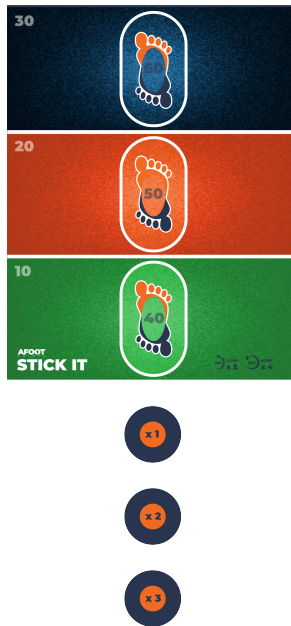




STICK IT

GAME RULES



GOAL: The goal of Stick It is to compete for the highest score.

To Play:

- Players rotate in line as they take turns running and jumping. They jump from a LAUNCH SPOT and land on the Stick It mat.
- The Stick It mat landing zones are divided into different point values. (For example: landing in the outside area of the green zone has a base value of ten points, and landing with a

single foot in the center of the green zone has a value of 40 points.)

- The player's final score is found by multiplying the point value of their landing zone by the multiplier of their launch spot. Additional multipliers (as seen on the corner of the Stick It mat) can be added if a player successfully spins while in the air.

- Players must **STICK** their landing by holding it for 3 seconds. If they fail to stick the landing, they score zero points.

Try to beat your own high score!