C) is now the Flier, and (B) the Receiver. HECKLER (D) must remain in his circle, and the HECKLER (A) becomes the roving HECKLER.

Teams change positions when the Receiver fails to catch the SAUCER.

In the event that no Referee is available, disputes will be settled by mutual agreement, or the flip of a coin.

First team to score 25 points wins the game.

KEEP 'EM FLYIN'!

