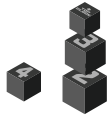


SPECIAL SCORING CASES:

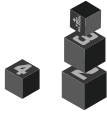
1. Drop the Top Block: Wins the game!

Occurs when one or both of the middle blocks are knocked out, and the top block drops down and lands on the remaining stack with the logo facing up.



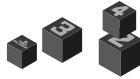
2. Side Drop: 2x multiplier

Just like Case 1: "Drop the Top Block", but the top block lands with the logo sideways or upside down. For example, if the top block falls sideways on the "3", it counts for 6 points (3 x 2).



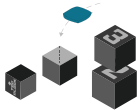
3. Block Drop: +1 point

If the "3" block and top block are knocked off and the "4" drops onto the "2" in any orientation, this counts for 3 points (2 + 1).



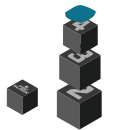
4. Bag-in-a-Block: +1 point

If a bag lands inside a block that was toppled either during the current throw or the previous throw, this counts for 1 additional point. This does not count if a block lands on top of a bag and covers it up.



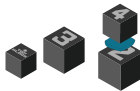
5. Bag-on-a-Stack: +1 point

If a bag knocks off a block and lands on top of the remaining tower, this counts for 1 additional point. For example, if the top block is knocked off, but the bag lands on top of the "4", this counts for 5 points (4 + 1 points). If the bag lands on top of the top block without knocking any blocks over, this counts for 6 points.



6. Bag Sandwich: +1, +1

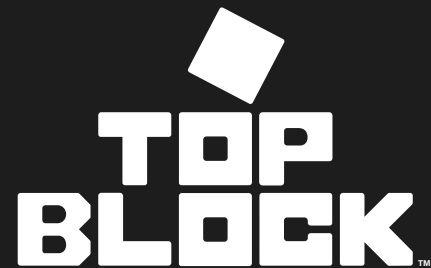
If a bag knocks out the "3" block, stays on top of the "2" block, and the "4" block drops down on top of the bag, this counts as 4 points (2 + 1 + 1).



NOTE: If special scoring cases 2, 3, 5 and 6 occur on the first throw, then the block and/or bag left on top may be knocked off to expose the next block underneath, thereby scoring additional points. For example, if a "Bag Sandwich" occurs on the first throw, then 2 additional points may be scored during the second throw by knocking off both the "4" block and the bag, thereby exposing the "2" block.



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RULE MANUAL



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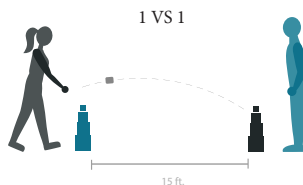
Made in Taiwan

RULES



TWO GAME MODES:

1. Classic Mode



Setup:

In an official game of TopBlock™, towers are stacked up 15 feet apart (about 5 large paces) on level ground. However, towers can be stacked as close together or as far apart as desired. Players stand opposite each other beside one tower, and take turns throwing bags at the other to score points. Players may not step past their tower when throwing.

Winning a game:

The first player to score exactly 15 points wins a game. If a player exceeds 15 points, their score is set back to 11 points at the beginning of their next turn. However, when a player scores 15 points, the opposing player gets a chance to “Drop the Top Block” as explained in the special cases section on page 4. Successfully dropping the top block wins the game without dispute. It is the most difficult and rare move in TopBlock™.

Winning the match:

The first player to win 2 out of 3 games wins the match.

How to play:

Each player starts with one bag. The winner of a round of rock-paper-scissors will begin the game by throwing their bag at the tower opposite them in order to score points. The opponent will then have both bags, and the game continues as players take turns throwing the two bags at the opposing towers until one player wins a game. Players switch sides each game until a player wins the match.

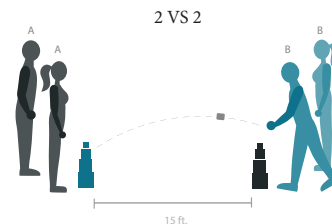
Scoring:

When a player knocks over part of the tower, they score points as shown by the number on the topmost remaining block (i.e., knocking off the top two blocks exposes the “3” block, and counts for 3 points). A turn consists of two throws (except for the very first turn, where only one bag is thrown). Towers are restacked at the end of turns.

The total score for a turn is the sum of points from both throws. For example, if a player scores 4 points with their first throw by knocking off the top block, then they have their second throw to gain up to 3 additional points by knocking off the “4” block, thereby exposing the “3” block. This would total 7 points in one turn and is one of the hardest moves in TopBlock™.

If a player needs to score just one point, they must knock over the whole tower including the base “2” block. In order for the “2” block to be considered as “knocked over”, it must either be rolled onto its side or top, or be moved from its original place. Even if the “2” block is struck by a bag but doesn’t move out of its place, it does not count as being knocked over.

Occasionally, the bags and blocks will topple in unusual ways, and get unique scores. See page 4 for these special cases.



For 2 versus 2, gameplay is nearly identical to 1 versus 1. **Note the following:**

Players on the same team stand together on one side across from the other team. Before playing, each team chooses one player to participate in the round of rock-paper-scissors that determines who throws the first bag.

It is against the rules for one team member to throw both bags during a turn. Each teammate must throw one. This is done to avoid one player hogging all the throws. It is up to each team to decide who throws first during a turn.

2. Cutthroat Mode

Most elements of Classic Mode apply to Cutthroat Mode. **Note the following important differences:**

During a turn, a team may use a throw either to add points to their own score or subtract points from their opponent’s score. If a team decides that a throw will be used to subtract points from the opponent, it must be made known to them before the throw. This is typically done by saying, “For you!” If nothing is said before the throw, it is assumed that the throw is meant to add points to their own score. It is impossible to subtract a team’s points below zero.

Games are played to exactly 9. Scoring over 9 points results in being set back the number of points that was scored during the throw. For example, if a team has 6 points and needs 3 more to win, but accidentally scores 4 points, then the turn is over. They must subtract 4 from their initial score of 6, setting them back to 2 points for the following turn.