



Timber!!! Tower Rules

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Equipment: 48 Blocks, Stacking Sleeve

To Begin the Game:

Before starting the game, stack the blocks in alternating rows of three, using the paper stacking sleeve as a stacking aid. The person who stacked the blocks goes first.

Game Play

Each player alternates taking one block per turn from any level of the tower and placing it on the top level. The placement on the top level should be in such a manner that it works towards completing the top level. Players may not take a block from the level below an incomplete top level.

Players may use either hand during game play, but players may only use a single hand at a time to touch the tower.

It is okay for a player to try to find loose blocks by tapping a block. If a player moves a block but decides not to play it, the player must replace the block and continue with the turn.

The turn ends 10 seconds after the player has placed the block on the top of the tower, or when the next player touches the tower.

When the tower falls, or a any block falls from the tower, the game ends.

The person whos’ turn it was when the tower falls is the loser.

These are the basic rules. We encourage you to research the game online for strategy, tips and rule variations. Most importantly, **HAVE FUN!**