

Ignite Your Mind!®

ThinkFun® games are all about fun, healthy brain play. For kids, they're about solving challenges and having fun. For adults, they're about brain aerobics and re-learning how to take risks. For seniors, they're about keeping mentally fit while connecting back to kids. ThinkFun games are great for everyone!

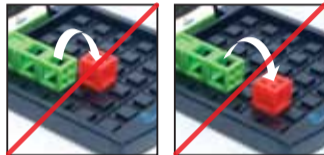
www.ThinkFun.com



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MADE IN CHINA, 106. #7070. IN02.

Moves Not Allowed:

- The Tipper Man may not move to crates where there is not a connected path of adjacent crates.



- No diagonal jumping allowed.
- No jumping over gaps between crates.
- The Tipper Man cannot touch the game grid floor.

Hint:

If you get stuck, flip the challenge card over and look at the first move in the solution sequence. This will give you a place to start as you solve the challenge.

About the Inventor

TIPOVER® was initially developed as an online game by Atlanta-area eccentric James W. Stephens. Mechanical versions were designed by prolific puzzle inventor M. Oskar van Deventer, and prototyped by George Miller.



Instructions

TIPOVER®

Crate Tipping Logic Game



AGES
8 to adult
single player

TIP OVER

Crate Tipping Logic Game



Tipper Man symbol indicates the start position.



Red Crate (1)	Yellow Crate (10)	Green Crate (4)	Blue Crate (2)
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The Object:

Using the crates, create a path to move the Tipper Man from the start position to the red crate.

Set Up:

Select a challenge card. (We recommend Beginner 1 to start.) Place the crates solid side down on the game grid to match the illustration on the card. Place the Tipper Man on the crate marked by the Tipper Man symbol.

To Play:

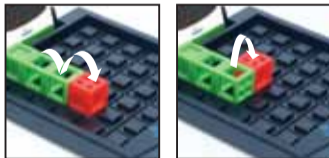
Starting at the Tipper Man symbol on the challenge card, tip the crates along the grid lines to create a path for the Man to travel to the red crate. The Tipper Man can only travel by climbing or walking from one adjacent crate to another. (Adjacent

means that the sides of two crates touch each other.)

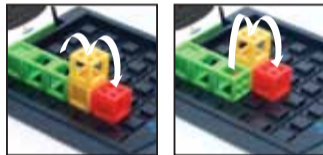
Be careful! A wrong tip can strand the Tipper Man or box him into a corner. When the Tipper Man reaches the red crate, YOU WIN!

Movement Rules:

- A crate may be tipped only when the Tipper Man is standing on top of it.
- Once the Tipper Man moves to a tipped crate, he can travel freely across its length.



- The Tipper Man may climb onto an adjacent crate and tip it over.
- The Tipper Man can travel between standing and tipped-over crates as long as they lie adjacent to each other.



- Tipped crates must fall completely onto the game grid surface. No crate can lean on another or hang off the edge of the game grid.