



2-4



5+

ILLUMINATION PRESENTS

# minions

## THE RISE OF GRU

**WARNING:**  
CHOKING HAZARD – Small parts.  
Not for children under 3 years.

# TUMBLIN' MINIONS

GAME

from the  
makers of

**TUMBLIN'  
MONKEYS**

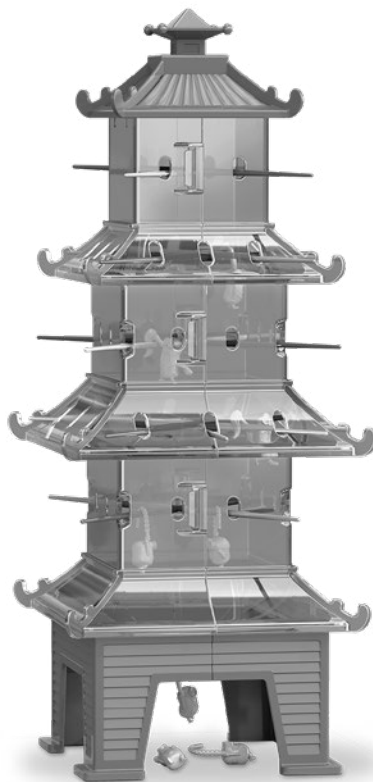
## CONTENTS

- 1 Pagoda Tower  
(2 Side pieces, 2 Base pieces,  
1 Pagoda Tower Lid)
- 27 Minions
- 3 Grus
- 1 Dragon Stone
- 30 Sticks in 3 colors
- 1 Die

## OBJECT

To carefully pull colored sticks from the Pagoda Tower without letting the Minions tumble out. The Player who lets the fewest Minions fall by the end of the game is the winner!

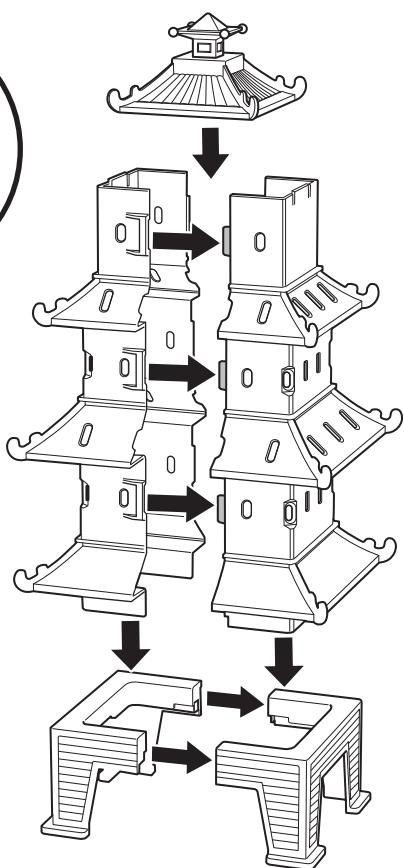
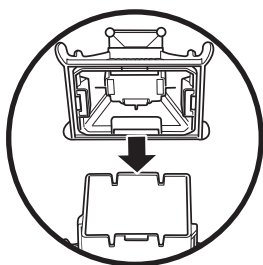
Colors and decorations may vary from those shown.



# ASSEMBLY

1. Snap the two sides together to form the Pagoda Tower.
2. Snap the two sides of the base together.
3. Place the Pagoda Tower into the base and lock into place.
4. Cut the plastic sticks off of their frame. Use safety scissors.

**NOTE:** SET ASIDE 4 EXTRA STICKS AND DO NOT USE THEM. THEY ARE INCLUDED IN CASE ANY STICKS BREAK OR BECOME LOST.

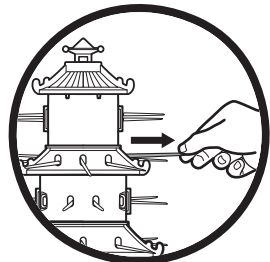
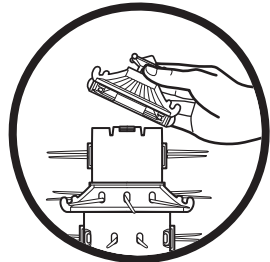
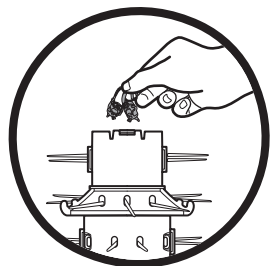


## SET UP

1. Randomly place all the colored sticks through the holes on each level of the Pagoda Tower. Take care that the colors are evenly distributed throughout the levels.
2. Drop the Minions, Gru and the Dragon Stone in the top. If any fall out, put them in again until all are in place.
3. Place the Pagoda Tower Lid onto the top of the Pagoda Tower.

## LET'S PLAY!

1. The youngest player goes first.
2. On your turn, roll the die and note the color that is showing. You must then pull out ONE stick that matches that color.
3. Always take sticks from the highest level first.
4. If any Minions fall from the Pagoda Tower, you must keep them.
5. If a Gru falls on your turn, give away any Minions that fall with him to the other players. You can divide them up any way you choose. Note: Place any Gru figures to the side once they fall. They do not count as negative points at the end of the game.
6. If the Dragon Stone falls on your turn, keep it in your possession. At the end of the game, deduct 3 Minions from your score.
7. If all the sticks of one color have been removed and you roll that color, you are lucky and miss that turn.
8. Continue taking turns (clockwise) until all the figures have fallen out of the Pagoda Tower.
9. The player with the fewest Minions wins the game!



ILLUMINATION

© Universal City Studios LLC.  
All Rights Reserved.

©2019 Mattel. ® and ™ designate U.S. trademarks of Mattel, except as noted.

Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. Consumer Services 1-800-524-8697. Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303. Mattel Australia Pty. Ltd., 658 Church St., Richmond, Victoria, 3121. Consumer Advisory Service - 1300 135 312. Mattel South Africa (PTY) LTD, Office 102 B, 30 Melrose Boulevard, Johannesburg 2196. Mattel East Asia Ltd., Room 503-09, North Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Tel: (852) 3185-6500. Diimport & Diedarkan Oleh: Mattel Southeast Asia Pte. Ltd., No 19-1, Tower 3 Avenue 7, Bangsar South City, No 8, Jalan Kerinchi, 59200 Kuala Lumpur, Malaysia. Tel: 03-33419052.

GKC08-0970  
1102255011-DOM

