

AGES 6+

2 OR MORE PLAYERS

## WINNING THE GAME

Eventually, a player will remove a tipping point that causes the gravitational pole to tip too far and some or all of the tipping points will come falling down. The winner of the game is the last player to place a tipping point on the gravitational pole without any tipping points falling off.

## OPTIONAL COOPERATIVE PLAY

Work together to try to get as many tipping points on the gravitational pole without tipping it over.

### — DID YOU KNOW? —

- If you want to escape from the Earth's gravitational pull, you will need to travel 7 miles per second or nearly 25,000 miles per hour!
- Birds need gravity to swallow.
- If you weigh 100 pounds on Earth you would only weigh 38 pounds on Mars.
- Due to Earth's gravity, it is impossible for mountains to be higher than 49,000 feet.



for other MindWare products visit  
[www.mindware.com](http://www.mindware.com)

© 2016 MindWare®  
2140 West County Road C  
Roseville, MN 55113  
Ph 800.274.6123

AGES 6+

2 OR MORE PLAYERS

# GRAVITY'S EDGE™

## RULES



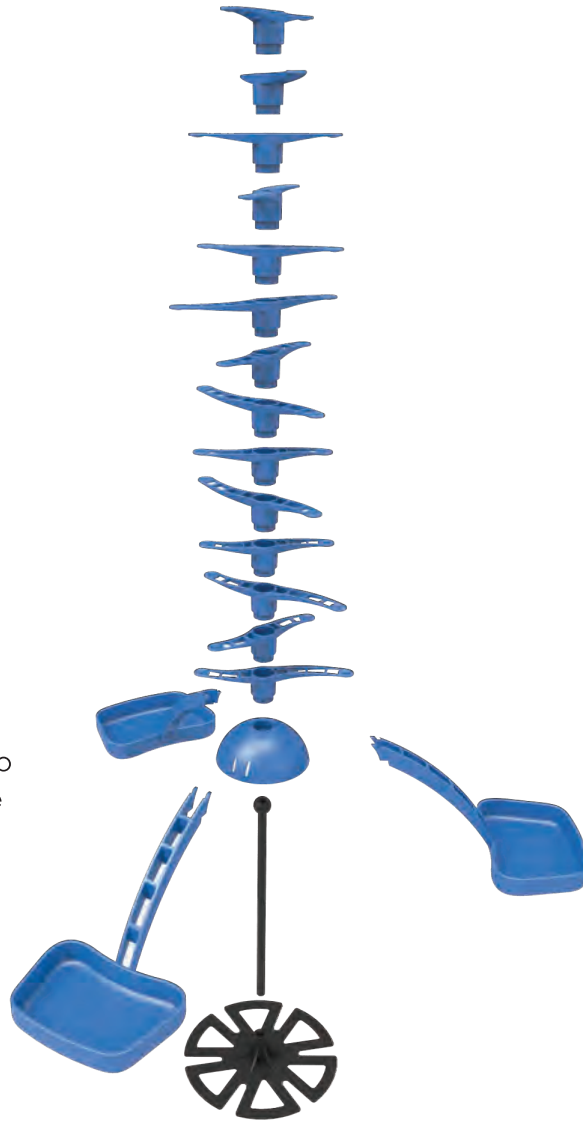
## CONTENTS

- 1 Gravitational Pole Including:
  - 7 Small Spokes
  - 7 Large Spokes
  - 3 Counterweight Baskets
  - 1 Center Dome
- 1 Balance Pole
- 1 Base
- 14 Small Tipping Points
- 14 Large Tipping Points

## ASSEMBLY

Gravitational Pole Assembly:  
Insert the three counterweight baskets into the center dome. Add the spokes to the dome by alternating between large and small spokes. Start with a large spoke followed by a small spoke and continue until all spokes are positioned.

Place the balance pole in the base.



## GAME SETUP

Fill the counterweight baskets somewhat evenly but randomly with all tipping points (color placement and exact numbers do not matter). Carefully lift the filled gravitational pole by the center dome and place it on top of the balance pole. NOTE: You may redistribute some tipping points to make the gravitational pole more level at the start of the game, but it is not necessary. As long as the gravitational pole is balanced enough for the tipping points to remain in the counterweight baskets, you can begin playing the game.

## PLAYING THE GAME

The youngest player goes first.

On your turn, remove a tipping point from any counterweight basket and place it on the end of any open spoke on the gravitational pole as shown at right. Any player can take any size or color of tipping point from any counterweight basket on his or her turn. But choose carefully. Once you touch a tipping point to remove it, you must play out your turn with that tipping point. At no time may a player touch the gravitational pole to stabilize it.

As tipping points are removed from the counterweight baskets, the gravitational pole will become more and more unstable. On your turn, you can play it safe and try to bring the gravitational pole back into balance or you can push the limits of gravity and try to make it harder for your opponents.

