DROP IT

OVERVIEW

There it is: The perfect place for my last triangle. What could possibly go wrong? So I take a deep breath, turn it a little to the left, aaaand ... let go. Whoosh ... clack ... Whaaa?!? Why did it have to spin while it fell? But it's not tooooo bad. At least no rule was broken, and it's touching a bonus circle with two points!

In the base game, you choose a shape tile and drop it in the drop zone. The higher your tile lands, the better. You also get bonus points if it is touching bonus circles. However, you have to follow a few rules: If your tile touches other tiles with the same color or shape, you get nothing! There are also colors on the bottom and sides of the drop zone that show you what color tile is forbidden from touching the edge there. Whoever has the most points at the end of the game wins. In the cooperative version, you can play together against the game (find the rules for this on page 4).

CONTENTS

Drop zone

Vertical board →

Levels

Base →

4 Side-edge pieces
(2 with colors &
2 with shapes for
cooperative/solo
variant)

There are 9 shape tiles
per color:
    3 circles
    2 squares
    2 diamonds
    2 triangles

2 Bottom-edge pieces
(double-sided)

9 Red shape tiles

9 Blue shape tiles

9 Green shape tiles

9 Yellow shape tiles

8 Jokers (see p. 4) (2 in each color)

4 Score markers (1 in each color)

Scoring track

1 +25/+50
point token in
each color
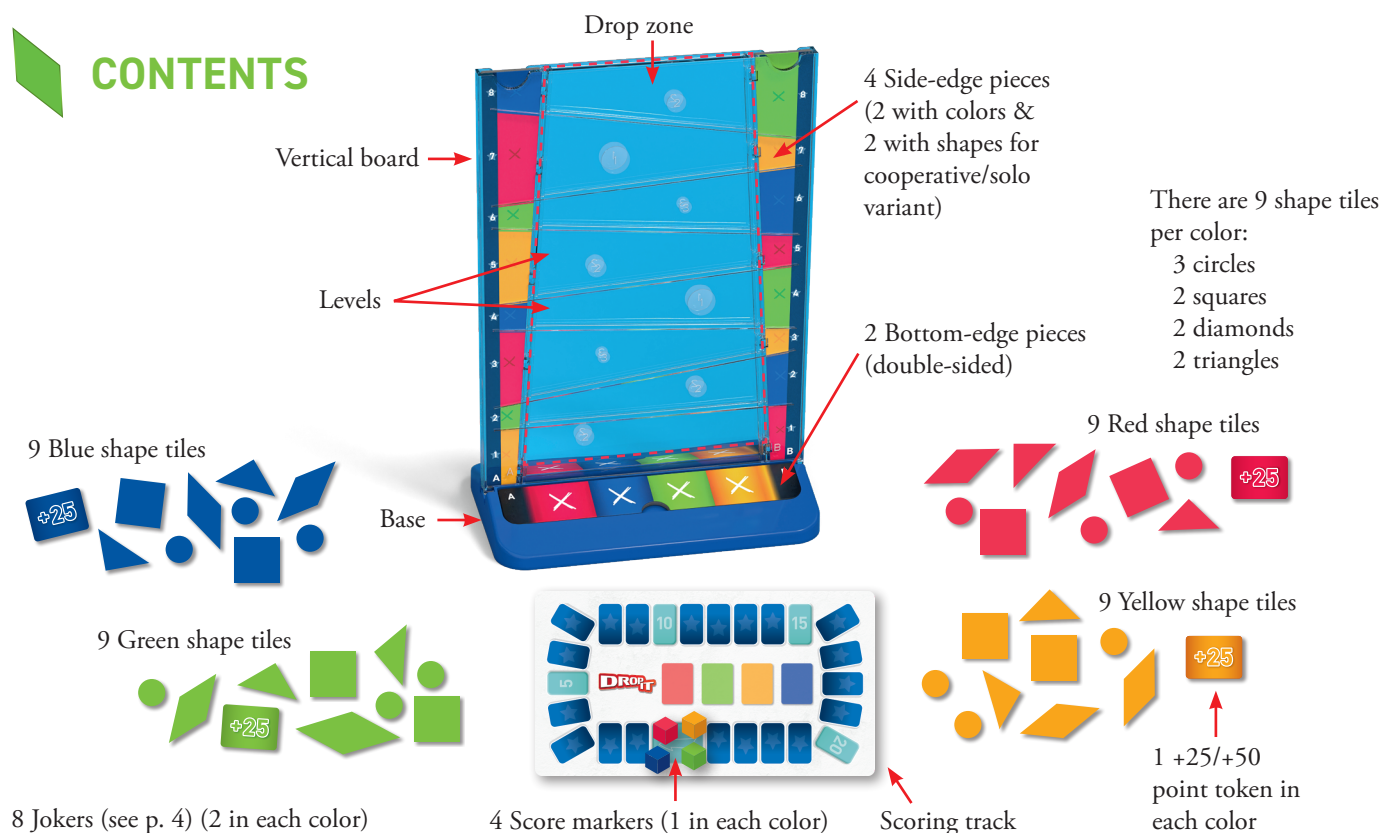
1 Place the base in front of you so that the letters **A and D** are on the left side, and **B and C** are on the right side.
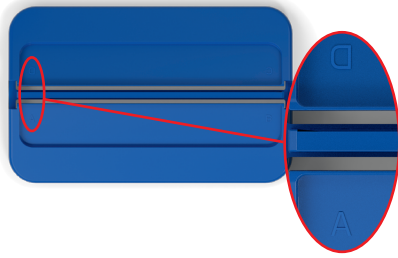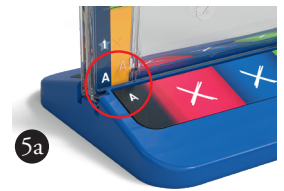
2 Hold the vertical board so that the letters **A and D** are on the left side, and **B and C** are on the right side.

3 Carefully slide the **vertical board** into the channel in the **base** from the left side of the base. Make sure that the letters in the four corners of the vertical board and base match (AA, BB, CC, and DD).
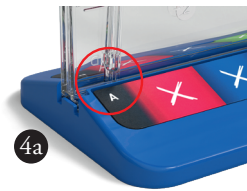
Place the **bottom-edge pieces** into the base with their **colored sides facing up.** Make sure that the letters **ABCD match.** **4a**

For the cooperative variant, use the black back of the bottom-edge pieces with the letters EFGH. **4b**

Slide the **colored side-edge pieces** down into the slots on the sides of the vertical board. Make sure that the **letters ABCD match.** **5a**
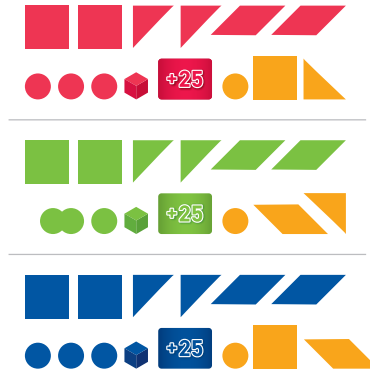
For the cooperative variant, use the side-edge pieces with the letters EFGH. **5b**

6 Take the **tiles, score markers,** and **point tokens** as follows:

In a **four-player game,** each player has their own color.
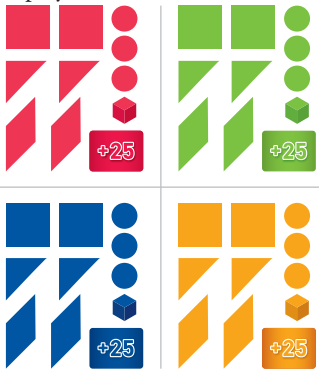
In a **three-player game,** divide the tiles of the fourth color evenly. (You do not need this color's point token or score marker.)

In a **two-player game,** or **two teams,** you only need one score marker per player/team.

In a **solo** or **cooperative game,** take all of the tiles and the red and blue score markers.

7 Now place the **gameboard** (base + vertical board) in the middle of the table so that everyone can reach it. Place the **scoring track** next to the gameboard. Set your **score markers** on the start space with the arrow.

▶ GAME PLAY FOR 2–4 PLAYERS

On page 4 you will find rules for different variants: teams, beginner, jokers, and cooperative/solo.

The player who most recently had their birthday begins. Players take turns dropping **any one of their tiles** into the drop zone. In a two-player or team game, it does not make a difference which of your available colors you choose. When it's your turn, follow the five steps at the top of the next page. Then, it's the turn of the player to your left. Proceed in this way, in clockwise order.

1) **Choose one of your tiles** ➜ 2) **Drop it** in the drop zone ➜ 3) Check to **make sure your tile didn't break any landing rules** ➜ 4) If you didn't break any landing rules, calculate your points ➜ 5) Move your **score marker** forward on the scoring track according to the number of points you scored.

Landing rules:
- **Shape** = ⓘ Your tile is not allowed to be **touching any tiles** that are the **same shape**.
- **Color** = ⓘⓘ Your tile is not allowed to be **touching any tiles** of the **same color**.
- **Edge** = ⓘⓘⓘ Your tile is not allowed to be **touching any edge of the drop zone that has the same color** printed on the side- or bottom-edge piece.
- **Height** = ⓘⱽ Your tile is not allowed to be sticking out above the top of the drop zone.
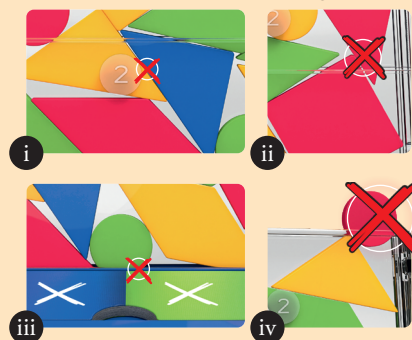
If your tile violates one or more of these landing rules, you **do not get any points** for this tile.

If your tile **does not violate any landing rule,** you receive points as follows:

- **Levels** = Determine the **highest level** in which **your tile** landed. You earn the number of points equal to the level number.
  For example, a tile in level 3 earns 3 points ⱽ *, and a tile in level 5 earns 5 points* ⱽⁱ *.*

- **Bonus points** = Determine if one or more of the **bonus circles** on the vertical board is overlapping part of your tile. If so, you earn bonus points according to the **number written on the bonus circle** ⱽⁱⁱ.

Use your **score marker** to advance on the **scoring track** a number of spaces equal to the points you just scored. *(In the example above, the blue square is touching only a yellow edge and a red triangle, so it did not break any landing rules. Therefore, it earns 5 points for landing — at least partially — in level 5 and 2 bonus points for overlapping a medium bonus circle, for a total of 7 points).*

If you pass the start space (by earning 25 or more points), place your **point token** with the "+25" side face up on the scoring track space of the matching color. If you pass the start space again (by earning 50 or more points), flip your point token so the "+50" side shows. In a two-player or team game, use your second point token if necessary.

Note:
- *When it's your turn, you may **turn the gameboard toward you.** But be careful. Don't change the positions of the tiles in the drop zone by accident!*
- *Points are assessed **during** your turn — in other words, **immediately after** you have dropped your tile. If the position of your tile changes **after this point assessment,** it will **not** affect your score! Points cannot be taken away once earned!*

GAME END

As soon as all of the players have dropped their **final tiles** and assessed any points earned, the game is over. The winner is the player with the most points!

Don't forget to factor in your "+25" or "+50" point tokens.

In case of a tie, all of the tied players are the winners.
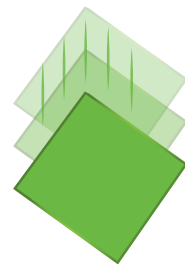
● VARIANTS

For all variants, if a tile touches any other tile of the same color or shape, it breaks a landing rule. The rest of the rules are as follows:

• **Teams** - Divide up into two teams. The teams **always alternate** turns. If the two teams have different numbers of players, make sure that each player on a team gets the **same number** of turns as the other team members. Each team chooses **one score marker** for the entire team, which is always advanced when any team member scores points. If it is your turn, select any tile from your team's tile supply and drop it into the drop zone. Then check to see if you have violated any landing rules and assess any points you have earned. (The landing rules for this variant are the same as the base game.) Team members are allowed to advise each other. If you are playing with jokers, discuss with your fellow team members whether or not you want to use a joker.

• **Beginner** (without edge pieces) - When **setting up,** use just the **two side-edge pieces with colors, not shapes, and no bottom-edge pieces.** Again, make sure that the letters match up. When checking to see whether your tile broke any landing rules, you may ignore all of the edge rules. In this version, the only role of the side-edge pieces is to make it easier to count the points for the levels you reach. This makes the game much easier and is a good introduction to get to know the game.

• **Jokers** - When **setting up,** in a three-player or four-player game, you will get **two joker tokens in your (main) color.** In a two-player or team game, you will get just **one joker in each of your two colors.** If you determine that you have **violated a landing rule** (or more than one), you can **spend one** of your jokers, which allows you to get the full point allocation as if you hadn't broken any landing rules at all. Each joker can be spent only once. **Unused** jokers are worth **three points** at the end of the game.

• **Cooperative or Solo** - When setting up, note the red highlighted boxes on page 2. Place the **red score marker for your "opponent" (the game)** and the **blue score marker for you** (or your team) on the starting arrow on the scoring track. All of the game pieces form a **common pool.** The EFGH side-edge pieces now display **tasks to achieve,** rather than rules to avoid breaking. You complete a task when your tile lands in the **same level as a matching image on the side-edge piece (color and shape).** You may complete a task multiple times (e.g. two red diamonds in the level with the red diamond on the side-edge piece). **Note:** The bonus circles do not apply in this variant.

On your turn, choose a tile and drop it in the drop zone. If you have broken a landing rule, **your "opponent" moves forward.** Your score marker does not move forward, even if you have completed a task. If you haven't broken any landing rules, and you completed a task, move **your team's score marker forward.** If you have neither completed a task nor broken a landing rule, **do not move either score marker.** How far the score markers move depends on your chosen level of difficulty (below). At the end of the game, if your score marker is ahead of your "opponent's" marker, you win!

Level	Rule broken	Task accomplished	Joker
Easy	"Opponent" +1 space	Your team +1 space	1 per color
Medium	"Opponent" +2 spaces	Your team +1 space	1 per color
Hard	"Opponent" +3 spaces	Your team +1 space	1 per color
Pro	"Opponent" +3 spaces	Your team +1 space	No jokers

Talk to your team members about whether and when you want to use a joker. **Note:** Unused jokers are **not worth any points** at the end of the game in this variant.