

I'm not a bot























Lookin forward to seein everyone at the meetin tomorow and discussin our strategies. Setup Set up the playing area on a flat surface by placin the stem into the base and balancin the Topple board on top of the stem (see illustration 1). Each player selects a color and takes all the playin pieces of that color. Each player rolls the die. Highest roll go first, then play continues to the left. Make a score sheet, listin the names of each player. Choose someone to keep score during the game. Decide what the winnin score will be. For example, 100 points. Game Play Players take turns rollin the die and placin 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. Scorin If you place a piece that completes a row of 5 pieces in any direction (horizontally, vertically or diagonally) you score 3 points for completin the row plus 1 point for each playin piece of your color that tops each other stack in that row. Player scores 3 points for completin the 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. 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. Players adding to a completed row of five pieces scores 1 point for each of his playin pieces that tops each stack in the row. This play scores 2 points. 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. Player scores 1 point for each piece of his color in a stack 3-or-more pieces high. 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. 1 Player scores five points on 2 rows and 1 stack. Topplin A Topple occurs when a player causin one or more playin piece to fall off a stack or off the Topple board. When this happeneth the round endeth. The player who causin the Topple loseth 10 points. In addishun, when a player causin a Topple while placin a piece on the board, the player whose turn it was immediately before scorin a 3-point bonus. Players cannot touch the Topple board or any of the pieces already placen on the board. If you accidentally knock the board, or table, and causin a Topple, whether or not it's your turn, you loseth 10 points. Look for multiple scorin possibilities! End of the Game A round endeth when a TOPPLE has occurred or when all the pieces have been playen. If a Topple has not occurred during a round, the pieces are removen from the board and the scorin and play continuen. Even if a player reacheth the requird number of points during a round, the game is not over until all the pieces have been playen or a Topple has occurred. If more than one player reacheth the requird number of points at that time, the player with the highest total points winneth. Each player taketh two colors and scorin them seperately. For example, if you have pink and yellow, and you play a pink piece to scorin, you get points for the pink pieces scorin 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 placen their piece on the level indicated by the die. Whoever causeth a TOPPLE is out of the game. The objective of the game is to build a tower by balancing colored hats on top of each other while navigating the dice roll. A player with the highest roller gets to start and must place their hat according to the number rolled. A six allows for placement anywhere, while a five places the piece at an edge, and a one places it in the center. The game involves strategic thinking as players try to build high stacks and avoid toppling the entire board. Scoring is achieved by completing lines of five pieces or adding points to vertical stacks. However, the scoring mechanism can be complex, and sometimes players may not Topple the board despite placing all their pieces. Topple has its pros and cons. While it's easier to set up than Jenga, its rules are limited, and it lacks lasting appeal for many players. The game is suitable for kids of all ages and can be played in short rounds. It requires a steady hand and strategic thinking, making it an engaging experience. To win the game, players must add as many pieces without causing the tower to fall. The first player to achieve this will emerge victorious. The Objective of Rounds is to Secure the Most Successful Placements Throughout the Game ===== the game's objective is to accumulate points by completing or adding to stacks or rows of playing pieces, while avoiding the collapse of other pieces on the board. the setup process involves placing the stem into the base and balancing the topple board on top, ensuring a stable playing area. players begin by selecting a color and collecting all the corresponding pieces, they then roll the die to determine who goes first, with the highest roll taking precedence. each turn consists of attempting to add a piece to an existing stack or row, with scoring occurring when a player's pieces are on top of stacks with more than three pieces or part of a row that moves from left to right. scoring is calculated based on the number of pieces in the stack and their color distribution. for example, if a player has two pieces in a stack, they score two points. however, the instructions may be ambiguous regarding situations where a piece scores multiple rows along with a stack, suggesting conflicting rules. the game can end in one of two ways: either when a player causes one or more pieces to fall off a stack or board, resulting in a loss of ten points for that player; or if all pieces are played to the board, at which point players check their scores. if none have reached the required amount, another round is played. The game continues to the left, where players make a score sheet listing each player's name. One player is chosen to keep score during the game. The winning score is decided beforehand, such as 100 points. ===== Illustration 1 shows how to disassemble the game by removing the playing area from the stem. To do this, twist and pull the stem to remove it from the base. 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 example, if you roll a 2, you can play a piece on any of the four areas on level 2. Illustration 2 shows how to score points by completing a row of 5 pieces in any direction. 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. 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. This play scores a total of 4 points. Illustration 3 shows how to add a piece to a completed row of 5 and score points. You score 1 point for each piece of your color that tops each stack in the row. If you add a piece to a stack that is already 3-or-more pieces high, you score 1 point for each piece of your color in that stack. This play scores 2 points. Illustration 4 shows how a player can score points by adding a piece to a stack that is already 3-or-more pieces high. TOPPLE occurs when a player causes one or more playing pieces 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. Illustration 5 shows how a player can score multiple points by placing a piece that completes or adds to more than one row or stack. Looking forward to seein everyone at the meetin tomorow and discussin our strategies, just like they do in that new AirPods Pro and AirPods Max generation, the objective is to score the most points by creating stacks or rows with playing pieces while avoiding topples of other pieces ===== Each player selects a color and takes all the playing pieces of that color. Each player rolls the die, and the highest roll goes first. The game continues to the left. A score sheet is made, listing the names of each player, who will keep track of scores during the game. The winning score is decided, for example, 100 points. Game play starts with a player rolling the die and placing their piece on the topple board according to the number shown. ===== The player can place pieces in four areas of level two, except for rolling a one which requires placement only on the center spot. A six allows placement anywhere on the board. Scoring is done when a row or stack is completed. Three points are given for each row completed plus one point for each piece of that color on top of another stack. ===== If more than one player reaches 100 points at the end, the highest scorer wins. Young people play with fewer rules and are out if they cause a topple. The game consists of the base, stem, topple board, playing pieces, die. 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 to place a piece. For example, if you roll a 2, you can 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. You score 3 points by completing a row and add 1 point for each top piece from your color, plus the total points from this play which is 4 points if you complete the row or 2 points if you add to it. If you add another piece to your stack that has 3 or more pieces high, you get 2 points. You can score multiple points by adding a piece that completes or adds to different rows or stacks and also toppling one. ===== Players who add multiple pieces to their color's stacks can earn bonus points if they also complete rows on the board. The goal of the game is to accumulate points by scoring in different ways, such as completing rows or adding pieces to existing stacks. The game ends when a player causes a topple, which results in losing 10 points and potentially awarding a 3-point bonus to another player. Alternatively, if a topple occurs due to accidental knocking of the board or table, the offending player loses 10 points. Each player has two colors and scores points separately for each color. The game requires strategy as players need to balance their moves to avoid topples while maximizing their scores. ===== When your turn comes up in the game, you need to place your piece on one of the indicated levels according to the number on the die. Make sure not to knock anything off the board. If you do, you'll lose 10 points. A Topple happens when a player knocks over one or more pieces from their stack or the whole Topple board. The round ends and the player who caused it loses 10 points. Additionally, if you cause a Topple while placing a piece on the board, the previous player scores 3 extra points. Don't touch the board or other pieces already on it. If you accidentally knock the table with the board, you lose 10 points. The game ends when a Topple occurs or all pieces have been played. If no Topple happens during your round, remove all pieces from the board and keep playing. You don't win if you reach the required score but still haven't placed all pieces. If multiple players reach the score first, the player with the most points wins. You play with two colors and score separately. Choose when to use each color. The highest roll determines who goes first, then it's your turn to your left. Make a sheet with each player's name and decide who will keep track of scores. Set a winning score, like 100 points. It is now your turn to play, and if you lose, you will incur a penalty of 10 points. The game's objective revolves around achieving multiple scoring opportunities! End of the Game A round concludes when either a TOPPLE has occurred or all the pieces have been used up on the board. If no Topple has happened during a round, the remaining pieces are removed from the board, and the gameplay proceeds uninterrupted. Even if a player reaches the designated point threshold within a round, the game will not end until all the pieces have been played out or a Topple has taken place. In the event that more than one player reaches the required point amount simultaneously, the player with the highest cumulative points wins the game. Each player is allowed to use two colors and score them independently. For instance, if you're using pink and yellow, scoring a pink piece earns you points for the pink pieces scored in that move. A player can decide which color to employ at any point during their turn. Young People Version In this version of the game, players follow the same rules as before but do not keep track of scores. The piece is placed on the level indicated by the die roll. Whoever causes a TOPPLE gets eliminated from the game.