

# TUMBLING TIMBER TOY

# **SCORE CARD**

Keep track of which players win each round! A round ends when the tower falls.

The player that knocks down the tower gets no points, but the winner(s) get 1 point.

Add up all of your points when the games are done to see who the winner(s) is!

	P 1	P 2	P 3	P 4	P 5
ROUND 1					
ROUND 2	-				,
ROUND 3					
ROUND 4					
ROUND 5					
TAL WING					

TOTAL WINS

### **CUSTOM RULES**

Create your own fun rules for the block numbers and have a blast!

#1	#5
#2	#6
#3	#7
#4	#8

# Giantville

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## **GAMEPLAY INSTRUCTIONS**

INCLUDED: 56
PINE WOOD BLOCKS

### SETTING UP THE GAME:

#### STEP 1

Set up the base of your tower: Place 2 blocks side by side with a space in the center (space should be the width of a block).



#### STEP 2

Lay 3 blocks on top in the opposite direction with numbers (when they appear) facing down.



#### STEP 3

Repeat step 2 until you've built the full



### **GENERAL RULES:**

- You can play solo or with as many friends as you want!
- Any block can be pulled out, except those from the top level being added to.
- . Use only one hand to remove blocks. You may not use the other hand to hold the tower steady otherwise that's cheating!
- Only one block can (and should) be moved at a time during a player's turn.
- The game is over once any block or the whole tower falls!

### HOW TO PLAY THE GAME:

- Take one block from any level of the tower and replace it at the top to make the tower taller.
- 2 Take turns removing and stacking blocks until someone knocks down the tower!

### FUN RULES: (OPTIONAL)

- Use the numbers on the bottom of the removed block when they appear!
- Each number can correspond to an instruction below, or write your own rules on the custom rules sheet (reverse side of card). If no number appears, continue the game as usual.
- # 1 Reverse the Direction of Play . # 5 Pick the Block for the Next Player to Pull
- # 2 Next Player Must Pull 2 Blocks # 6 Next Player Must Use Less Dominant Hand
- # 3 Choose Player to go Next # 7 Next Player is Skipped # 4 Pull Another Block # 8 Skip Your Next Turn