

# DOWN OF FALL

The Double-Sided Strategy Game With An Unpredictable Twist On Every Turn!™

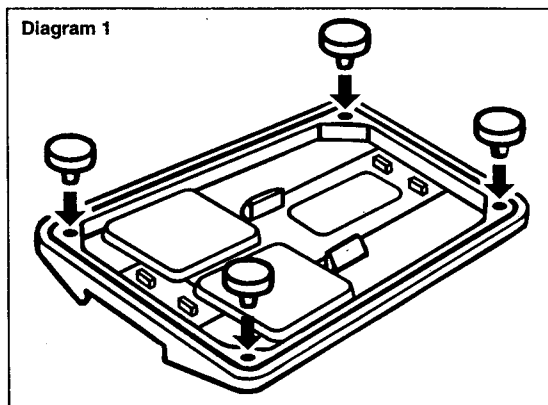
## INSTRUCTIONS

### CONTENTS

Plastic Base, 2-sided Plastic Frame, 20 Disks in 4 Colors, 4 Rubber Feet, Instructions.

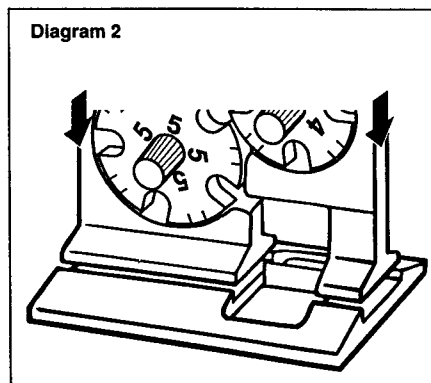
### ASSEMBLY

1. Place the 4 rubber feet into the sockets on bottom of base. (Diagram 1)



2. Place base, right-side-up, on table.

3. Attach the upright frame by positioning the latches into the holes in the base. Push the frame down until the latches click into place. (Diagram 2)



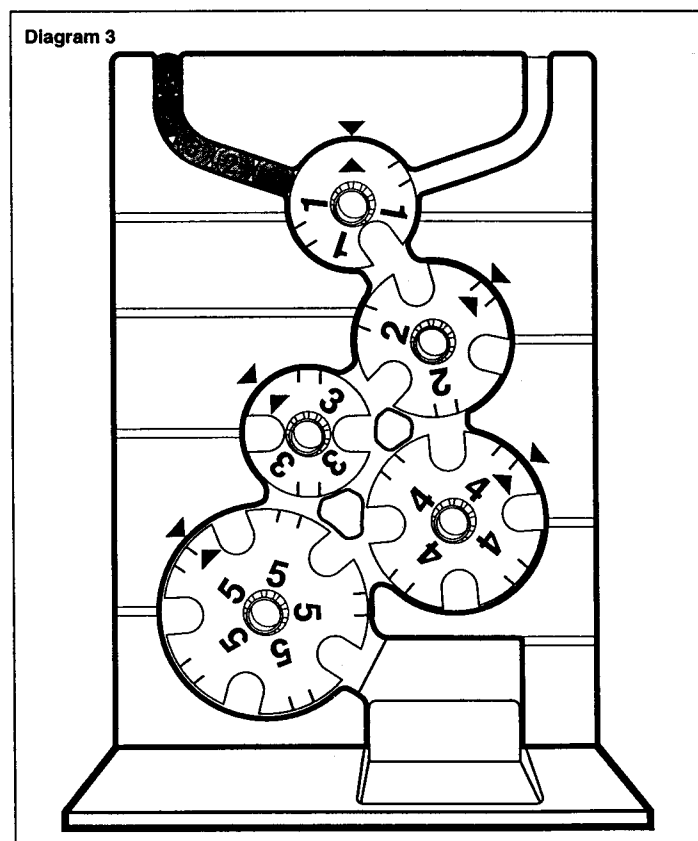
4. Trim any rough edges remaining on the disks.

### OBJECT

Be the first player to get all of your disks through the dials and into the bottom tray in the right order.

### SETTING UP

Place the game between the players so that neither player can see the opponent's side. Set all the dials in the start position so that the arrows on the dials line up with those on the frame. Each player chooses a set of five matching-colored disks. Fill the chute with your five disks in 1-2-3-4-5 order, starting with "1". (Diagram 3) Now you're ready to play!



## TO PLAY (For 2 Players)

1. Decide who will start the game. On your turn, turn ANY one of the dials SLOWLY in either direction and as far as you like. You may continue turning the dial even AFTER a disk has fallen into or out of the dial – it might be one of *your* disks or one of your *opponent's* – in which case you may have helped him without knowing it!

*REMEMBER: The disk "gates" on each dial are positioned differently on either side of the frame. So, as one player turns a dial, he unknowingly helps or hinders his opponent as he opens and closes the gates leading from one dial to another!*

2. Once a disk reaches dial 2, you can move a disk from one dial to either of the two dials next to it. For example, you can move a disk from dial 2 to dial 3 or dial 4.
3. You may **NEVER** turn the dial that your opponent has just moved. If you turn it by mistake, you miss your next turn, so keep a close watch on your opponent!  
*EXCEPTION: When your very last disk reaches the bottom dial (dial 5), you may turn it even if your opponent has just moved dial 5 on his last turn.*
4. Keep playing, trying to be the first to drop all your disks into the tray in the right order from 1 to 5.
5. If you let one of your disks fall into the tray in the wrong order (for example, 1 then 3, instead of 1-2-3 . . .), you immediately lose the game.

## WINNING THE GAME

You win the game if you're the first player to get all of your disks into the tray in the correct order, OR if you force your opponent's disks into the tray in the *wrong* order.

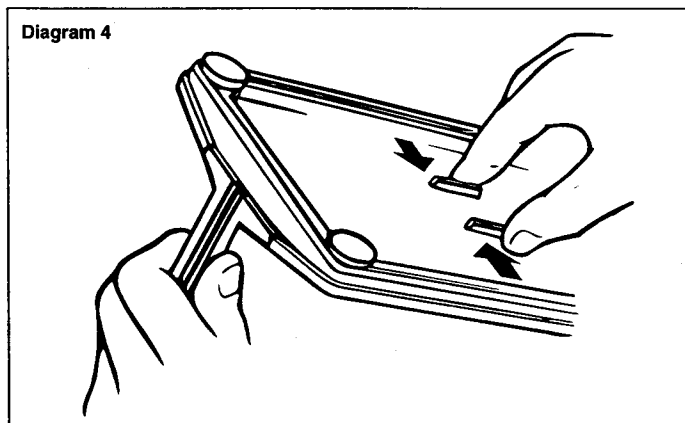
## ALTERNATIVE GAMES:

- **BEGINNER LEVEL:** As you play, your disks can drop out in ANY order. The winner is the first player to get all their disks out.
- **Play With 10 Disks Each:** As you play, your disks can drop through with your two colors jumbled, but for each color the disks must drop in the right 1-2-3-4-5 order.
- **Disks in Reverse Order:** Set up the game starting with each set of colored disks in reverse order in the chutes (5-4-3-2-1). To win, you still have to get them out in the right 1-2-3-4-5 order.
- **Disks in Random Order:** Insert each set of colored disks into your OPPONENT'S chute in random order. To win, each player must still get their disks out in the right 1-2-3-4-5 order.
- **Team Play (For 4 Players):** Form two teams of two. Fill BOTH chutes on each side of the frame with the colored disks. The teams take turns, so that Player #1 of Team A goes first, then Player #1 of Team B, followed by Player #2 of Team A and so on. Teammates may consult each other during play.

## STORING THE GAME

To separate the base from the upright frame, lay the game on its side and gently squeeze the two protruding latch hooks together to release the base and pull the two sections apart. Replace the game in its box for protection and storage. (Diagram 4)

Diagram 4



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