

# TOPPING

MYTHS COME IN MANY SHAPES



30-90 MIN.



2 TO 5



+12



# 1. OBJECTIVE OF THE GAME

Players topple Myths in order to collect the largest number of victory points. But watch out! The winning player must have more points from the Myths he or she has toppled than his or her own Myth points left in play, or everybody loses! TOPPLE was born out of a need to show that there are many untrue Myths found in everyday life, and that often we don't even realise they're there!

Let's start Toppling Myths!

## 2. GAME PIECES

### CARD DECKS:



**DECK 1:**  
STARTING  
MYTHS

(30 CARDS)



**DECK 2:**  
BASIC LEVEL  
CARDS

(70 CARDS)



**DECK 3:**  
ADVANCED  
LEVEL CARDS

(75 CARDS)

## PARTS AND PIECES:



65 ENERGY  
AND TOKENS

### ACTION CARDS



30 BASIC  
LEVEL      20 ADVANCED  
LEVEL

### REACTION CARDS



30 BASIC  
LEVEL      30 ADVANCED  
LEVEL

### MOTIVATION CARDS



10 BASIC  
LEVEL      10 ADVANCED  
LEVEL

## 3. GAME LEVELS

The Basic Level Cards have a colored background here. The Advanced Level Cards have a white background and colored letters here.



## 4. SETTING THE GAME

### STEP 1:

Take deck 1 (starting myths) and shuffle it. Deal 4 cards to each player. The cards left over are returned to the game box. Everyone places their myth cards face up in front of them, so all players can see them clearly.

### STEP 2:

Take deck 2 (basic level cards) and shuffle it. Deal 4 cards to each player. These are personal cards, meaning each player only sees their own cards. The remaining cards become the in-play deck. Place them face down in the center of the table.

### STEP 3:

Leave the energy tokens (⚡) by the deck to create the energy well. Deal 2 tokens to each player, except to the last player who took their seat, who will be the first to play.

DISCARD PILE ZONE

The first player to play does not receive Energy Tokens at the start.



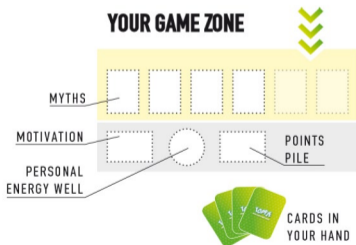
## 5. YOUR GAME ZONE

Your game zone will be made up of:

- Your **myths** (that the other players will try to topple and you will try to defend).
- Your **energy well** (👤).
- Your **points pile** (★) (toppled myths (👤) and fulfilled motivations).
- **Motivation** (that you will try to fulfil).
- **Cards in your hand** (that you use to increase your in-play options).

Each player starts with 4 myths. If you have another myth in your hand, place it immediately alongside the ones you already have (as shown in the image).

Once all your in-play cards and tokens have been organized, they should look like this:



## 6. WHO WINS?

### END OF THE GAME:

The game ends immediately if one player loses all their myths.

### DETERMINING THE WINNER:

Victory points calculated by adding together:

The player with the highest number of victory points (★★), wins the game.

UNTOPPLED  
MYTHS



FULFILLED  
MOTIVATIONS



TOPPLED  
MYTHS



POINTS  
PILE

TOTAL NUMBER  
OF VICTORY POINTS



**BUT...** if the player who has the most victory points (★★), has more points in their untoppled myths than in their points pile, **EVERYONE LOSES**. The point of the game is to make the world a better place, not to celebrate people who perpetuate myths.

## 7. LIGHT PHASE: YOUR TURN TO PLAY

Objective of the phase: to topple (👤) other people's myths to score victory points (★).

Who was the last person to sit at the table? They have to start the game (take the first turn).

### STEP 1:

Take four energy tokens (⚡) from the energy well.

### STEP 2:

If you are holding a motivation card, you can activate it by turning it face down and placing it on your left, in the motivation space; you just have to tell the other players that you want to activate a motivation card and leave it there. Remember that the rest of the players must not see the cards in your hand, so you should only say what the motivation card was when you fulfil it, and then place it on your points pile (★). If you want to change your motivation card, put the one you activated on the discard pile and place the new one in the motivation space. You may only have one active

motivation card at a time. You may only activate motivation cards during your light phase.

### STEP 3:

You can discard as many cards from your hand as you like in order to take more energy (🔋) from the energy well. For each card you discard, take one energy token (🔋); for example, if you place three cards on the discard pile, take three energy tokens (🔋).

### STEP 4:

You may, at any time and order:

- Use **action cards** if you pay/fulfil their requirements and state their name out loud (see **NAME RULE, 9.A**). You may only use **action cards** during your light phase.
- Use the skills of your myth cards if you pay/fulfil their requirements.





- c) Use your **energy tokens** (👤) to try to topple (👤) myths from other players: each myth has its own energy cost for toppling, and you must take the necessary number of energy tokens (👤) from your own energy well to topple (👤) the myth you are attacking. place the energy tokens front of the myth card and read its name out loud to topple it (see **NAME RULE**).

Cards that add energy (👤) to an attempted topple (👤) must always be accompanied by at least one **energy token** (👤). You may attempt to topple (👤) as many myths as you like, as long as you have enough energy tokens (👤). You must state out loud all your attempts to topple (👤) at once. When you are finished, the other players must decide whether they wish to react. If you need more energy (👤) for one of your topples (👤), you can exchange cards in your hand for energy tokens (👤) from the energy well. You can exchange as many cards for energy tokens as you need for the topple attempt (👤) and use them only for that purpose. If you fail to use them, those energy tokens (👤) are lost.



- d) Respond to reactions from other players to continue with your attempts to topple (👇), as long as you pay/fulfil all card requirements and state the names of the cards you use out loud (see **NAME RULE**).
- e) If nobody reacts to your attempts to topple (👇), or if you are able to equal or surpass the myth's energy level (⚡), the myth is toppled (👇) and is placed on your points pile (★). The energy tokens (⚡) are returned to the energy well (⚡) in the centre of the table. If you forgot about the **NAME RULE** and the myth is toppled (👇), it is moved to the discard pile.
- f) If a player's reaction increases the energy level (⚡) needed to topple (👇) a myth, you may place additional energy tokens (⚡) in the designated space to continue your attempt to topple (👇).
- g) For each successful topple (👇), each player must choose whether to take a card (from the top of the deck) or an energy token (⚡) from the energy well (⚡).
- h) If you are unable to topple (👇) one or more myths, they remain in play. The energy

Tokens (👤) used in the attempt are lost or go to the owner of the myth, depending on the reactions that have been played. If a player increases the energy level (👤) of a myth, and you are unable to equal or surpass it, this counts as a block, and the person controlling the myth takes the tokens you used to try to topple it.

- i) The energy tokens (👤) used to pay conditions and temporary energy levels (👤) are not counted as tokens used in the topple (👤), and therefore are returned to the energy well (👤). The cards played are placed on the discard pile.

### **STEP 5:**

Before you end your turn, you may discard as many cards as you wish from your hand, but you receive no energy (👤) in return.

### **STEP 6:**

To end your turn, if you have 3 or fewer cards in your hand, take as many cards as you need from the deck until you have 4. If you have 4 cards at the end of your turn, do not take any cards.

### **STEP 7:**

Now it's the turn of the player to your right, who repeats the steps in the "light phase" section, starting from step 1.

## 8. SHADOW PHASE: WHEN IT ISN'T YOUR TURN

Objective of the phase: to stop players from toppling your myths and, if you wish, to interfere with their attempts to topple (↓) other myths, whether it benefits you or not.

You may use reaction cards only to:

- Respond to actions.
- Respond/interfere with attempts to topple (↓), whether or not the myth being toppled is yours.
- Respond to the reactions of other players.

## 9. GENERAL RULES

### A) NAME RULE

- As you place energy cards (⚡) next to a myth to topple it (↓), you must state the name of the myth out loud. Myths that have not been named are still played following the same rules as named myths. The only difference is that if they are toppled (↓), they are placed on the discard pile and



not on the points pile of the player who toppled them. (Example: I want to topple the myth "*name of myth card*").

Any player may point out that the name rule was not followed, at any time from when the card is played until the end of the player's turn.

- 2) As you play an action or reaction card, you must also state the name of the card out loud; if you fail to do so, its effect is annulled, the card is placed on the discard pile, and the energy tokens (👉) / cards used are lost. Example: you read "name of action or reaction card" and its effect is carried out.

## **B) ANNULING VERSUS BLOCKING TOPPLES**

- 1) Annulling a topple (👉) means that the action attempted has no effect. As a result, the energy (👉) used for the topple (👉) is lost and is returned to the energy well (👉).
- 2) Blocking a topple (👉) means that the myth was successfully defended, and the person controlling the myth keeps the energy tokens (👉) used by the player who tried to Topple it.

### **C) FULFILLING A MOTIVATION**

Whether you are in your light phase or your shadow phase, if you fulfil your motivation, show it immediately to the rest of the players and state its name out loud, then place it on your points pile. At the end of the game, they add to the victory points (★).

### **D) MAZO**

If the deck runs out, shuffle the discard pile and place it face down as if it were a new deck.

## **10. EXTENSION**

If you want the game to last longer and to be more challenging, play the advanced level. For this:

#### **STEP 1:**

Take deck 1 (starting myths) and shuffle it. Deal 4 cards to each player. The cards left over are returned to the game box. Everyone places their myth cards face up in front of them, so all players can see them clearly.

#### **STEP 2:**

Take deck 3 (advanced level cards) and mix it with the cards in deck 2 (basic level cards), then shuffle them and deal 4 cards to each player (these cards include myths from the advanced deck).

### STEP 3:

If you are dealt more myth cards at the beginning of the game or during the game when you take cards from the deck, you must place them immediately in your gameplay area, meaning you are left with fewer cards in your hand. You must do this whether it is your light phase or your shadow phase.

### STEP 4:

Follow the instructions from section 7 - "light phase: your turn to play".

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Not recommended for children under 3 years of age. Contains small parts that may be swallowed. To avoid danger of asphyxiation, keep out of reach of children.

Warning! CHOKING HAZARD. Small parts. Not for children under 3 years.

# TOPPING

MYTHS COME IN MANY SHAPES



**ALSO IN SPANISH**

