

TILT'n TUMBLE

Object: Be the player that makes the last safe move.

Contents:

- Top tray (the one that has the flat bottom)
- Bottom tray (with ridges on the bottom)
- 2 curved arms (Note: one is marked "**1L**" on the inside and the other is marked "**2R**" on the inside. Both have "**T**" marks on them to indicate which is the top end.)
- 2 stands
- Game base
- Disks
- Game die with label sheet.

Set Up:

Refer to the package back as you set up the game.

Hold the bottom tray so that the two blocks on it are closest to you.

With the posts facing outward and the **T**s on top, insert the "**1L**" arm into the left side block and the "**2R**" arm into the right side block.

Hold the top tray so that the two blocks on it are farthest away from you and insert the other ends of the curved arms into those blocks.

Place the two stands into the game base, then place the completed tray unit onto the stands so that the pegs are in the bottom holes located on the inside of the stands.

Place the labels on the game die in any order.

Place all of the disks in any order in the bottom tray, then take one of each color disk and place them anywhere on the top tray.

Playing:

The youngest player starts the game, then game play continues to the left. On your turn, roll the game die.

If you roll a color: take any disk of that color from the bottom tray and move it anywhere to the top tray.

If you roll a "TILT:" look to see in which direction the board is tilting. Then lift the side of the board that's tilting down by placing one finger only under one of the arrows (top or bottom tray) and carefully lift the trays until the disks on the bottom roll to the other side.

If you roll Double Reverse: Take any disk from the TOP tray and place it on the bottom. Now game play reverses direction.

Ending and winning the game:

When a player causes one or more disks to fall from the top board, the game ends and the player who made the last safe move wins.

Note:

- If you cause one or more disks to fall from the bottom board-but none fall from the top board-the game does not end yet! Carefully put back the fallen disks into any slots on the bottom and the next player goes.
- If you roll a color of which there are no more on the bottom tray, you skip your turn.