

TOPPLE

For 2 to 4 players
Ages 6 to adult

I n s t r u c t i o n s

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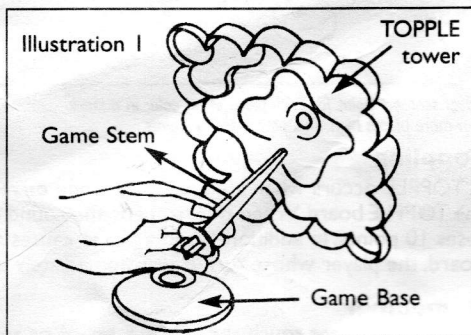
48 playing pieces (12 each of 4 colors), TOPPLE tower, game base, game stem, playing die.

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 left.
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.

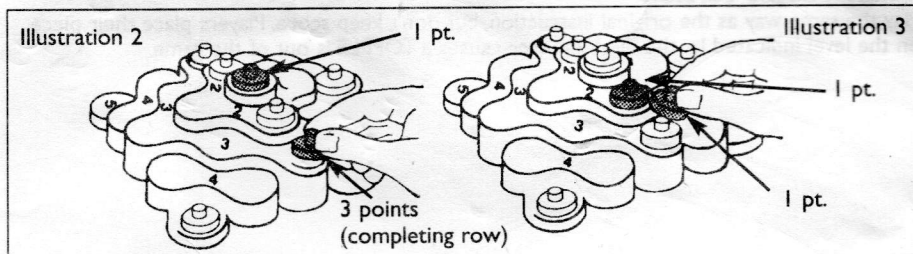


How to play

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 1, 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

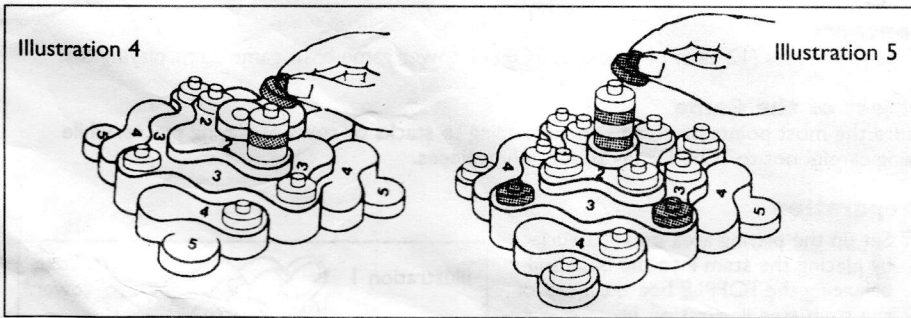
1. If you place a piece that completes a row of 5 pieces in any direction (horizontally, vertically or diagonally) you score 3 points for completing the row plus 1 point for each playing piece of your color that tops each other stack in that row (see illustration 2).
2. If you add a piece to a completed row of 5, you score 1 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 1 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 1 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.