

# Towers - rules of the game

Number of players: 2 - 3

Age: 5 - 99

Duration of the game: 15 minutes

Contents: building blocks in different shapes, 1 dice, 3 boards with outline of foundations.



## Goal of the game

This is a game for 2 or 3 players. The goal of the game is to build the highest tower using the different building blocks. The player who builds the highest tower is the winner.

## Rules

1. Building blocks have values of 1, 2, 3, 4, 5 or 6 according to the number of small cubes that make up the blocks (see illustration 1). Before the game begins, the building blocks should be laid out and grouped by value if desired.
2. The person who throws the highest dice opens the game.
3. The player whose turn it is throws the dice. The following player chooses a building block with the same value as the number thrown.

Example: if the player throws a '4', the following player chooses a building block with the value of 4. He chooses the most complicated building block to make it difficult for the other player. He gives it to the player who threw the dice and who then has to use this building block to build his tower.

4. Players may not place a building block or part of a building block alongside or sticking out from the outline of the foundations of the tower marked on the board (3x3). Blocks are allowed to stick out from higher levels of the tower (see illustrations 2 and 3).
5. Building blocks may not be placed half on, half off other building blocks in order to balance them (see illustration 4).
6. If a player cannot place his building block according to the rules, he must put the building block back after which his turn is over.
7. Once the building blocks have been placed, they cannot be moved during the next turns.
8. After a player has placed his building block it is the next player's turn.
9. When there are no more building blocks with a value equal to that on the dice thrown, the next player picks up a building block with the next value down. If there are none of these, he chooses the next value down, etc.

Example 1: the player throws a '5', but there are no more building blocks with a value of 5. The opponent then picks a building block with a value of 4.

Example 2: the player throws a '4', but there are no more building blocks with a value of 3 or 2. The opponent has to pick a building block with a value of 1. If there are no building blocks with a value of 1, it is the next player's turn.

10. If a tower falls over, the building blocks that have fallen off go back into the game. The players can continue building on the part of the tower that is left standing.

## Variant

You can also play the following variant: the player who has a complete layer of connected building blocks on a level higher than the other players is the winner.

See illustration 5.

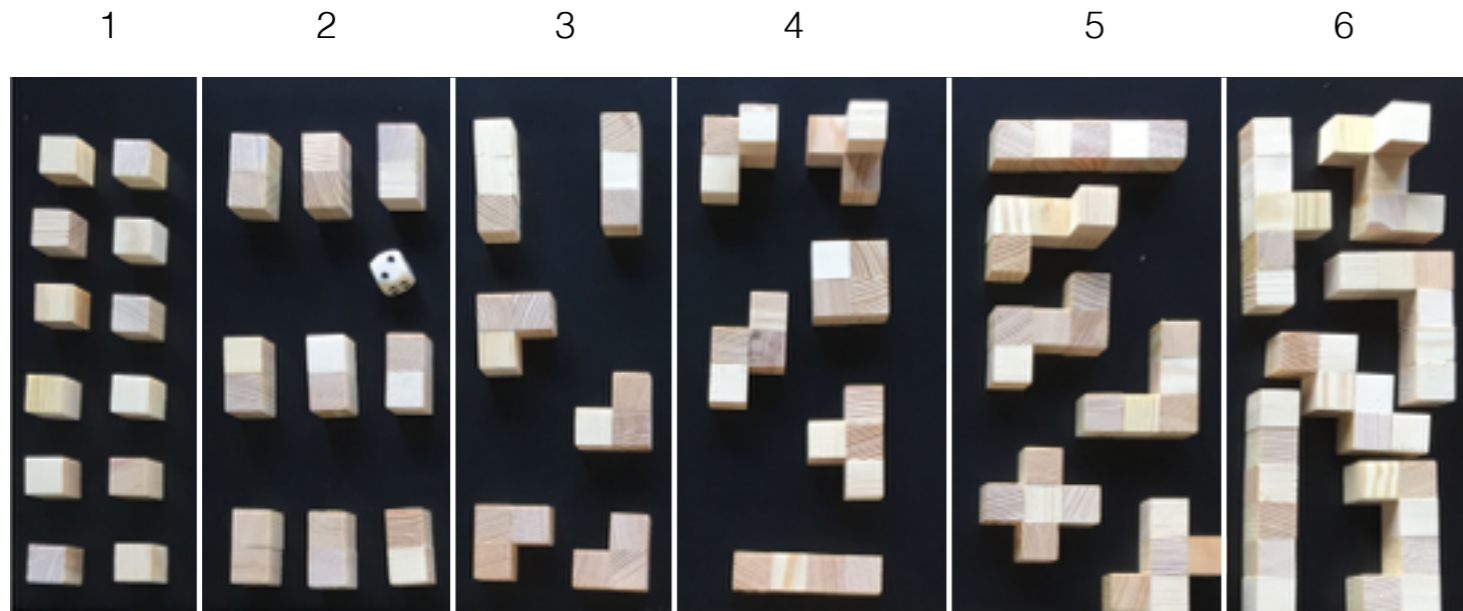


Illustration 1. De building blocks and their value



Illustration 2. Block that has not been placed properly (outside the 3x3 foundation).



Illustration 3. Correctly placed blocks. They may stick out from higher levels.



Illustration 4. Not properly placed: half on, half off other blocks.

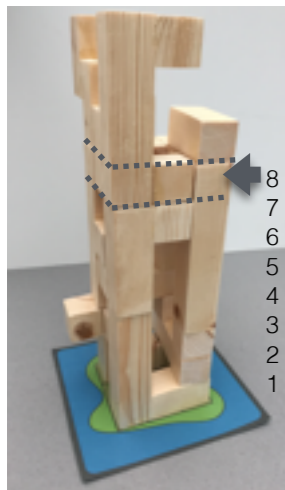


Illustration 5. Variant: the player who has a complete layer of connected building blocks on a level higher than the other players is the winner. In this example the player has connected building blocks at level 8. As visible on the latest photo there might be a gap in the middle.