

space **essentials**

Assembly Instructions

Thank you for your purchase.

Please follow the instructions below for correct assembly.



Wooden Block Stacking Game

INSTRUCTION

PACKAGE CONTENT

Comes with 54 giant blocks
and a carrying bag.

FAILURE TO FOLLOW THESE WARNINGS CAN RESULT IN A SITUATION THAT IS DANGEROUS FOR YOU OR YOUR LOVED ONES.

- **READ** and follow all instructions in User's Manual.
- **THIS GAME IS DESIGNED TO PLAY THE WOODEN BLOCK STACKING GAME ONLY.** Do Not use it for any other purpose than its intended function.
- **THIS IS NOT A CHILD'S TOY.** Strict adult supervision is required for children playing this game.
- **CHOKING HAZARD.** Game contains small parts. Not for children under 3 years.
- **DO NOT** use as fire wood.
- **DO NOT** chew or eat the blocks.
- **DO NOT** throw blocks towards animals or humans. Injury to yourself or others may occur if blocks are used improperly.
- **PARENTS** please supervise younger children during game play.
- **FAILURE TO HEED THESE WARNINGS** may result in personal injury and/or property damage.

SETUP & GAME RULES

RULES

Start the game by building a complete tower. Each player then takes their turn to remove one block and place it back on the top of the tower. Pull blocks out of the body of the tower and replace them at the top without the tower falling over. Players can pick any spot on the highest level to place their piece. As players take turns pulling out blocks, one by one the tower becomes less stable and much taller. As play continues, moves will become much more difficult as the tower stacks higher. Play ends when a player causes the tower to fall.

Self-defining throwing dice rules

1. Compared to other normal Giant Tumbling Timbers, we add a throwing dice and a rule board to add the fun of game. For example, from number 1 to number 6, you can give each number a definite rule. Such as throwing the dice number 2 is moving two blocks, number 5 is to drink half cup of beer, then write it on the rules of board. During each round of games, everyone who throwing the dice must complete corresponding action according to the dice figures.

2. If you don't want to mess with an already great set of rules. No problem! Leave the dice out and save them for another day.

WINNING

The last player to take a turn without making the tower fall wins the game. The player responsible for making the tower fall gets to set up the tower for the next game.

Awesome!

You did it!

We'd love to see how it looks in your space—share your setup and tag us on

Instagram @spacegeneralnz

Visit us at www.spacegeneral.co.nz.