

# **Patriotic Super Tumbling Timbers™**

(W13388)

## **TRADITIONAL PLAY**

### **Players:**

For 1 or more players, ages 6 and over.

### **Contents:**

54 Hollow plastic blocks (approximately 9"x3"x1-5/8"" each), 1 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 1<sup>st</sup> level, but at a right angle (perpendicular) to the 1<sup>st</sup> 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 cannot 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 team's 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.

**Tower Building Activity** – Teams compete to build the highest tower possible before time runs out. Requires a gym or large play area

Equipment Needed– 1 or more sets of Tumbling Timbers, pool noodles and 6 balls (8" GatorSkin balls are recommended, but playground balls can also be used).

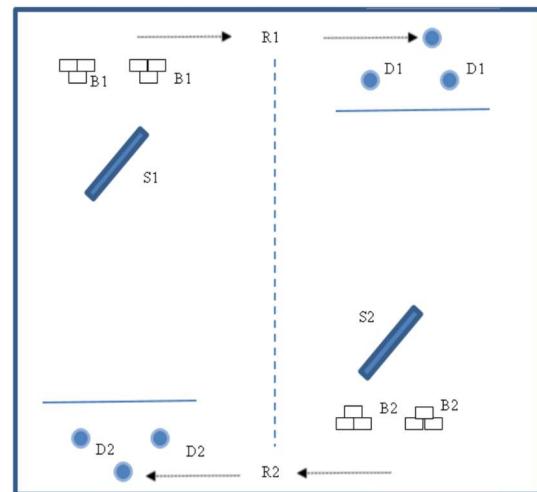
Positions:

Builders “B” – These players stack block anyway they want (horizontally, vertically, or a combination of both) with the goal of building a tower that is as high as possible.

Sweepers “S” – These players use a pool noodle to try to defend their team’s towers from being knocked over by incoming balls.

Destroyers “D” – These players attempt to roll (not throw) balls to knock over the other team’s towers.

Retrievers “R” – These players retrieve the balls that have been rolled by the opposing team to their team’s destroyers.



**Set-Up:** (see diagram to the right)

Divide your play area into 2 lanes (shown by the dashed line) and add a Roll line to each lane (shown by the solid line). Destroyers must stay behind the Roll lines. Take your pool noodles and mark a line around the midpoint of the noodles with permanent marker or floor tape. Sweepers must hold the noodle above the mid point line. The goal is to have the end of the noodle somewhat “floppy” making it more difficult to block incoming balls. Divide the timbers into 2 equal amounts and place a pile of timbers near each team’s Builders. Give each team’s Destroyer’s 3 balls. There are 2 Builders, 2 Destroyer, 1 Sweeper and 1 Retriever per team and they are positioned about as shown in the diagram.

**Rules / Play:** At a start signal the Builders start stacking up their blocks, while the destroyers start rolling their balls at the opposing team’s towers trying to knock them down. Each team tries to build 2 towers at the same time. The retrievers gather the balls that have been rolled by the opposing team and bring them to their team’s Destroyers. The Sweepers use the loose end of their noodles to try to block or deflect incoming balls. Sweepers can only use their noodles to stop balls. If a ball hits their feet, they must move to the side and count to 10 before they can continue trying to block balls. Note Destroyers are not allowed to store up balls in their area and cannot have more than 4 balls in their area at one time. If the referee notices 5 or more balls with one teams Destroyers, they should call time out and award 3 balls to the other teams Destroyers. After a set amount of time (3 to 5 minutes), the referee should give a stop signal and the team with the highest tower wins the round. Players should switch positions after each round.