

STAY ALIVE

The Ultimate Survival Game

(For 2-4 players)

Players take turns in moving slides on any side of the board. Each of the 14 slides (7 Red and 7 White) has 3 positions with knobs at each end. Various combinations of slide positions create holes in the center grid causing marbles to drop through and eliminate them from the game. Each player has his own colored marbles and attempts to keep at least one of them on the grid longer than his opponents in order to **STAY ALIVE**.

OBJECT OF THE GAME:

To "Stay Alive" the longest by being the last player with one or more marbles remaining on the grid.

TO SET-UP THE GAME:

1. Remove the cellophane bag containing 20 marbles and 4 rubber pads.
2. The four pads are furnished to protect furniture. Place one rubber pad on the **UNDER SIDE** of the marble wells in each of the four corners. The pads are pre-glued and easily stick to the plastic after the protective paper has been removed.
3. Each player takes 5 marbles of his color and places them in the storage well to his right. (Three wells are circular and one is square.) With 3 players 15 marbles are used and with 2 players 10 marbles are used. The remaining marbles are out of the game.
4. Each of the 14 slides may be moved into any one of three positions by moving the knobs at either end.
 - A. The knob may be next to the center grid.
 - B. The knob may be near the outside of the frame.
 - C. The knob may be halfway between, in the center.

Place each of the 14 slides in one of the 3 positions but arrange the slides in random positions at the beginning so each game will play differently.

TO PLAY THE GAME:

1. Players place all the marbles on the grid one at a time, in turn, with one player going first and the others continuing clockwise.
2. After all the marbles are placed, the first player must move **ONE** of the slides of his choice, either Red or White, **ONE** position in an attempt to eliminate an opponent's marble by causing it to fall through the grid into the base below. (It is possible for several marbles to fall with **ONE** move of the knob.)

Note: In one turn a player may **NOT** move the knob from the inside position to the outside, nor may he move from the outside position to the inside. He must stop at the center space as this is a movement of **ONE** position. Of course, a knob in the center position may move either to the inside or outside in one move.

3. Each player in his turn may **NOT** move the slide moved by the player immediately before his turn.
4. When a player has had his 5 marbles dropped through the grid, he is out of the game and can no longer move slides.
5. When a 4 or 3 player game gets down to 2 players (or in a 2 player game), a player may move the **SAME KNOB** on 2 consecutive turns only.
6. The last player with one or more marbles on the grid is the **WINNER OF THE GAME**. (If last two drop at once, player who moved slide wins.)

Note: To remove the marbles from under the grid at the end of a game, tilt the platform toward the square well. This well is also used for storage of the marbles when game is not in use.