UP! AGAINST TIME

Start the ball moving down the ramp. You’ll be up against time as you try to stack the most barrels by matching the shapes. Stack the barrels as fast as you can... then drop the gate... and stop the ball before it’s too late!

Object:
To stack the most barrels and drop the gate before time runs out.

Materials:
* 1 Game Base, * 1 Tower, * 12 Barrels, * 1 Gate, * 1 Steel Ball

Preparation:
1. Place the bottom of the Tower in the slot on the Game Base. Press down to make sure it is firmly in place.
2. Push the Gate onto the post on the lower right hand corner of the Tower.
3A. Set aside one Barrel with a Raised Circle on Top and a Triangle on the Bottom. Set aside one Barrel with a Raised Triangle on Top and a Circle on the Bottom.
3B. One at a time, Peel off the “Special Barrel” Labels and apply one label around the Raised shape on both barrels that were set aside.
3C. Place the ten remaining Barrels, raised shape Up, near the Game Base.
4. To play, place game on a level surface.

Play:
1. The game is played in three rounds. Each player takes one turn in each round. Choose a player to go first.
2. On your turn, mix up the 12 Barrels near the Game Base.
3. Raise the Gate to the up position.
4. Place one Barrel on the Game Base, raised shape down, so that the raised shape fits into the slot. This will be the first barrel in your stack.
5. Start the timer by dropping the Steel Ball into the starting slot on the upper left-hand corner of the Tower.
6. As the Steel Ball rolls down the Tower, you must stack one Barrel at a time by matching the shapes on the end of each Barrel.
7. Once the Steel Ball is rolling down the Tower, you may NOT touch the Steel Ball or hold it back in any way.
8. You must stack the Barrels with only ONE hand. You may not support or hold on to the Barrels in the stack.
9. You may drop the Gate to stop the Ball anytime before the Ball rolls to the bottom of the Tower and crashes into the Barrels. You may NOT stack any more barrels after you have dropped the Gate.
10. A turn ends when you drop the Gate or when the ball crashes into the Barrels.
11. Score 1 point for each barrel that remains stacked after you drop the Gate. Score NO points for barrels that are knocked over by the ball or are accidentally knocked over during your turn.

Winning the Game:
After each player has completed three turns, the player with the highest total score wins!

WARNING:
CHOKING HAZARD — Toy contains small parts and is not suitable for children under 3 years.

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