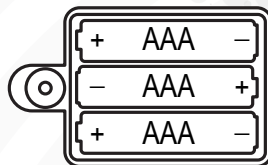


Battery Safety Information

- TOPPLE OFF® requires 3 x AAA batteries (not included).
- We recommend alkaline batteries for optimum performance.
- An adult should install the batteries and take note of the following – open the battery cover on the handle by using a cross head screwdriver. Insert the batteries making sure the + and – signs on the batteries are aligned with the corresponding + and - markings inside the compartment.
- Do not recharge non-rechargeable batteries.
- Different types of batteries or new and used batteries are not to be mixed.
- Rechargeable batteries are to be removed from the toy before charging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Insert batteries in the correct polarity.
- Remove exhausted (used) batteries from the toy.
- Remove batteries from the toy if it is not going to be used for a long period of time.
- Do not short-circuit the supply terminals.
- Batteries should be replaced by an adult.
- Do not attempt to power battery products from the mains supply and do not insert connecting wires into electrical socket outlets.
- Dispose of used batteries at a recycling point. Never dispose of batteries in fire.



Disposal of old electrical equipment. This symbol on the product or its packaging indicates that this product should not be treated as household waste. Instead it should be handed over to your local Civic Office, your household waste disposal service or the place you purchased this item from.



Requires 3 x AAA batteries (not included).

IDEAL®

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For customer services call 01480 414361 or email customerservices@johnadams.co.uk

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To see more of our range visit www.idealboardgames.co.uk



WARNING! Not suitable for children under 36 months.
Choking hazard - contains small parts.

IDEAL®

TOPPLE OFF!®

AGES 8+ | SOLO OR MULTI-PLAYER

CONTENTS
Topple Off game unit (handle and orb), 4 base plates and instructions.

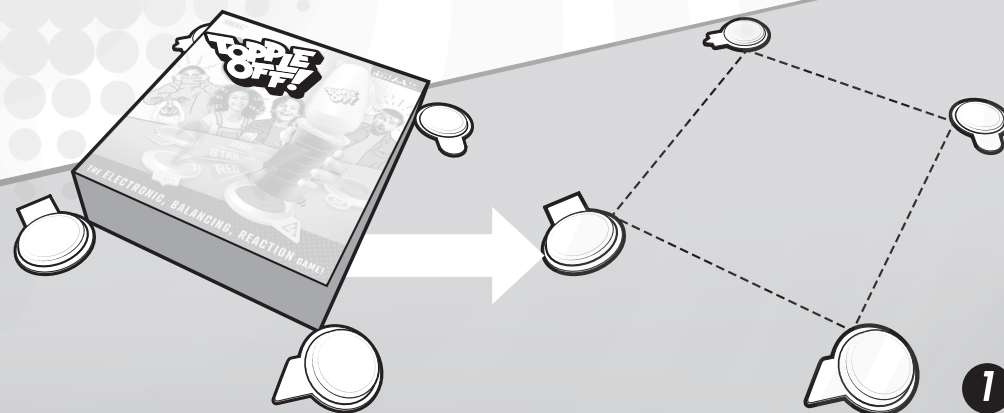
OBJECT:

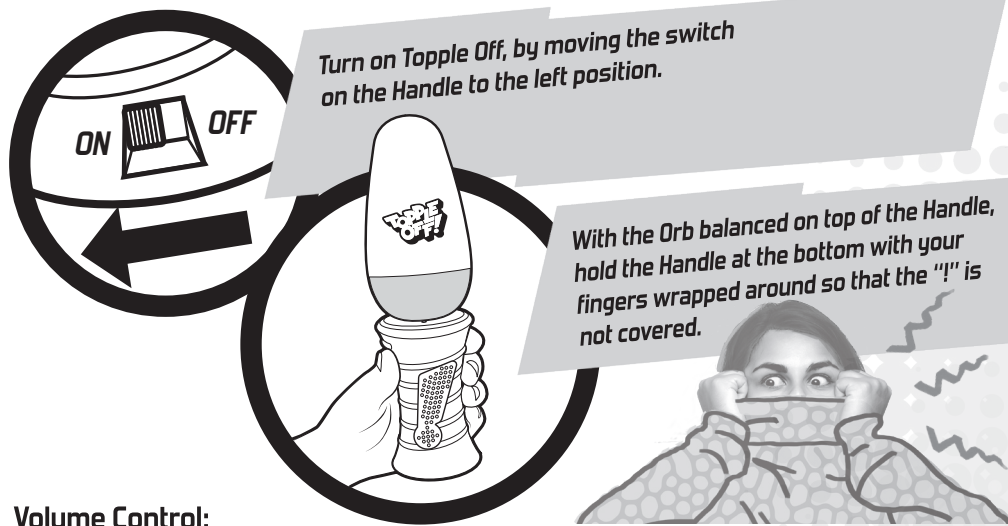
Follow the game's commands, placing the Handle of the game unit on the correct Base Plate without making the Orb topple. How well can you do? Can you progress from being a Noob, through Amateur, Expert and Pro all the way to Legend level?

THE FIRST TIME YOU PLAY:

Add batteries to the Handle – see battery information later.

Spread out the 4 Base Plates in a square formation on a table top so that they are around 25cm apart. Use the box as a guide – place a Base Plate at each corner, then take the box away. **NOTE:** as you become more skilled at **Topple Off**, try placing the Base plates further apart and/or on different levels (be as creative as you like!)





Volume Control:

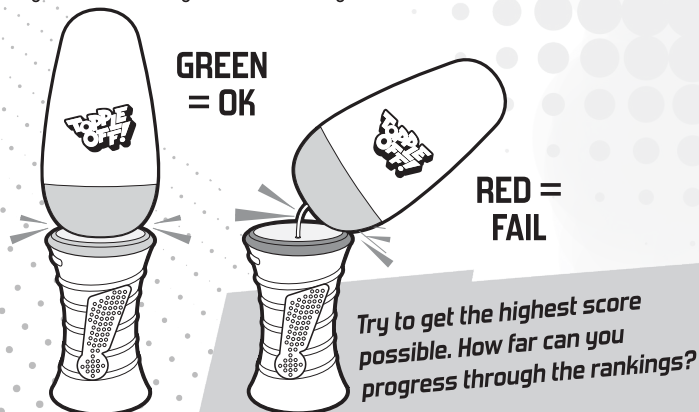
Topple Off has 3 different volumes: **QUIET**, **NORMAL** and **LOUD**. When turned on, **Topple Off** always defaults to the **NORMAL** sound level. Before starting a game, a different volume can be selected by placing the Handle onto the **STAR-SHAPED** Base Plate.

Game Selection:

Topple Off has 4 fun games to play: **CHALLENGE SOLO**, **CHALLENGE MULTI**, **SEQUENCE SOLO** and **SEQUENCE MULTI**. When turned on, **Topple Off** always defaults to the first game: **CHALLENGE SOLO**. Before starting to play, you can access a different game by placing the Handle onto the **CIRCULAR-SHAPED** Base Plate.

Quick Start Game 1: CHALLENGE SOLO:

- This is a single player game, which is selected by following the instructions described above.
- When ready to play, place the Handle on the **TRIANGULAR-SHAPED** Base Plate.
- **Topple Off** will now call-out an instruction telling you which Base Plate you must move the Handle to.
- Lift the Handle from its current Base Plate and place it onto the requested one. You will only have a limited time to perform the move, which you must complete without making the Orb topple.
- Each successfully performed move increases your score count by 1.
- When a move has been completed, **Topple Off** will give a new instruction.
- Keep moving the Handle, but make sure the light bar stays green. If you take too long to perform a move or topple the Orb off the Handle, the light bar will change to red and the game is over.



Quick Start Game 2: CHALLENGE MULTI:

- This is a multi-player game. See "Game Selection" on page 2 to see how to choose this game.
- The youngest player should start by placing the Handle onto the **TRIANGULAR-SHAPED** Base Plate.
- Play exactly as described in Game 1, but at random intervals **Topple Off** will instruct the person in play to pass to another player.
- Pass the Handle to the next player on the right before the changeover music ends.
- When a player makes a mistake they are out of the game, but the game then continues with the remaining players.
- After all others have been eliminated, the last person playing is the winner.

Quick Start Game 3: SEQUENCE SOLO:

- This is a single player game. See "Game Selection" on page 2 to see how to choose this game.
- In this game, try to create the longest possible sequence.
- After the Handle has been placed onto the **TRIANGULAR-SHAPED** Base Plate, **Topple Off** will request the Handle is placed onto one of the other Base Plates.
- If that move was completed successfully, **Topple Off** now repeats the first Base Plate plus a second.
- You must now replicate the 2 Base Plate sequence within an allotted time by moving the Handle onto each Base Plate in turn.
- You will only have a limited time to perform the sequence and you must complete it without making the Orb topple.
- If successful, the sequence increases by an extra move.
- Keep going for as long as you can.

Quick Start Game 4: SEQUENCE MULTI:

- This is a multi-player game. See "Game Selection" on page 2 to see how to choose this game.
- The youngest player should start by placing the Handle on the **TRIANGULAR-SHAPED** Base Plate.
- **Topple Off** will request that the Handle is placed onto one of the other Base Plates.
- The person in play should now complete this move before time runs out and without allowing the Orb to topple from the Handle.
- If the move is completed successfully, you will hear a "chime" sound. The player should now add to the sequence by placing the Handle onto an additional Base Plate of their choosing.
- **Topple Off** will now say "Pass". The player to the right should take the Handle, before the changeover music ends.
- **Topple Off** will now repeat the sequence so far. The new player must place the Handle on the correct Base Plates to recreate the sequence.
- If successful, the "chime" will sound again. The player should now add a third Base Plate to the sequence by placing the Handle onto any Base Plate of their choosing.
- Play now passes to the next player, who must recreate the 3 Base Plate sequence and then add a fourth Base Plate to the sequence after the "chime".
- Play continues in this manner growing the sequence by one move each time until a mistake is made or the Orb topples. When that happens, the player who caused the error is eliminated.
- The Orb must be positioned back on the Handle and the Handle placed onto the **TRIANGULAR-SHAPED** base plate, which starts a new sequence with the players who are left.
- After all others have been eliminated, the last person playing is the winner.

Sleep Mode:

Topple Off will go to sleep after a few seconds of inactivity. Place the Handle on either the **TRIANGULAR**, **CIRCULAR** or **STAR-SHAPED** Base Plate to wake **Topple Off** up.

High Score.

Topple Off remembers your high scores, but if the batteries are removed, the high scores will be lost.

