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INSTRUCTIONS

For Any Number of Players

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54 Wooden Blocks I Plastic Loading Tray

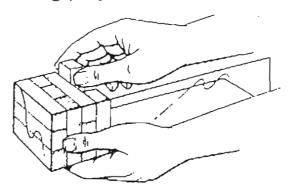
OBJECT

Remove one block at a time from the tower, and stack it on top. The last player to stack a block without making the tower fall wins the game.

SETUP

1. One player builds the tower on a flat, sturdy surface by using the loading tray as shown on the next page. Place three blocks in each layer, at right angles to the previous layer. When you finish, you'll have a solid, 18-

story tower that can more than double during play!



2. Use the loading tray to set the tower upright. Then carefully slide the tray away, and put it aside.

PLAY

- 1. The player who built the tower goes first. Play then continues to the left.
- 2. On your turn, carefully remove a block from anywhere BELOW the highest completed story. Then stack it on top of the tower, at right angles to the blocks just below it.
- 3. Removing and Stacking Blocks
- Remove and stack one block per turn. To remove a block, use one hand at a time. You can switch hands whenever you wish.

- As play proceeds and the weight of the tower shifts, some blocks become looser than others and are easier to remove. You can touch other blocks to find a loose one but if you move a block out of place, you must fix it (using one hand only) before touching another block.)
- While stacking, always complete one 3-block story before starting a higher one.
- 4. Your turn ends 10 seconds after you stack your block or as soon as the player to your left touches a block.
- 5. Keep removing and stacking blocks until the tower falls. A real procan build a tower 36 stories high—or more!

WHO WINS?

The last player to take a turn without making the tower fall wins the game. The player responsible for making the tower fall gets to set up the tower for the next game!

SOLO PLAY: Play alone for practice. Can you top your record height before the tower falls?



1. Carefully remove one block from any level. Use a steady hand to stack it on top.



2. Continue to remove and stack blocks to build the tower taller...and shakier!



3. How tall is too tall? You'll find out when the tower falls!

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