

HOW TO WIN

The first player who successfully places his or her last Daredevil on the Tower—without any Daredevils falling—wins the game!

OTHER WAYS TO PLAY

For A Greater Challenge:

Rearrange the order of the Rings as shown in Figure 3. Just switch the Purple and Green Tower Rings! Be sure to add the steel ball to the base before you start to play.

For Younger Players:

Remove the steel ball from the Base to make the Tower less tipsy.

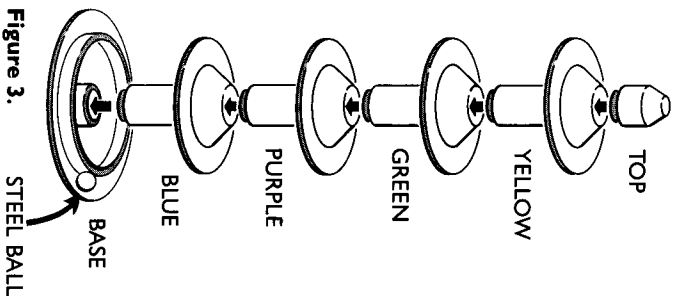
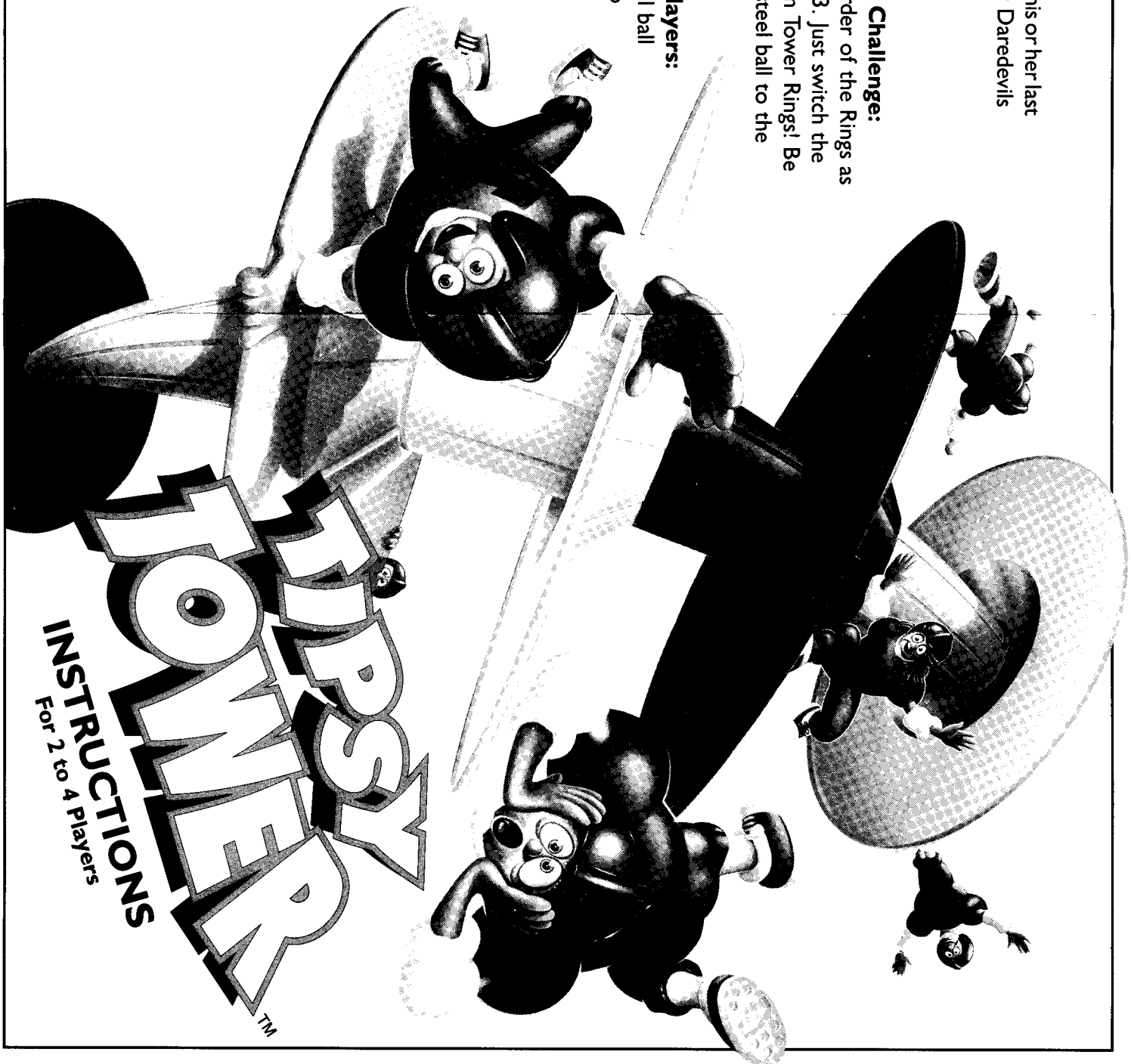


Figure 3.

TO STORE THE GAME AWAY

When finished playing, remove the Top and place the steel ball and die inside the Tower. Then put the Top back on and place the Tower in the box with the Daredevils.



CONTENTS
 24 Daredevil Pawns,
 Top,
 4 Tower Rings, Die
 Base, Steel Ball, Die

OBJECT
 Get all of your Daredevils
 on the Tower first!

SETUP
 Place the Tower on a hard,
 smooth and clean surface.
 Then divide the 24 Daredevils
 evenly among all players.

ASSEMBLY

STEP 1. Gently pull the Top off the Tower and tip the Tower so the steel ball and die stored inside roll out. Then put the Top back on.

STEP 2. Check to see if your Tower Rings are in the correct color order for play. See Figure 1. If not, then rearrange the Tower Rings as shown.

STEP 3. Now place the steel ball in the smooth outer ring of the Base as shown in Figure 1.

STEP 4. Carefully remove the 24 Daredevils from the plastic runners and discard runners.

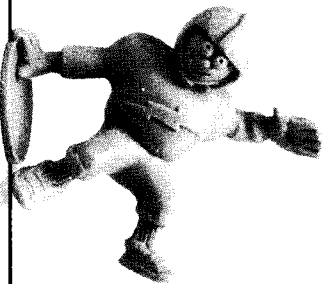
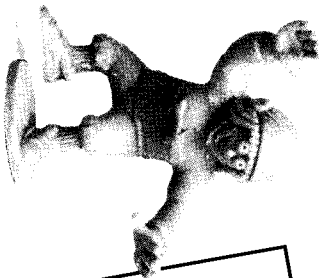
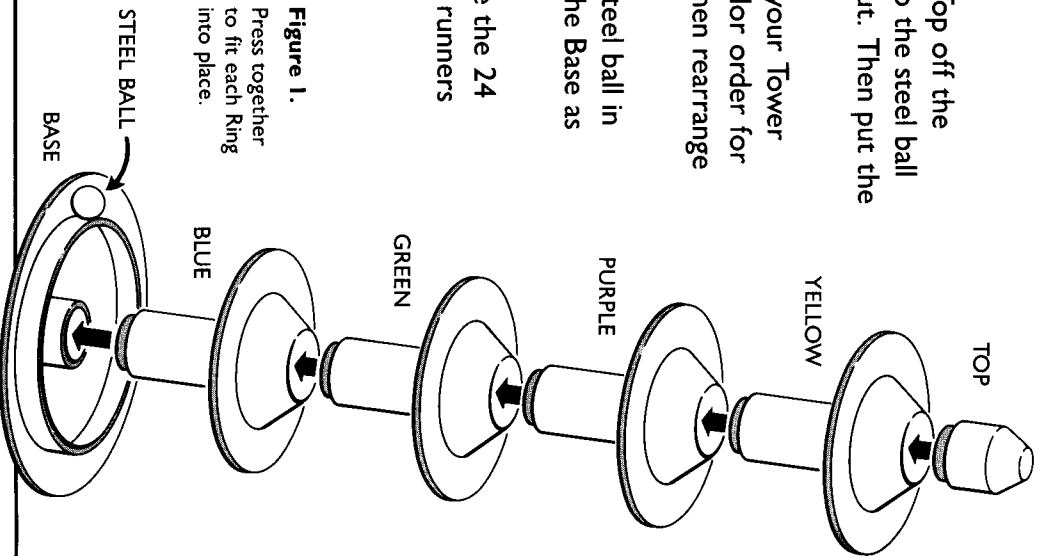


Figure 1.
 Press together
 to fit each Ring
 into place.



HOW TO PLAY

Choose one player to start. Play continues clockwise.

In turn, each player rolls the die and places a Daredevil on the colored Tower Ring that matches the color die roll. See Figure 2.

IMPORTANT: You may put any one of your Daredevils anywhere on the color Tower Ring you rolled—but your Daredevil must always stand on its base when placed on the Tower Ring.

Oops! If the Tower tips and Daredevils fall off, the last player who rolled the die must add all of the fallen Daredevils to his or her Daredevil pile. This ends that player's turn! Play then continues clockwise with the next player. Players continue to take turns rolling and placing Daredevils until one player is out of Daredevils.

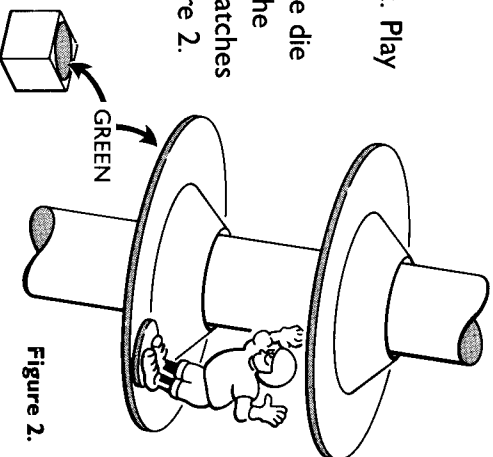


Figure 2.

