

Outwit. Outmaneuver. OUTSTOMP the Competition!

stomple™

 **WARNING: CHOKING HAZARD—**
Contains marble, small parts & small ball.
Not suitable for children under 3 years.

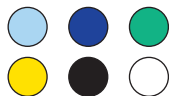
Game Instructions

To see a video demonstration of how to set up and play STOMPLE, go to www.stomple.com

AGE
8+



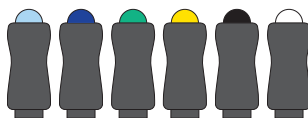
Contents



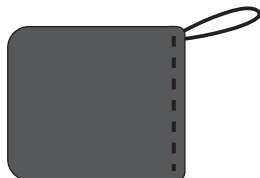
42 Solid Color
Marbles (7 of
each color)



7 Cat's Eye Bonus Point Marbles

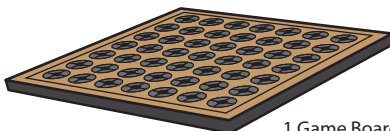


6 Stompers (1 of each color)

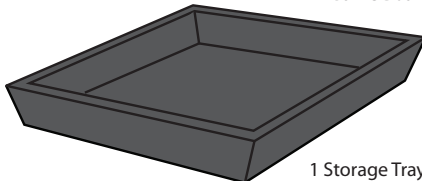


Stomper Bag

You'll also need paper
and a pencil to keep score.



1 Game Board



1 Storage Tray

GAME SET-UP

1. Remove the game board from the storage tray.
2. Take out all the Stompers and put them into the Stomper Bag.
3. Pour all of the marbles onto the game board and spread them out randomly, so that one marble rests in each hole in the board.
4. Place the game board back on top of the storage tray.
5. Without looking, each player reaches into the Stomper Bag and draws a Stomper.
6. Choose a player to go first. Play continues clockwise around the table.

OVERVIEW

Object of the Game

The player with the last Stomper on the board at the end of each round scores points. The first player to reach the Game Point Total, wins!

What is a Stomper?

The Stomper is your Playing Piece. You use it to push marbles through the holes in the board. This is called "Stomping." On your turn, you move your Stomper by stomping a marble. See Figure 1.

If you can't stomp a marble, you must remove your Stomper from the board.

At the end of your turn, leave your Stomper on the board where you last stomped.

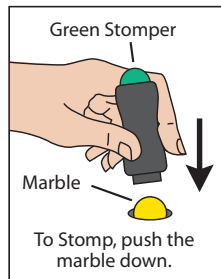


Fig. 1

What Color Marbles Can You Stomp?

You can stomp ANY color of marble, as long as it's next to your Stomper. But marbles that match your Stomper's color are special: you can "hop" to a matching marble to quickly move around the board (see "The Three Rules of Stomping" for more details).

Knock Out Other Players' Stompers

Trap other players by stomping out the marbles around their Stomper. If they can't stomp a marble on their turn, their Stomper is taken off the board.

HOW TO PLAY

On Your First Turn:

Stomp ANY marble in the outer row. You do NOT have to stomp a marble that matches the color of your Stomper. See Figure 2.

Important: If the marble you stomped is part of a string of marbles, you must keep stomping the string! (See "The Three Rules of Stomping" for more details.)

At the end of each turn, leave your Stomper on the board where you last stomped. This is where you'll start your next

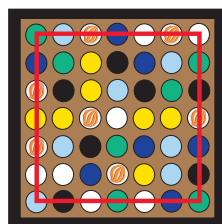


Fig. 2 Outer row turn.

On Your Second and Following Turns:

You must do one of the following:

- Stomp an adjacent marble (see Stomping Rules #1 and 2, pg. 3).
- OR
- Hop and stomp any marble on the board that matches the color of your Stomper (see Stomping Rule #3).

Important: If the marble you stomped is part of a string of marbles, you must keep stomping the string!

THE THREE RULES OF STOMPING

1. Stomp Adjacent Marbles

You can move to and stomp any color marble that's adjacent to your Stomper vertically, horizontally or diagonally. See Figure 3.

2. Stomping a "String" of Marbles

WHAT IS A STRING OF MARBLES?

A line of same-color marbles adjacent to each other is called a string. See Figure 4.

If you stomp any marble in a string, you must keep stomping marbles in the string that are adjacent to your stomper!

A string of yellow marbles is shown in Figure 4. If the White Stomper stomps yellow marble #1, it must also stomp yellow marble #2, then #3, ending on #4.

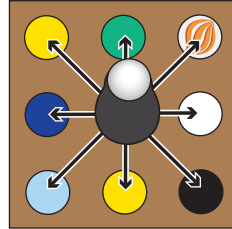


Fig. 3 Adjacent marbles

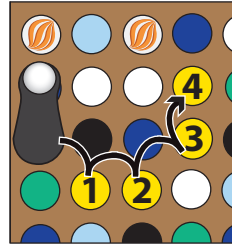
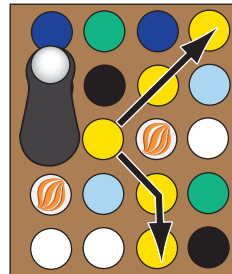


Fig. 4 String of marbles

CHOOSE A DIRECTION TO STOMP IN

If your stomper is adjacent to more than one marble in a string, you must choose which direction to stomp in. See Figure 5.

If the White Stomper stomps the yellow marble in the middle of this string of yellow marbles, it must choose which direction to continue stomping in (left right). It cannot stomp in both directions.



or

Fig. 5 Choose direction

3. "Hop and Stomp"

Instead of stomping an adjacent marble, you can choose to hop to and stomp any marble on the board that matches the color of the marble on your Stomper. You'll begin your next turn from this location. See Figure 6.

Important: If the marble you hop to is part of a string of marbles you must keep stomping the string!

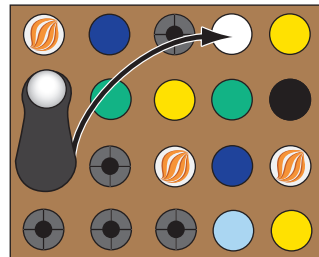


Fig. 6 The White Stomper hops to the white marble and stomps it.

If You Can't Stomp, You're Out!

If you can't stomp a marble at the beginning of your turn, you must remove your Stomper from the board. You're out for the rest of the round.

Ending the Round and Scoring

The player with the last Stomper remaining on the board wins the round, and scores points as follows:

3 Points for winning the round

3 Points for each Bonus Point marble left on the board

1 Point for each solid color marble left on the board



After each round, reset the game by randomly spreading out the marbles on the game board. Place all Stompers back in the bag and have each player draw a new Stomper. The winner of the last round begins the next round.

Winning the Game

Play multiple rounds, keeping score as you go. The first player to reach the Game Point Total shown below wins the game!

GAME POINT TOTALS	
Number of Players Points needed to win	
2 Players	40 Points
3 Players	20 Points
4 Players	15 Points
5-6 Players	10 Points

The items inside this package may vary from the illustrations. Keep address and phone numbers for future reference.

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