

# TOWER CRASH

## Tower Crash Instructions

- 24 - pillars
- 8 - game discs
- 1 - die
- 1 - storage bag

2-4 Players

Basic Play

image 1



game disc

1. Build your tower by placing a purple game disc on a stable, flat surface.
2. Add 8 pillars to the disc using 2 of each color. (image 1)
3. Build two more levels using 3 discs and the remaining 16 pillars. (image 2)
4. You are now ready to play! Decide who goes first.
5. Player 1 rolls the die. Example: a yellow is rolled. Remove any yellow pillar from the Tower and add to the top game disc. (image 3)
6. If a "wild" is rolled, pull any color pillar from the tower and add it to the top game disc.
7. Players 2-4 each take a turn rolling the die, removing the corresponding color pillar, and adding it to the topmost game disc.
8. When the top layer is filled with 8 pillars, a new disc is added to the top.
9. Play is continued as the tower is built higher and higher!

2 player version: The player who pulls the pillar that crashes the tower loses the game.

3 or more players version: If you pull a pillar that crashes the tower, the player that preceded you is declared the winner.

If all eight discs have been used and the tower has not crashed, players can continue to roll the die, removing pillars one at a time until the tower crashes.



image 2



image 3



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