

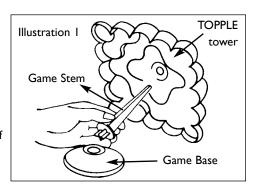
48 playing pieces (12 each of 4 colors), TOPPLE tower, game base, game stem, playing die.

# **Object of the Game**

Score the most points by completing or adding to stacks or rows of playing pieces, while being careful not to TOPPLE any of the other pieces.

# **Preparation**

- 1. Set up the playing area on a flat surface by placing the stem into the base and balancing the TOPPLE board on top of the stem (see illustration 1).
- 2. Each player selects a color and takes all the playing pieces of that color.
- **3.** Each player rolls the die. Highest roll will go first, then play continues to the
- 4. Make a score sheet, listing the names of each player. Choose someone to keep score during the game.
- 5. Decide what the winning score will be. For example, 100 points.

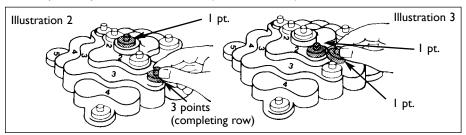


# How to play

Players take turns rolling the die and placing their pieces, one at a time, on the TOPPLE board. The number on the die shows where on the board you may place a piece. For instance, if you roll a 2 you may place a piece on any of the four areas on level 2. If you roll a I, you must place a piece on the center spot only. If you roll a 6, you may place a piece anywhere on the board.

#### How to score

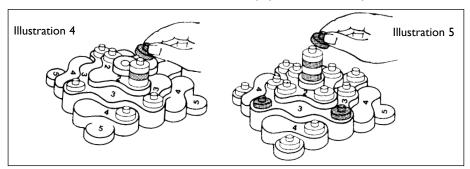
- **I** If you place a piece that completes a row of 5 pieces in any direction (horizontally, vertically or diagonally) you score 3 points for completing the row plus I point for each playing piece of your color that tops each other stack in that row (see illustration 2).
- 2. If you add a piece to a completed row of 5, you score I point for each piece of your color that tops each stack in that row (see illustration 3).
- 3. If you add a piece to a stack that already has 3 or more pieces high, you score I point for each piece of your color in that stack (see illustration 4).



Player scores 3 points for completing row plus 1 point for each piece of his color that tops each other stack in the row. This play scores a total of 4 points.

Players adding to a completed row of five pieces scores I point for each of his playing pieces that tops each stack in the row. This play scores 2 points.

**NOTE:** You can score multiple points if you place a piece that completes or adds to more than one row, or which stacks more than three high and completes or adds to a row. The piece that you play that is common to different rows or to a stack and a row, is counted for each row and/or stack. Illustration 5 shows how a player can score 3 ways.



Player scores 1 point for each piece of his color in a stack 3-or-more pieces high. This play scores 2 points.

Player scores five points on 2 rows and 1 stack.

# **Toppling**

A TOPPLE occurs when a player causes one or more playing piece to fall off a stack or off the TOPPLE board. When this happens the round ends. The player who caused the TOPPLE loses 10 points. In addition, when a player causes a TOPPLE while placing a piece on the board, the player whose turn it was immediately before scores a 3-point bonus.

#### Remember

- Players cannot touch the TOPPLE board or any of the pieces already placed on the board.
- If you accidentally knock the board, or table, and cause a TOPPLE, whether or not it's
  your turn, you lose 10 points.
- Look for multiple scoring possibilities!

### Winning the Game

A round ends when a TOPPLE has occurred or when all the pieces have been played. If a TOPPLE has not occurred during a round, the pieces are removed from the board and the scoring and play continue.

Even if a player reaches the required number of points during a round, the game is not over until all the pieces have been played or a TOPPLE has occurred. If more than one player reaches the required number of points at that time, the player with the highest total points wins.

### **Two-Player Version**

Each player takes two colors and scores them separately. For example, if you have pink and yellow, and you play a pink piece to score, you get points for the pink pieces scored on that move. A player may choose which color to play at any time.

## **Young People Version**

Play the same way as the original instruction, but don't keep score. Players place their piece on the level indicated by the die. Whoever causes a TOPPLE is out of the game.

We appreciate your comments on this game. Please address your correspondence to:

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