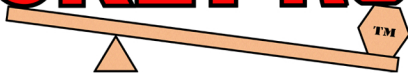


# STACKET RULES



## SET UP

Place the base piece on a stable, level, surface.  
Pick someone to go first.



**Base Piece**

## ON YOUR TURN

Choose any piece in the box and place it on the structure.  
Your piece must touch the previous piece that was played.  
It can touch any other piece as well, including the base piece, but it cannot touch the ground.  
If any other piece falls off the structure and hits the ground while it is your turn, you lose.  
Once you have placed your piece, your turn is over and it is the next player's turn.  
Continue taking turns placing pieces until someone loses.

## WHEN PLACING A PIECE

You may only handle your own piece. You may not touch any other piece in the structure.  
If your piece falls off and hits the ground while you are placing it, you may replace it until it stays.  
You do not lose if your piece falls off while it is your turn *unless* it is the very first turn.  
You may not use your piece to move or push another piece intentionally.  
If another piece moves or changes position accidentally while you are placing your piece, it is ok.

## RULINGS

A piece is not considered to be placed on the structure until it remains at rest for at least 10 sec.  
If your piece cannot touch the previous piece or there are no more pieces left to place, you lose.  
Two pieces are not considered to be touching unless you can see where they are touching.  
If you shake the table or disturb the structure when it is not your turn & a piece falls off, you lose.

## ADVANCED RULES (or how to make the game more challenging)

Once you have selected your piece from the box, you must place it.  
You may only handle your piece with one hand.  
Play with a maximum time limit of 1 minute per turn.

## ALTERNATIVE VERSION (or how to play using points instead)

Your piece no longer has to touch the previous piece that was played.  
You gain 1 point for each other piece your piece touches.  
If you cause a piece to fall off, stop playing & count up the number of pieces on the structure.  
You lose 1 point for each piece, plus 1 for the base piece and 1 for the piece you are playing.  
Clear off the base piece and start building a new structure.  
The first player to reach a total of 50 points or more at the *end* of a round wins.

## CREDITS

Game Design: Richard James

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