

how to play the very big tower

RealGames

Objective

Build the tower as high as possible. Don't cause the tower to collapse on your turn. If a knockout match is being played, be the last player remaining over multiple rounds.

Number of players

The Very Big Tower can be played solo as a test of skill or enjoyed by any number of players.

Setting up

Remove the base board from the storage bag and position on level ground or a level surface. Build the first layer of the tower by placing three blocks in the centre of the base board so that they sit broad side up and with the long edges side by side. Each three block layer of the tower will be 21cm x 21cm. The second layer of three blocks should then be placed directly on top of the first layer, however these three blocks should run perpendicular to layer 1. Continue building all 18 layers of the tower in this fashion with the blocks in each layer running at right angle to the blocks in the layer immediately below it. You are ready to play when you have a 76cm tall starting tower with no gaps between blocks and all sides neatly aligned.

Playing

Decide who will go first. Using one hand only, players take turns to remove a single block from the tower and use it to build another layer on top of the tower. New layers must always run perpendicular to the layer below them. All blocks added to the top of the tower must be neatly aligned with the centre or side of the tower below. A player may not commence building a new layer until the current top layer has its full complement

of three blocks. A player may not remove a block from the top layer or where the top layer is currently incomplete, from the full layer below the top layer. A player may only ever touch a single block at a time. In addition, when selecting a block to remove, if a player "tests" and moves a block that is not ultimately removed, the tested block must be returned to its original position before that player's turn is over. A player's turn is over when they have correctly positioned the successfully removed block on top of the tower and the next player has subsequently commenced their move by touching the tower.

Winning

If during a player's turn, the tower collapses, that player loses and the game or round is over. The tower is considered collapsed if one or more blocks have fallen from the tower.

If a multi-round knockout match is being played, the player that collapsed the tower is eliminated and does not participate in subsequent rounds. For multi-round knockout play, the ultimate winner is the last player remaining after all other players have been eliminated.

Tips & variations

The game can be made easier by allowing players to use both hands. They may however still only touch a single block at a time.

A ten second rule can be used whereby the next player's turn commences ten seconds after the previous player has successfully positioned their block on top of the tower.