

ARCH RIVAL™

the game of balance... nerves... and suspense

For 2 or more players / Ages 8 to adult

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OBJECT

NOT to be the player who makes the arch collapse! You'll take turns putting small neon playing pieces into the various compartments, one by one, until the combination of weight and gravity makes it fall!

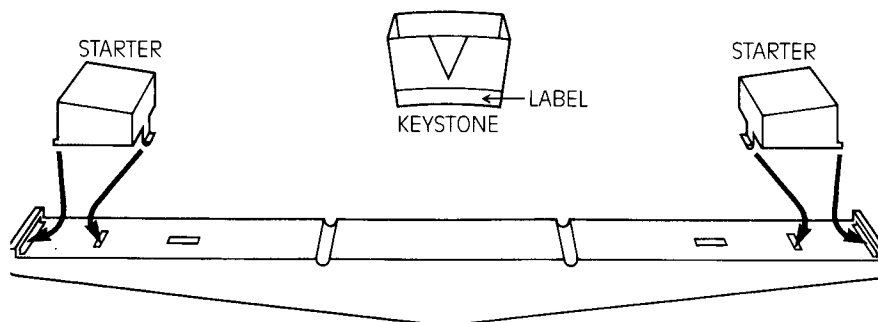
EQUIPMENT

ARCH RIVAL™ Base • 2 Arch Supports • 13 Compartments
• 50 Neon Playing Pieces • Number and Color Dice
• Consumer-applied Labels

ASSEMBLY

See assembled arch in photo on package.

- Snap the two starter blocks in place on either end of the base, as shown; always leave them attached.
- Locate the keystone, the one compartment that has a "V" embossed on both sides. **Note:** This compartment is larger than the others. Peel off the blue labels and put one along the base of each side of the keystone compartment, as shown. When setting up the arch, you will always place the keystone last, in the center of the arch, at its highest point.



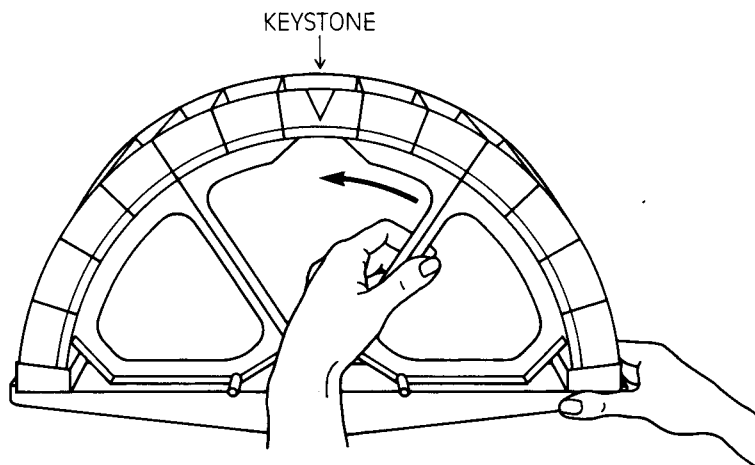
- Apply the rest of the color labels, one on each side of each compartment. Apply the same color on both sides.
- Apply the color and “Arch Rival” labels to the eight-sided color die, being sure to space the “Arch Rival” decals apart from each other.

Note: The colors on the die correspond to the colors on the compartments.

SETUP

See photo on package.

- Spread the 50 playing pieces out on the table where all players can reach them.
- Set the two supports into the grooves of the black rocker base.
- Build the arch by placing the color-coded compartments, open-side-up, on top of the supports. You may mix up the colors however you like. End with the keystone in the center, on top.
- Very carefully, grasp one end of the rocker base and grasp one support as shown. Rotating your wrist, twist the brace towards the other brace and, slowly, remove it. Repeat with the second support. When both supports are out, ***carefully*** release your grip on the base.



GAME PLAY

- Pick a player to go first. Play passes to the left.
- On your turn: Roll both the number and color dice:



This is the **number of pieces** you must put into **one** compartment. Select whatever color and shape combination you think will work.



This is the **color compartment** you must put them in. If you rolled blue you **must** put them into the keystone. If you rolled any other color, select which **one** compartment of that color you'll put the pieces in.



If you roll the words "ARCH RIVAL" the player on your immediate left tells you which compartment you must place your pieces in! The only limitation is, they can't tell you to put them in the keystone.

- If you're so good you run out of pieces and the arch is still standing, keep rolling—but roll just the **color** die:

If you roll a color, **remove all** the pieces from any **one** compartment of that color. If there are no pieces in any compartment of that color, you're in luck: the turn passes to the next person, who rolls just the color die.

But if you roll "Arch Rival," the player on your immediate left tells you a color, and you must remove all pieces from any **one** compartment of that color. Again, the only limitation is, they can't tell you to take them from the keystone.

Notes:

- You may arrange the pieces any way you want in a compartment: Hang them off the side, stack them, interlock them—whatever works!
- If anyone bumps the table and makes the arch fall, the bumper is the loser, automatically!
- Passing the dice starts the next player's turn; however, you may not pass them if the arch begins to fall while it's still your turn!

WINNING

The player who makes the arch collapse loses.