

INTRODUCTION



TopATop Family is an amazing family party game for 3-6 players, aged 4 and above. The gameplay time depends on the number of players and takes between 15 and 30 minutes. It is a simple and very dynamic game, where you will have a chance to use your dexterity, observation and quickness. You will learn the rules in a flash, but the fun will last for long.

GAME OBJECTIVE

During the game you subsequently put cards in the middle of the table and react appropriately to the pictures on the cards played. A player who does that better (quicker, more accurate or without making a mistake) than others – wins that challenge and collects that card. Whenever it is hard to tell who the winner is, the decision is to be made by all players. In a case they can not come up with an agreement, that challenge stays unsettled. The game ends when the last tile is played. Whoever has the most tiles collected during the game – becomes the winner!

GAME COMPONENTS

The game consists of 6 round tiles that are called player discs and 50 round tiles with challenges that we call action cards. There are also 4 blank tiles in the box so you can try to design your own challenges or use them as another player discs and increase the maximum number of players in the game. The choice is yours!



GAME SETUP

Sit down in a circle – preferably at a round table, with equal distances between the players and from the middle of the table. Take all tiles out of the box and give each player one player disc. A disc shows the color of a player and you will use it to complete all challenges during the game, whenever the action card effect tells you to use your „disc/player disc“. Players keep their discs on the table, in front of them, as close to the table's edge as possible.

Action cards are divided into three different types (distinguished by three colors of the spiral): green, yellow and red.

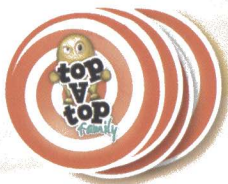


Green cards are, in our opinion, the easiest ones. Yellow a bit harder. Red cards require movement and a bit more space around the table. All players start simultaneously when the player who played the action card finishes the countdown: „ready, set, go!“. After the challenge is complete, resolve who was the best (the fastest) among players.

During your first game we suggest you to use just green action cards – it will help you to get into the game smoother. If you play in a place with not too much space – you can return red action cards back to the box, because they require some space around the table. You can always decide what action card colors will you use and just shuffle them all together.

To make the game faster and more dynamic we suggest you to use as many action cards as there are players multiplied by five (with 3 players – 15 cards, with 6 – 30 cards and so on). But of course you can use all of them!

Shuffle and place all action cards that are chosen for the game within a reach of all players, in one face down pile.



You are ready to start! The youngest player becomes the first player of the game.

LET'S PLAY!

During the game, players – going clockwise – one after another uncover the top action card from the common pile and place it face up in the middle of the table (try to keep the pile always near to the player who plays a card so it doesn't interrupt the challenge). The player who played the card starts the challenge by saying „ready, set – go!“. Each player's goal is to complete the revealed challenge as best as they can, to be the fastest one or the most accurate of all. Remember that when the challenge begins, all players take action at the same time! The winner collects the action card and places it face down, under his player disc.

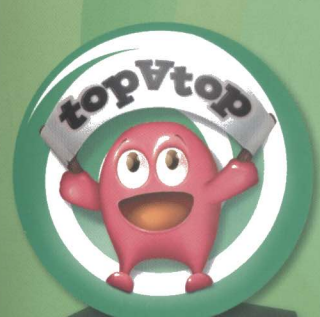
WINNING THE GAME

The game ends after the last action card is played and resolved. Whoever collected the most action cards during the game (won more challenges than others) become the winner!

Whenever it is hard to determine who the winner is – all players decide together in a vote. If it is impossible to decide it that way, the challenge stays unresolved. The action card stays in the middle of the table and it will be collected by the next challenge winner (this may be one, two or even more cards). All challenges are described in details below.

GREEN ACTION CARDS

You win if you are the fastest or you are the only one who completes the challenge without a mistake. You start the challenge simultaneously when the player who plays the card shouts „GO!“! Whoever places his disc on the action card first – wins. With the exception of a gentlemen card which – in contrary - has to be put on a player's disc.



TOPATOP

Rise your both hands up and shout „TopATop“, then place your disc on top of this action card.



MOBILE

Rise your discs and put it at your ears (as it was a mobile phone), shout an emergency number (112/911) as fast as you can and place your discs on this action card.



TARGET

Place your disc on this action card as fast as you can.



GENTLEMAN

Take this action card and place it on your disc.

YELLOW ACTION CARDS

You win if you complete the challenge best or you don't make a mistake. You start the challenge simultaneously when the player who plays the card shouts „GO!“. Check the description below to determine the winner. In case of doubts – use a ruler.



VORTEX

Spin your disc around their own axis. The longest spinning disc wins.



ROLLING

Hold your disc vertically at the edge of the table. At once roll your discs towards this action card in the middle of the table. You can only roll once. The closest disc to the target – wins.



NOSES

Place your discs on the table near to its edge. At once, using your noses try to push them towards this action card in the middle of the table. The closest disc to this action card – wins.



THROW

Take your discs in one hand and at once throw it towards this action card in the middle of the table. The closest disc to the target – wins.



Flick

Place your discs on the table, as close to the edge of the table as possible. At once flick them towards this action card in the middle of the table. You can only flick once. The closest disc to the target – wins.



BLOW

Place your discs on top of your open hands. At once, blow your disc trying to make it fall as close to this action card in the middle of the table as possible. The closest disc to this action card – wins.

RED ACTION CARDS

You win if you are the fastest in completing the challenge or you are the only one who didn't make a mistake. You start the challenge simultaneously when the player who plays the card shouts „GO!”. Whoever places his disc on the action card first – wins.



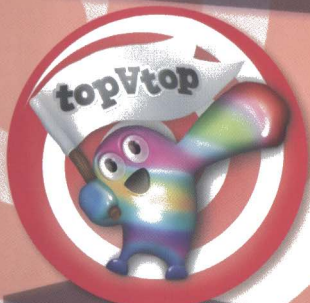
BALLET DANCER

Stand up, spin around your own axis, sit down and place your disc on this action card!



JUMP AND SIT

Stand up, jump, sit down and place your discs on this action card!



COLORS

Grab something in your surroundings what matches the color of a disc which belongs to the player who revealed this action card. Then place your discs on this action card!



SQUATS

Stand up, squat and sit down. Then place your disc on this action card!

Do you have a question? Some rules are not clear?
Write to us: wydawnictwo@cubecp.pl