

SNACK PILLARS



OBJECTIVE

Stack your caterpillars (dice) as high as you can without causing them to topple! Be strategic and keep your dice balanced to win.

SETUP

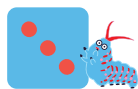
Each player chooses a set of 20 dice in the same color.



PLAYER 1



PLAYER 2



PLAYER 3



PLAYER 4

Roll a single die to determine who goes first. The highest roll wins! Play moves clockwise from there.

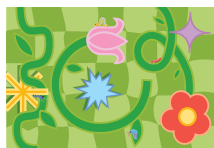
Make sure the board is on a flat surface with enough room for everyone to roll and stack their dice.

BLUE SIDE



Place your dice in the colored squares—whether in a straight line, square, or diagonal! Think ahead with placements to outstack your opponents.

GREEN SIDE



Place your dice anywhere on the mat. Follow a flower, create a shape. For maximum chaos — just put them wherever you want!



GAMEPLAY

The first player rolls a die and places it anywhere on the board to start a pillar for that number.

The second player rolls their die: If they roll a number already on the board, they must stack it on the existing pillar for that number. If they roll a new number, they start a new pillar by placing their die anywhere on the board.

Repeat the Process: Continue taking turns, stacking dice on only their matching number's column, until all numbers 1–6 have one pillar.

No adjusting! Once a die is placed, it cannot be moved or adjusted by any player.



Turn Advantage: If you stack three dice in a row on the same pillar, you earn a special advantage! You get to choose where the next player must place their die. (*Hint: The tallest stack might be a bit wobbly...*)

Elimination: If a player causes a pillar to topple, they are out of the game. If you run out of dice, you can recycle dice from eliminated players.

Winning: The game continues until only one player has not knocked down a pillar. That player wins!



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