

TOWER STACK™

CONTENTS:
36 CARDS
24 BLOCKS
1 TOWER BODY
1 TOWER STAND

Welcome to the block party!

Brick by brick, you'll stack the tower as high as you can. But keep it together—because if it topples on your watch, you're out.

SETUP

See that stack of cards? Go ahead and shuffle them, then place the deck face down between all the players.

Place the tower base onto the small stand with the rounded side down. Balance it as close to the middle as possible. It's good practice for later.

Scatter the blocks around the tower. They should be within reach. But not directly under the tower—otherwise, it might not fall correctly. That wouldn't be fair, now would it?

HOW TO PLAY

Everyone vote on the clumsiest person. That person goes first. Hopefully you have better balance when you play.

On your turn, draw a card and do what it says. There are a few different kinds of cards:



Build Cards
Add a block.
Enough said.

*If you draw this card on the first turn, return it to the bottom of the pile and draw another one. That piece is impossible to place by itself.



Move Cards
Move a piece on the Tower to another spot of your choice. Rotate as needed.



Skip Cards
You immediately end your turn. It's now the next player's turn.



Draw 2 Cards
Draw and complete 2 more cards immediately.

A couple of things to remember:

- You are allowed to leave space between blocks as you are placing blocks down.
- You cannot play on the blocks that are hanging on the surface of the tower. You can only build on the middle horizontal row.

After you've placed a block (or done what the card says), your turn is over. It's now the next player's turn to draw.

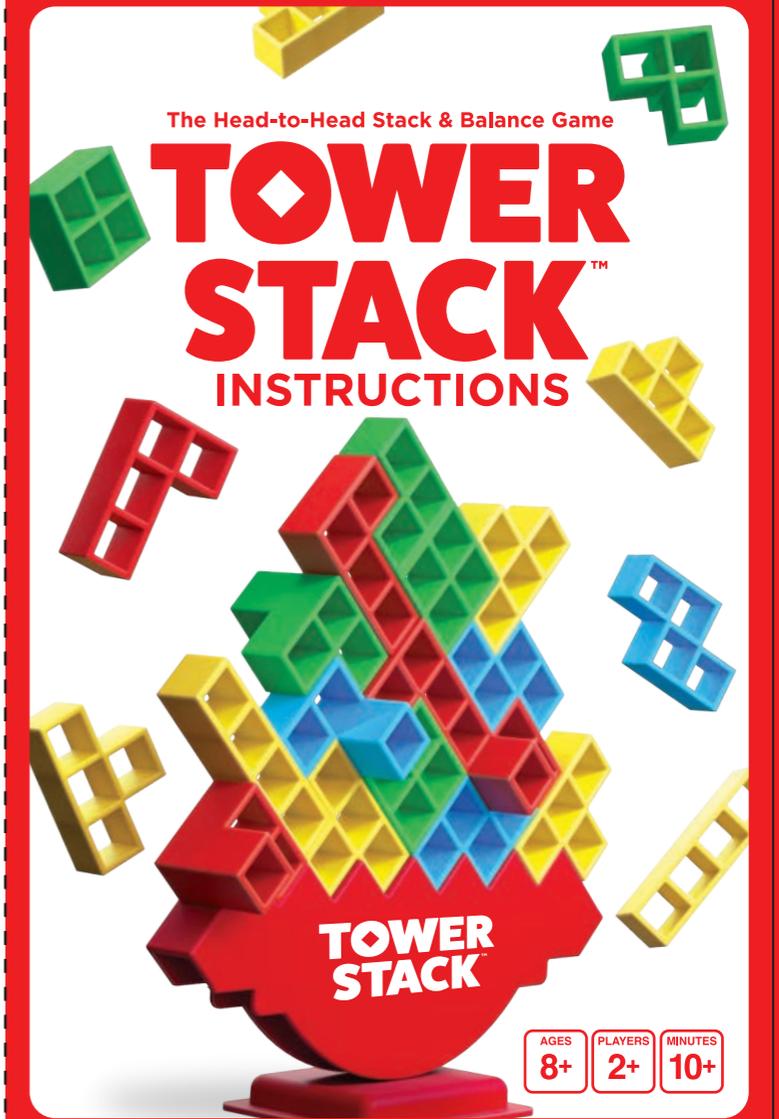
TOPPLING THE TOWER

If the tower loses even just 1 block on your turn, you lose. And everyone else wins.

I'm sure you're asking "But what happens if the whole tower comes down?" Well. You lose. Better luck next time.

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