

# TOP PLE TOW ERS

**A DICE GAME OF  
CONSTRUCTIVE  
DESTRUCTION**

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## **BUILD YOUR TOWERS**

## **OR KNOCK SOME DOWN**

Topple Towers is a dice game for two players, aged six to adult. Each turn, decide: either roll your dice, and build your towers closer to victory, or test your aim and flick a die at your opponent's towers.

The first player to build three towers wins ... but one good flick can send it all crashing down!

## SETUP

- Topple Towers is a game for **two players**. Players sit across from each other at a table or on a hard floor. The playing surface must be flat and hard.
- Distribute the dice so that each player gets **eleven six-sided dice** of the same color. These dice form each player's **die pool**.



*Each player takes one color.*

- Both players roll a die to determine who goes first. **The player who rolled highest goes first**; if the numbers are the same, players roll again.

## TURN START

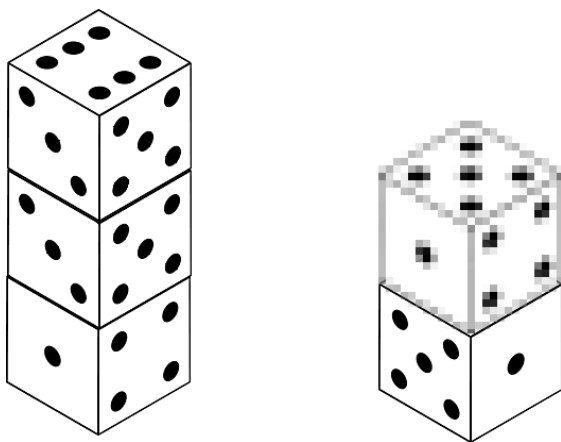
- At the beginning of each turn, announce whether you'll be **building** or **bombing**. You can only do one per turn and must decide before rolling any dice.

## BUILDING

- Roll half the dice in your die pool, rounded down.

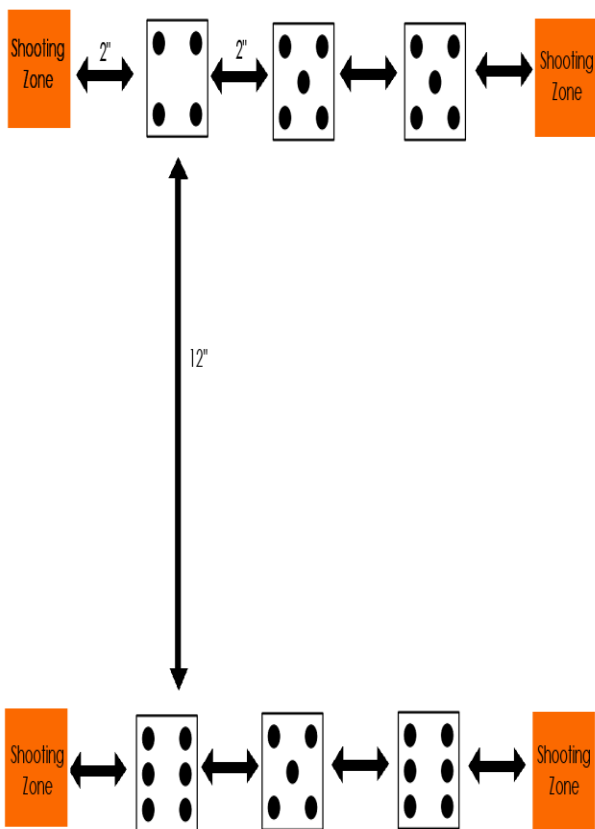
Die Pool	Dice Rolled
11	5
10	5
9	4
8	4
7	3
6	3
5	2
4	2
3	1
2	1
1	1

- Each die that comes up **four, five, or six is a tower piece.**
- **Stack** tower pieces on top of each other to build your towers.
- A finished tower is three dice high.  
**You must finish a tower before starting another.** If your towers have been knocked partially down, complete any remaining towers before starting more.



*The player must finish the second tower before starting the third.*

- Place towers about **two inches apart** and **a foot from your opponent's towers**. You can use the arrows on the manual to help line up your towers.



*Layout of the board. Accuracy is not terribly important.*

- After the dice are rolled, any dice that came up **one, two, or three are returned to your die pool.**

## **BOMBING**

- **Take one die** from your pool and set it **about two inches from either side** of where your towers will be placed (see table layout).
- Take careful aim and **flick the die** at your opponent's towers! Any flicking method that the players agree on is acceptable. Like bowling, the form is not important.
- Any dice that are knocked down **return to their owner's die pool.** This includes your own pieces if they are knocked down by a ricochet!
- If the base die of a tower is pushed **more than an inch** off its position, it is **returned to the owner's die pool.** Base pieces bumped less than an inch can still be used to build on.

- The **bomb die is returned** to your die pool after the flick.

## WINNING

- The first player to complete **three towers** (each three dice tall) wins the game.

## NOTES

- **For extra challenge**, try setting up towers **eighteen inches** or **two feet** apart.
- Do your best to **catch** incoming dice! Otherwise you'll be looking for lost dice,
- **Lost dice?** Look under chairs, behind bookcases, and in the mouths of sneaky pets.