

THE RULES

Ages 8+

Melissa & Doug

1-4 players

SUSPEND™

You can only use one hand to place a piece. If you touch any of the suspended game pieces with your other hand during your turn, you have to take back your piece, and you lose your turn.

Once you remove your hand from the piece, the move is complete.

You can hang your piece from any part of another game piece EXCEPT a spot (notch or straight section) that is already occupied. (But if you hang your piece on an open notch or straight section and it slides to an occupied spot, that is allowed.)

Determine at the beginning of the game whether the wooden connector will be in play as a hanging point.

If you hang a piece that causes a part of the structure to touch the play surface, you have to reposition your piece.

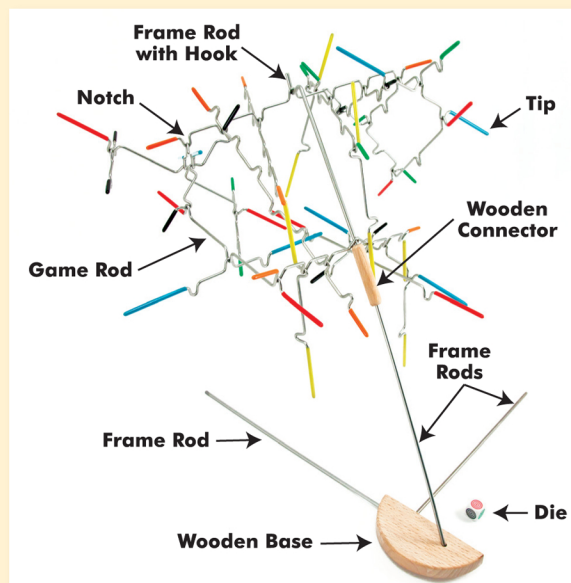
If you cause one or more pieces to fall, you have to pick them up and add them to your pile.

Includes:

24 Game Rods, 4 Frame Rods, Colored Die, Wooden Base and Wooden Connector

SETUP

On a level play surface, assemble the stand: Insert the three frame rods into the holes of the wooden base, then add the wooden connector and the frame rod with hook. Distribute the pieces among the players, making sure each player has the same number of each color piece. (Place any additional pieces in a draw pile for everyone to use.)



GAMES

Beginner Game:

Take turns hanging pieces, starting with the longest pieces and working toward the shortest pieces. The first player to run out of pieces is the winner!

Intermediate Game:

Take turns rolling the die to select pieces in the color rolled, and add them to the structure until someone runs out of pieces. If you roll a color you no longer have, you must play a piece of that color from another player's pile or from the draw pile. If nobody has the color shown, your turn ends. The first player to run out of pieces wins!

Expert Tournament:

This level involves a point system, where players are eliminated as they reach a certain point level. Play the Intermediate Game as usual; this is the first round of the tournament. When the first player runs out of pieces, the round ends and points are recorded—the winner of the round gets zero points, and the other players get one point for every notch remaining in their piles. (So, for instance, a black piece with three notches is worth three points; an orange piece with seven notches is worth seven points.) Keep playing rounds of the game, tallying points after each round and eliminating any players who reach 20 points. Play continues until only the champion remains!

NOTE: If there is a tie, reverse the order of the game to determine a winner: The last player who placed a piece now removes one piece. The previous player removes another. Continue going backward through the players, each removing one piece at a time. If any player causes pieces to fall, he/she is eliminated. The player who successfully removes the most pieces is the winner!

Solo Game:

Build your own freestyle sculpture, using any piece you choose in any combination you desire. Ignore all the rules above, and just have fun!