

Seven rods. Ten rings. One round.

Complete every stack from 10 at the bottom to 1 at the top. The seven completed rods win the round.

0 / 7

 0

Pause

New round





SAVE





Drop ring 7



1



2



3



4



5



6

needs
10

7

needs
10

The visual language

Numbered rings

Smaller numbers can land on larger numbers. Color supports the numeral.

Deflated gaps

Dark plum bundles mark skipped ranks. A stack with gaps is incomplete.

Pump

Inflates every missing rank in the lowest internal gap.

Pin

Pops a red blocker and reopens the same stack.

Diamond + count

Earned between rounds. Replaces the falling piece and completes an unfinished rod.

Rings storyboard | Updated October 11, 2026 | Current gameplay

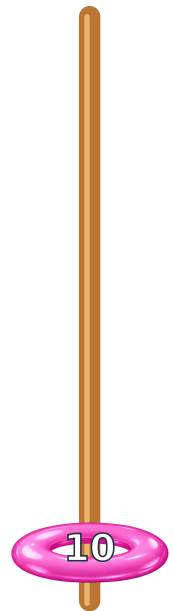
1 / 9

Three ring rules. Tap, or slide and release.

Choose a rod before the incoming ring times out. Default: 3 seconds per ring; specials take three times as long.

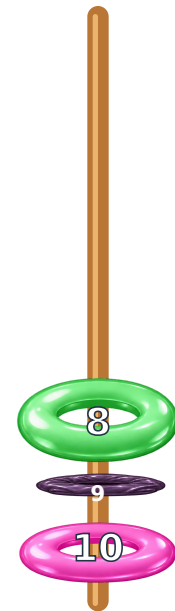
01 Smaller: stack it

10 + 7 becomes 10, 7. Missing 9 and 8 remain deflated.



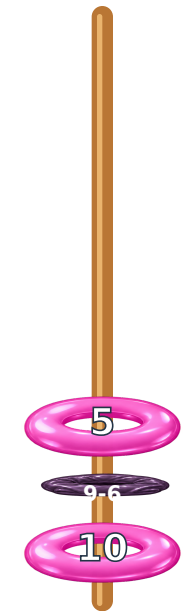
02 Same: match it

A duplicate repairs the exposed gap when one exists. Otherwise it is absorbed.



03 Larger: blocks it

A 9 on a top 5 creates a red blocker. The stack underneath stays intact.



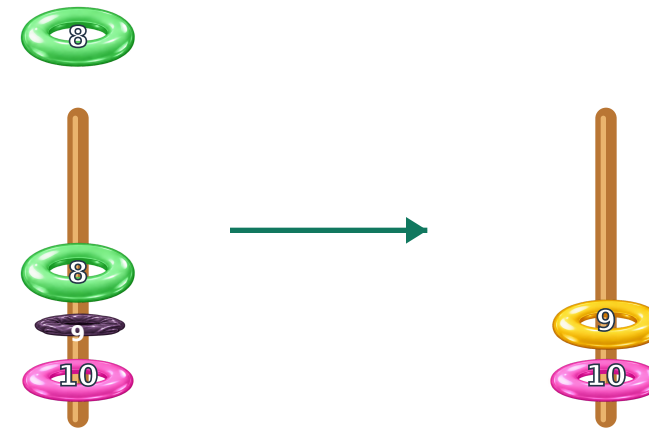
Tap around a rod to drop immediately, or slide and release to aim. Rings then slide down the pole; the contact sound follows the landing.

Matching rings repair the exposed gap.

The match repairs only the gap directly below the top ring. It does not upgrade an already consecutive pair.

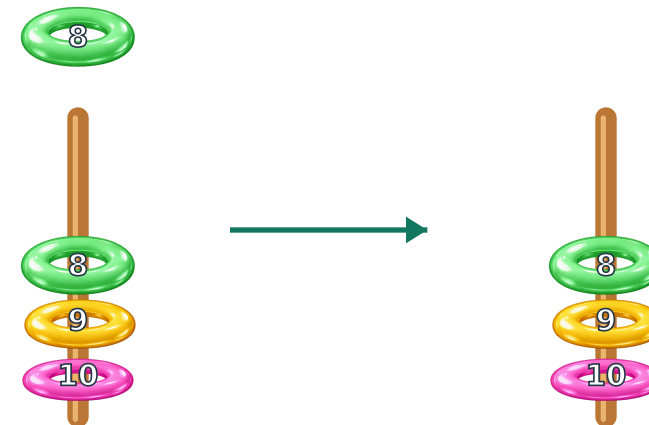
A gap directly below the top

10, 8 + incoming 8 becomes 10, 9. The two 8s become the rank immediately below 10.



No exposed gap

10, 9, 8 + incoming 8 stays 10, 9, 8. The duplicate is absorbed.



Buried gaps stay. Example: 10, 7, 6 + 6 stays 10, 7, 6; the missing 9-8 is not directly below the top.

Pump: make the lowest gap whole.

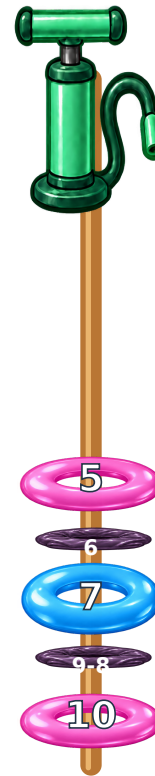
The pump repairs one internal gap at a time. It neither removes a red blocker nor adds missing rings above the top.

01 Two separate gaps



10, 7, 5 has missing 9-8 below and a separate missing 6 above.

02 Pump the lower gap



The pump handle moves as the lower gap inflates. The pump body stays in place.

03 Lower gap restored



Now 10, 9, 8, 7, 5. The missing 6 remains deflated for a later repair.

A pump on a blocked rod has no effect. Use a pin first. A pump on a rod with no internal gap is spent without changing it.

Pin: burst the blocker. Keep the stack.

An incoming number larger than the top becomes a hard-red cap. A pin removes that cap, leaving existing rings and gaps intact.

01 A 9 blocks a top 5



The red blocker closes the rod. Other numbered drops cannot continue that stack.

02 Drop a pin



The blocker bursts with an explosion; fragments scatter and fall away.

03 Build from 5 again



Only the cap is gone. The original stack is open again, with top ring 5.

A pin on an open, empty or completed rod has no effect and is spent. Pins are especially useful to keep in reserve for late in a round.

Five reserve slots. Choose what to keep.

Pumps and pins can be saved for later. Diamonds have their own count and never occupy a reserve slot.

01 Save the incoming special

Tap SAVE at the upper left. The saved item enters the leftmost slot. In the current game, a falling incoming special also auto-saves when its timer expires.



02 A new save pushes right

Only five items fit. New saves push the others right; if full, the oldest item on the far right is removed.



03 Use one, or deliberately discard

Tap a reserved pump or pin to replace whatever is falling, then drop it on a rod. To discard an incoming special, drop it on a rod where it has no effect.



A deployed reserve item that misses is spent. After it resolves, the next delivery is fresh.

Blue diamond. One free stack.

A scarce reward carried into later rounds. Complete all seven rods for a 50% chance to earn one diamond.

01 Earn it

Seven out of seven triggers one 50% roll.
Six does not qualify. A diamond-assisted seven still qualifies.



02 Tap the blue icon

The current falling ring, pump or pin is discarded and replaced by a falling diamond. Your count decreases immediately.



03 Land it on a rod

Steer and drop normally, or let its timer expire. An open, blocked or empty rod becomes a completed 10-to-1 stack.



The blue icon + number sits beside the round controls. Starts at 0; earned charges persist on this device and browser, outside the reserve.

The charge is spent on activation. A diamond cannot be saved, replaced by a reserve item, or reused. Landing on an already completed rod has no effect.

Finish the round. Come back for another.

A complete stack contains every rank from 10 to 1. Completed stacks stay on their rods with a green check.

One completed rod



Keep the round moving

Each non-final completed rod earns a falling special: a pump or pin, with a 50% chance of each.

The round ends at seven completed rods, or when no started rod is open and no saved pin can reopen a blocker.

Saved pins are offered as a last chance. Empty rods alone do not keep an otherwise blocked round alive.

Earned diamonds carry into future rounds. They must be activated while a piece is still falling; the diamond count does not extend a finished round.

Round complete

7 of 7 rods completed.



Diamond earned!
Appears when the 50% roll succeeds.

New round

Playing record

Sign in to save rounds played, average completion and your 0-7 distribution across devices.

Home returns to the start screen. New round gives you a fresh sequence.

The reward example is illustrative; seven completed rods do not guarantee a diamond.

Settings, sound and a quick demo.

Settings pauses the active round. Tap Done to return. Sound controls live here, leaving the board compact.

The Settings panel

Quick demo

Watch a quick demo through a round. Current recording: 4 min 57 sec.

Speed

3 seconds is the default. Choose 2 seconds (or another value) and it stays saved in this browser. Specials take three times as long.

Sound

Background music and sound effects have independent on/off switches and volume sliders.

Diamonds

The panel explains the 50% reward, replacing the falling piece, and device-local saving.

Chance plus strategy

Ordinary draws are independent. Each number 1-10 has a 7% chance; pump and pin each have a 15% chance. Those odds do not change with your score.

Finding the two starting 10s, setting up gaps, repairing with matches, and managing five saved specials give you decisions to make around those draws.

The diamond adds a decision between rounds: spend one to rescue a stack, or save it for a later attempt at all seven.

Sound follows the action: ring contact, pump inflation, pin burst, stack completion and the round result. Background music is Bryan Pocius / Blindhead's "Time To Go" instrumental.

Play Rings fish-stack-lab.pocius.chatgpt.site/tower

Demo fish-stack-lab.pocius.chatgpt.site/demo.html