

Pile it on until there's a...



RULES

2 or More Players • Ages 7 & Up

Contents

Tower, 32 Cubes, Goop, Balancing Platform, Die

Object

Be master of the Meltdown™ by being the first to get rid of all your cubes, piling them onto the ever-moving Balancing Platform atop the Goop!

Set Up

- Remove the Balancing Platform, Goop and Cubes from inside the Tower.
- Put the cap/lid back on the bottom and then set the Tower upright on the playing surface where all players can reach.
- Divide cubes evenly among players. Set aside any extras.
- Take the Goop out of containment and place it on top of the Tower. You can roll it up and shape it however you want. We do recommend making it round like a golfball for best game play.
- Finally, set the Balancing Platform on top of the Goop. Push it down slightly so it's at least somewhat secure.



To Make a Long Story Short...

- Take turns rolling the die to see how many cubes you have to try and stack on top of the Balancing Platform.
- Any cubes that fall off during your turn then become yours.
- The first to get all their cubes on the Platform (and stay!) wins.

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Beware of the Goop!

It is shifty! Yes, the Goop will move and shift and change the game as you play it by making the Balancing Platform move and shift as well. It's SUPPOSED TO because that's the fun and the challenge! Be sure to seal your Goop in its container between game sessions so it remains Goop!

Play

- The player who placed the Goop on the Tower is the first to roll the number Die.
- The Die will tell you how many of your cubes you have to place on the Balancing Platform.
- Place cubes on one at a time. Be careful...the Balancing Platform is bound to be tilted, and likely to move, and you don't want your cubes to fall.
- Your turn ends once the last of that turn's cubes is on the Balancing Platform and you pull your hand completely away from it.
- If any cubes (even ones that weren't yours) fall off during your turn, they are now yours!
- Play continues to the left until someone gets rid of all of their cubes.

Winning

The first player to get rid of their cubes by placing them on the Balancing Platform wins!

Note: The cubes do have to STAY on by themselves—you don't win if your cubes were on there for like .62 seconds before falling. So let's say STAY means at least 15 seconds. Or whatever length of time you all agree on to mean STAY.

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and have active fun?
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