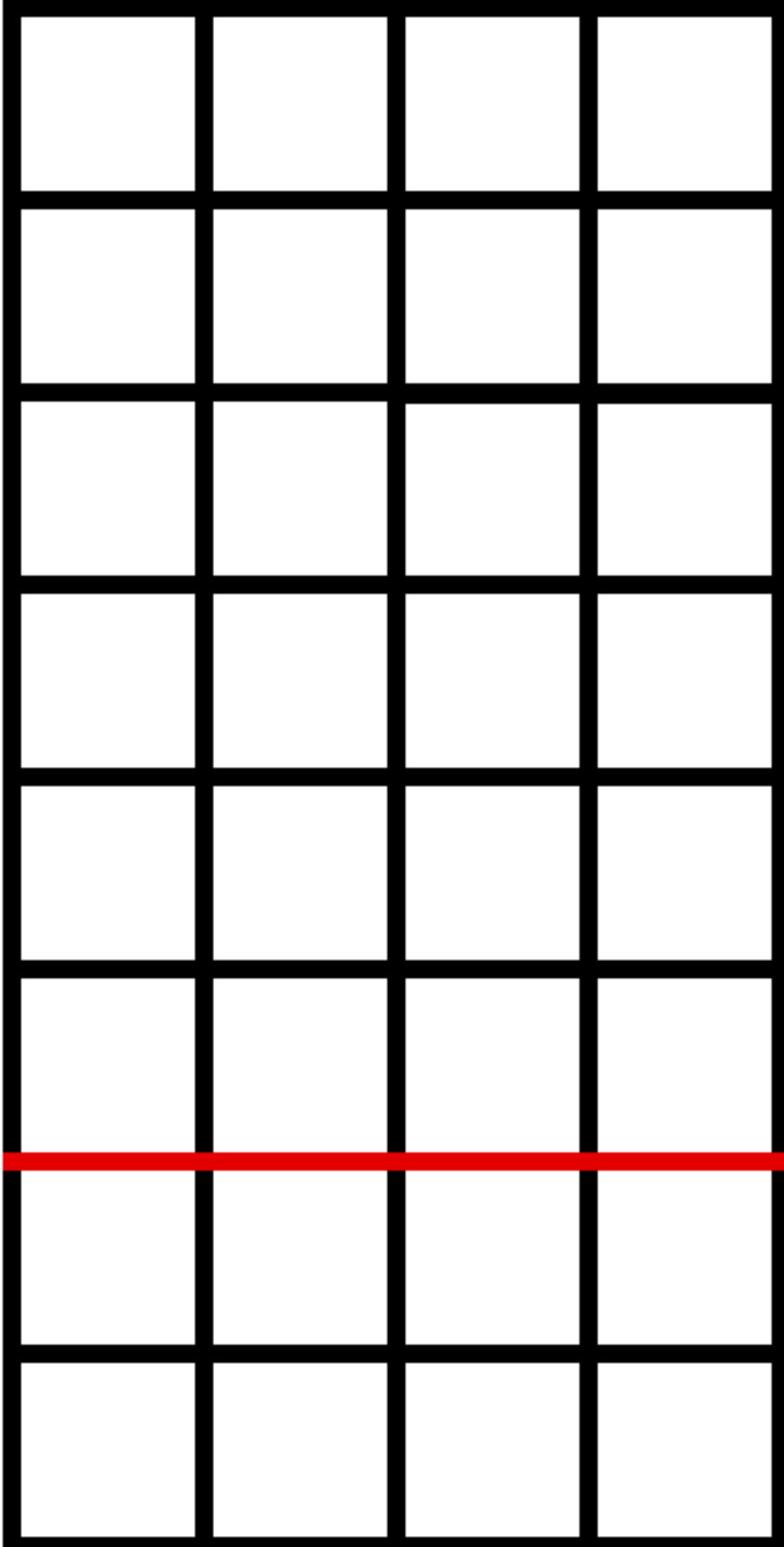




DROP OR POP!



Note: Only use the bottom 2 rows below the red line for 4 player games.

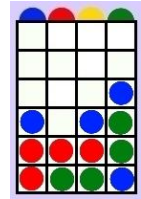
WHAT YOU NEED:

- 3-4 players
- Game board (6x4 grid for 3 players, or 8x4 grid for 4 players) Each column is colour-coded. Print this page or draw your own grid.
- 6 coloured counters (any shape) per player: blue, red, yellow, green. Leave out one colour for 3 player games.
- A die or other random way of generating a colour (red, blue, yellow, green)

OBJECTIVE:

The first player / team to get a cluster with 4 of their counters win. A cluster can be any shape using adjacent squares. No diagonals.

Example: Red wins. Green only has 2 small clusters. Blue has no clusters.



HOW TO PLAY:

Take turns in the same order for the entire game. Start a turn by first generating a random colour (red/blue/yellow/green). The random colour indicates which one of the 4 columns on the game board can be affected by an action. Choose from the following actions:

DROP: Drop one of your own counters into the coloured column which was randomly selected. The counter falls down to the bottom of the column or on top of other existing counters.

POP! Remove the bottom-most counter in the randomly selected column. The popped counter can belong to any player. All counters above the popped counter in the same column fall down one square. Move any affected counters to their new positions before the next player's / team's turn.

IGNORE: Ignore first random result and generate a new random column, then DROP or POP! After discarding your first random result you must take the 2nd random result that is generated.

Note: Unless it is impossible you must DROP or POP! on your turn.

Note: A game can end in a draw if 2 winning clusters are simultaneously formed.

Note: A cluster of 5 or 6 is an epic win. An epic cluster beats a cluster of 4. A cluster of 6 beats a cluster of 5.

Note: If a column is full of counters no DROP actions can be taken in that column until a POP! action empties the top-most square.

Note: A player / team with 6 counters on the board can't DROP until at least 1 of their counters has been popped.

Tip: See the 3-player pretend demo game and YouTube video for more info.