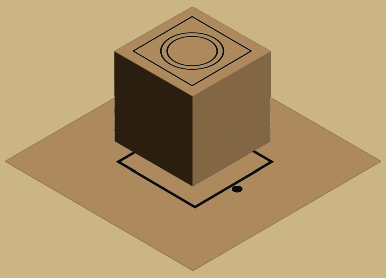
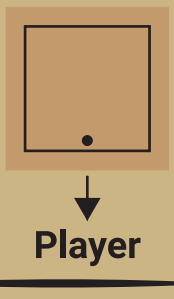
How To Play the Game

The goal of the game is to build a dice tower following certain steps and the player whose move causes the tower to fall is eliminated.

First we place the starting paperboard which has a square and a dot drawn on it. Then we need to align the starting dice with the square on the board and all players need to face the dot.

Each dice has a dot on it and that dot needs to be turned towards the player in order to know the direction which needs to be followed when placing the dice.





This dice is to be placed left in regards to the previous one, but only till the border of the square drawn on top of every dice.



This dice is to be placed right in regards to the previous one, but only till the border of the square drawn on top of every dice.



This dice is to be placed backwards in regards to the previous one, but only till the border of the square drawn on top of every dice.



This dice is to be placed forward in regards to the previous one, but only till the border of the square drawn on top of every dice.



This dice is to be aligned with the previous one.



This dice allows the player to choose one of the above-mentioned directions and place it that way, but only till the border of the square drawn on the top of every dice.





When the player takes the black dice, the player has to take three extra dice.



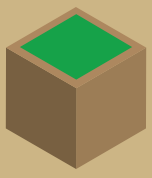
The yellow dice can be used for your own rules.



The blue dice allows the player to skip any round the player chooses to and it can be only used once. This dice can also neutralize the black dice.



The red dice is to be placed in accordance with already mentioned rules, but the player has to take one extra dice.



With the green dice, the player is allowed to move the previous dice in the way the player wants it, but only till the border of the square drawn on the top of every dice.

- Ages 5+

- Number of players: 1 to 6 (more than 6 players is possible, but for the best optimal experience, our recommendation is 6 players)

Set includes:
- 48 Dice
- 1 Throwing dice
- 1 Side-dice (left, right, forward, backwards, center, neutral)
- 1 Bag for random drawing
- Manual including different game modes

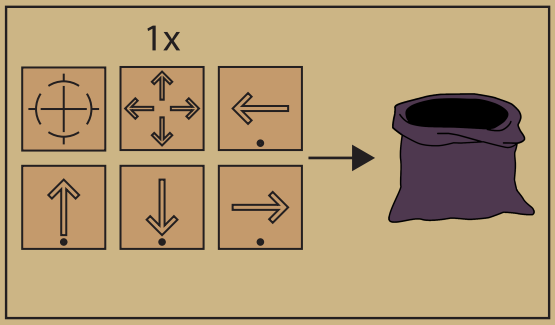
Different Game Modes

Regular mode - The players draw one dice from the bag each round and build a tower. The player who causes the tower to fall is eliminated.

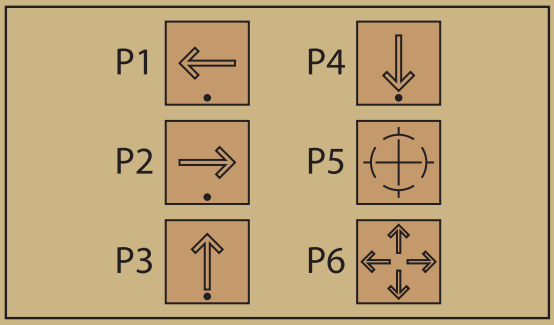
Solo mode (timed) - The players define a time limit and the winner is the player who builds the highest tower within the provided time. The red dice does not play its role, and the blue and black dice are excluded.

Solo mode (quantity) - The players define a certain number of dice that can be used and the player who builds the tower with all the dice in the shortest time wins. The red dice does not play its role, and the blue and black dice are excluded.

Definite mode* - Before the start, players place one of each dice in the bag and draw randomly. The dice they draw is the side they play with. The players put all the dice in the bag and draw a random dice each turn. If they draw the side they were assigned, they play that round, otherwise, if they draw a side from a different player, the player whose side got drawn plays the round and that player is the next one to draw the dice out of the bag.



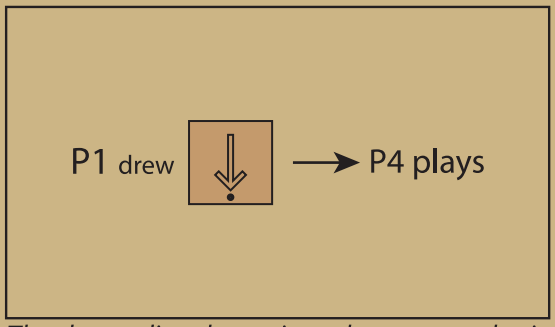
One of each dice is placed in the bag and the players draw randomly to determine sides.



Sides have been determined. (P stands for player)

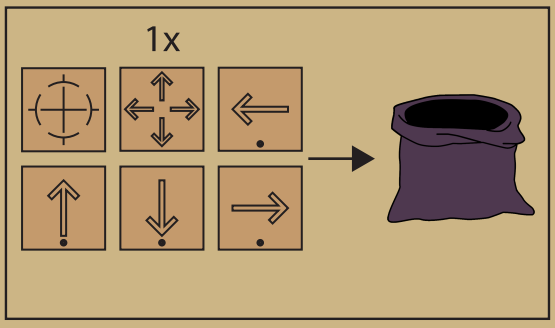


After all the dice are in the bag, the players draw dice randomly.

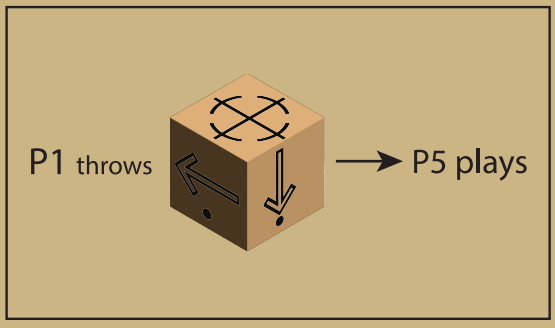


The drawn dice determines the person who is playing the current round.

Definite mode 2* - Before the start, players place one of each dice in the bag and draw randomly. The dice they draw is the side they play with, so the players take all the dice of the side they drew and then they throw the side-dice. The side-dice determines who plays the current round. The red dice does not play its role, and the blue and black dice are excluded.

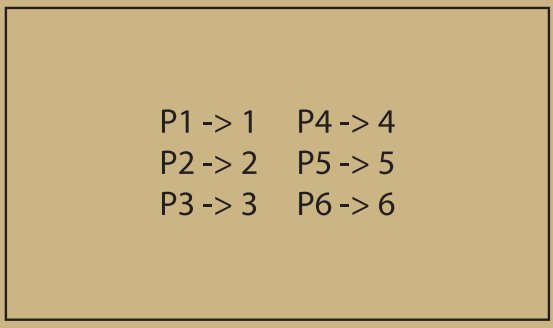


One of each dice is placed in the bag and the players draw randomly to determine sides.

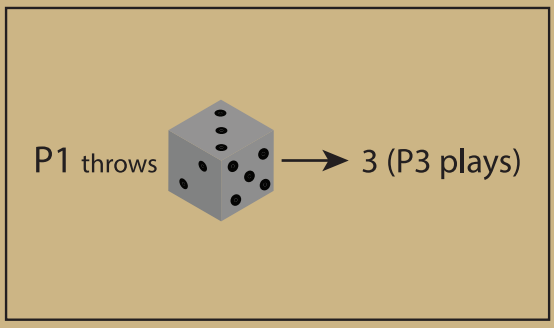


The side the player throws determines the player who plays the current round.

Dice mode* - Before the start, each player chooses a number between 1 and 6 (two or more numbers of the same value are not allowed) or if the players are not able to determine, they can throw a playing dice. Once the game starts (begins with the player who has number 1), each players throws the playing dice and the number that comes up determines who will play the current round. The player who played the current round will throw the dice in the next one and define the next person who will play (it is also possible for the player who is throwing the dice to play the current round).



Each player receives a number before the start of the game.



The number the player throws determines the player who plays the current round (In this case P1 threw 3, which means P3 plays this round).

** These modes can also be played by 2 players (each player chooses 3 numbers or sides) or 3 players (each player chooses 2 numbers or sides)*