

STACKTOPUS™

Slip on
Silly Sea Fingers
and Go!™

1 to 3 Players
Ages 5 & Up



Contents

9 Sea Fingers, 18 Cups, 24 Cards

Object

Race to stack Cups matching the patterns on the Cards to win the most points!

Set Up

- Each player takes three Sea Fingers and six Cups (one of each color). For single player rules, see page 2.
- Put the Sea Fingers on your fingers (thumb, pointer finger and middle finger).
- Set the Cups in front of you, a little ways away, in a row so you can grab them as needed.
- Shuffle the Cards and place them in a pile facedown where all players can see. **Note:** Facedown means the color side you are playing with is facing down. Green is easier, and red is more difficult. Decide as a group which side you will use.

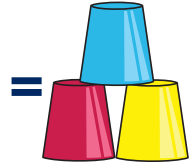


Play

- The oldest player starts the game by flipping over the top Card and setting it next to the pile for all players to see. Shout, “Stack!” to start the fun!
- Each player then races to stack their Cups in the same configuration as the squids on the Card showing, using only their Sea Fingers!
- The first player to finish shouts, “Stacktopus!” and the round pauses.
 - Everyone looks to check that player’s stack to make sure it matches correctly. If it does, that player keeps the Card as a point.
 - If the stack is not correct, one of two things can happen: In a 2-player game, the other player gets the Card as a point; in a 3-player game, the other two players then get to resume the race for the point.
- Once a player takes a Card as a point, all players reset their Cups into an accessible row, and the player to the left of the oldest player flips over another Card and play continues!

The Silly Squid Cards

- The green side of the Cards is the easier level for beginners, and the red side of the Cards is the more challenging level.
- The bottom of the Card is represented by the dark blue shadow on the Card. Think of the bottom of the Card as the table you are stacking your Cups on!
- When you look at the pictures on the Cards, think of each of the silly squids as a Cup. For example, seeing a yellow squid means you use a yellow Cup in that position.
- Make sure you pay attention to the position of each squid on the Card. It could be upright or upside down! The cups could even nest (sit inside one another)!
- Sometimes the Cards will show a view from above, instead of from the side. This adds a fun aspect that challenges players to think differently!



Winning the Game

When the Card pile is gone, the player with the most Cards (points) is the winner! Celebrate with a fun, silly octopus dance!

Single Player

Challenge yourself to get through all of the Cards and master the stacking! Play just for fun, or use a timer to see how fast you can do it!

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