

Giant Patriotic Tumbling Timbers™

(W12936)

TRADITIONAL PLAY

Players:

For 1 or more players, ages 6 and over.

Contents:

54 Hollow plastic blocks (approximately 6"x2"x1" each), 1 foam dice with printed dots, a storage bag, and instructions.

Instructions:

Pre-Game Set-Up

1. Find a flat, firm and level surface.
2. Stack the blocks three across.
3. Stack a second level of the block on top of the 1st level, but at a right angle (perpendicular) to the 1st level.
4. Repeat until all blocks stacked, alternating the directions of the blocks.
5. The finished stack of block will be 18 levels high. The blocks should form a neat uniform rectangular tower. The tower will be about 18" high at the start of the game.

Individual Play:

1. A starting player is selected at random or the player who caused the last tower to fall goes first. Play then continues to the left.
2. On a player's turn, they must 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. A player's turn ends 10 seconds after you stack your block or as soon as the player to your left touches a block.
4. Keep removing and stacking blocks until the tower falls. A real pro can build a tower 36 stories high - or more!

Rules:

Removing and Stacking Blocks

- Remove and stack one block per turn. To remove a block, use one hand at a time. A player 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.

Winning:

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!

Optional Rules:

Color Play – When setting up the initial stack, use only one color per level and alternate between the 3 colors. Prior to a player's turn, they must roll the dice. The color of the dot on the top of the dice determines what color block that they must remove from the stack and place on top.

Fast Play - For a faster, more exciting game limit the amount of time a player has for their turn. 30 seconds is a good place to start. As soon as one player removes their hand from a block, the next player's turn starts. The player can choose to wait 10 seconds to see if the tower will fall and the previous player loses. If the tower does not fall, the 10 seconds that has passed still counts as part of their 30-second turn and they only have 20 seconds left. Use a stopwatch or egg timer to keep track of the time.

Youth Play - To make the game easier for a group of younger players or for a group of players of varying ages, younger players can be allowed to use both hands at one time. Note that both hands must be touching the same block and the second hand can not be used to steady the tower. Another option for youth teams would be to allow two players to work together - each player could use one hand at a time - most likely with one player on one side pushing the block and the other pulling the block.

TEAM PLAY

(requires 2 sets of blocks / 1 per team)

1. Divide the available players into teams with about the same number of players.
2. The teams agree to or a monitor determines how long "game time" will last.
3. Time should be kept on a stopwatch or a watch with a second hand by a monitor.
4. Each team gets one set of blocks and stacks them in the standard start position (18 levels high). Before the start of the game.
5. Teams play according to the standard rules above, rotating turns amongst team members.
6. The goal of the team is to create the tower with the most number of levels. Each team should call out the height of their tower as each block is stacked. For instance, the first block stacked at the start of the game would be 19. Note, the score or height is counted in levels and not just by the number of blocks stacked. The second block stacked could be on level 19 or level 20 depending on how the team stacks its block and its strategy.
7. Teams continue to stack their towers as high as possible until it either falls or time runs out.
8. A teams score is based on the maximum height / level of their tower before time runs out of it falls.
9. A team can build multiple towers during the game time. The maximum level achieved is the teams score.
10. The team with the highest score at the end of the game time is the winner.

Blind Fold Fun Variation - Form teams of 2 (or more) players, one person on the team is blindfolded (use W8742 Blindfolds) and the other player(s) on the team call out instructions to them. Play any of the individual or team play games as described previously.