S☗RANDED

For 2–4 Players • Ages 8 to Adult

EQUIPMENT: 24-column platform, 48 caps (12 Red, 12 Blue, 12 Yellow, 12 Green), 4 towers (Red, Blue, Yellow, Green) and one color die.

OBJECT: Eliminate opponents from the game and be the last tower standing.

SETUP: Players randomly stack TWO caps of any color on top of EVERY platform column, thus using all 48 caps.

AFTER all caps have been placed, the youngest player rolls the color die and selects the tower matching their roll and places it in one of the four corners of the platform (atop two caps). If a player rolls black, then the player has a choice of any unselected tower; selection then passes clockwise to the next player.

PLAY: The youngest player goes first. Then the player to the left is next. Play continues clockwise. In a turn, a player rolls the die and **must** complete a two-part move based on the color rolled.

Part 1) After the roll, the player **must** remove one cap of the same color rolled from the TOP of ANY stack. The removed cap is placed to the side and out of play for the rest of the game.

RESTRICTIONS: Players **cannot** remove a cap from under another cap or tower. When a player doesn't locate a cap that matches the color rolled, then a cap is not removed from play and the player **must** then continue to the second part of their turn.

Part 2) After the first part of a turn, a player **must** move their tower in a straight line either vertically, horizontally or diagonally onto a cap matching the color rolled. If black is rolled, the player **must** still choose, but has a choice of any one color for the two parts of their turn (example: player rolls black, chooses to remove a red cap, and then must move to a red cap). If there are not any caps of matching color to move to, then the player does not move. (See the section "STRANDED").

MOVEMENT: The center "hole" of the column platform is a barrier to movement and a tower **cannot** move over it (vertically, horizontally or diagonally).

Towers **cannot** move to a space occupied by another tower.
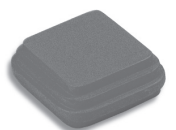
JUMPING: When moving a tower to a cap, if the player's tower moves over another tower, then that player has been "jumped." The moving player may pick up the jumped tower and place it atop any colored cap. Players, however, **cannot** place a "jumped" tower on an empty column space.

STRANDED: If a player is unable to move their tower (vertically, horizontally or diagonally) onto a matching colored cap, the player **must** then move to an empty column that matches the color rolled and is **STRANDED**. The player is out for the remainder of the game but their tower remains in place. NOTE: once a tower has landed on an empty column space on the platform, the space is dead and no other tower can land there for the rest of the game.

            If a player is unable to move their tower (vertically, horizontally or diagonally) onto a matching column space, that player cannot move and, fortunately, is still in the game.

WINNING: The last player to have their tower safely on top of a cap is victorious!