



Four players: each player should select a pedestal to build their stack upon. The play: All players simultaneously begin stacking chips. The chips must be stacked in a repeating order according to color (red, white, blue, yellow, red, white, blue, yellow etc). Players should not race ahead or fall behind the other players. Stacking the same colored chip is the method by which players keep pace with each other.

Stacking continues until a player's stack falls. At that point play stops. All players whose stacks did not fall should move one of their colored chips up the tote board at least one space.

The numbers one through five on the tote board indicate the number of spaces a player should move up the tote board after a fall. In other words if a player stack is piled high enough to reach within the space marked two on the tote board (a measuring paper is provided) that player should move their chip up two spaces on the tote board.

A fall occurs whenever a player has any chip other than the one they are attempting to add to their stack falls.

To resume play after a fall, the player whose chips have fallen should clear their pedestal and begin a new stack. All other players continue stacking on their already rising stacks.

You may not straighten your stack as you play.

You should move your chip up the tote board each time another player's stack falls. If more than one player's stack falls at the same time the other players should move up the number of spaces according to their stacks height multiplied by the number of players whose stacks have fallen.

The first player to have five chips stacked on top of the tote board wins. In case of a tie those tying players should have a stack off. The last player stacking wins. Following a fall, In order to have players keep pace with each other, a player may not move his chip up the tote board until he has placed the chip to his stack that matches the color chip that was the falling players last successfully stacked chip.

Adjust the width of the spaces on the tote board so that players may stack high enough to get 3 or 4.

See about making the graphic a label instead of silk screen.