

254mm (10")

6+
years

JUMBLING TOWER

Ideal for: 2 players | Ages 6+
Contents: 48 Two-tone Wooden Blocks, 1 Wooden Mallet, 1 Dice and 1 Instructions

Game Overview

This classic wooden stacking tower game is upgraded with mallet and dice gameplay. Players take turns to roll the dice, remove specified blocks from the tower with a wooden mallet, and restack the blocks. The game exercises focus, hand-eye coordination and strategic thinking. This version adds two ways to play with the dice. Choose one mode before the game starts.

How to Set Up

1. Place all 48 blocks on a flat, stable surface.
2. Build the tower by stacking 3 blocks per layer.
3. Alternate the direction of each layer (crosswise pattern) as you build upward.
4. Ensure the tower is straight and stable before starting the game.
5. Place the mallet and dice within reach of all players.

Game Rules

1. Decide the first player by rolling dice or mutual agreement. Players are to take turns going clockwise around the table.
2. On your turn, roll the dice first to confirm the target block position. The top completed layers of the tower are not allowed to be removed or touched. Only blocks from the 2nd layer downwards can be removed.
3. Different from traditional stacking games, all blocks must be gently tapped out with the wooden mallet. Do not pull blocks directly by hand, and do not hold or support the tower during play.
4. Dice Play Options (choose one before starting):
 Mode 1 (By Layer Position): Remove one block from the tower layer corresponding to the dice number.

- Roll 1 & 6: Choose any playable layer (exclude the very top unfinished layer)
 - Roll 2: 2nd playable layer counting from top (topmost completed layer = Layer 1, not playable → 1st playable layer = Layer 2)
 - Roll 3: 3rd playable layer counting from top
 - Roll 4: 4th playable layer counting from top
 - Roll 5: 5th playable layer counting from top
 - Mode 2 (By Block Position): After rolling the dice, the number tells you which block position to remove from any playable layer
 - Roll 1 or 2: remove the left block.
 - Roll 3 or 4: remove the middle block.
 - Roll 5 or 6: remove the right block.
5. Only one single block can be removed per turn. After successfully tapping out the block, place it steadily on the topmost layer of the tower, and align it in the opposite stacking direction of the previous layer.
 6. If you fail to remove the target block within your turn or shake the tower severely, your turn ends immediately.
 7. Players keep taking turns to remove and restack blocks. The game ends immediately once the tower collapses.

Winning Rule

The last player who successfully removes and restacks a block without collapsing the tower is the winner. The player who causes the tower to fall loses the game.

Game Notes & Safety Tips

1. Tap the blocks gently with the mallet; do not strike violently to avoid tower collapse or injury.
2. No hand support or correction of the tower is allowed during any player's turn.
3. Small parts included. Adult supervision is required when children are playing.
4. Please play on a flat and stable desktop to ensure fair gameplay.
5. Store all blocks and accessories properly after use to avoid loss or damage.



WARNING:

CHOKING HAZARD - SMALL PARTS.
 NOT FOR CHILDREN UNDER 3 YEARS.

PRODUCT MAY VARY FROM IMAGE SHOWN.
 PLEASE KEEP THE PACKAGING AND INSTRUCTIONS FOR FUTURE REFERENCE.

ALWAYS PLAY ON A FLAT, STURDY SURFACE.
 DO NOT FORCE BLOCKS OUT OF THE TOWER. TAKE YOUR TIME AND FOCUS ON STEADY, CAREFUL MOVEMENTS.