



A delightfully wobbly  
building game  
by  
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and Anja Wrede



8+



2-4

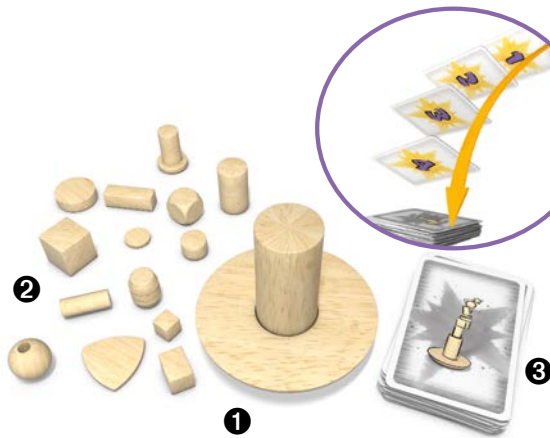


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*This tower teeters between gravity and recklessness. In your dizzying climb, reach for the stars! But don't lose your balance – otherwise the tower will topple ... and your stars will be gone, too!*

**Game Components:** 1 wobbly base, 1 thick wooden cylinder, 14 building blocks,  
33 playing cards with star values from 1 to 33

## Game Setup



- ① Place the **base** in the center and insert the **thick cylinder** into the indentation on top. It stays there for the entire game, because round after round your ... crooked ... tower will be built on this foundation!
- ② Lay out all **14 building blocks** nearby, leaving a little space between them.
- ③ Sort the **cards** by their star values and stack them face down in **ascending order**, with **1 on top** and **33 at the bottom**. This forms your **draw pile**.

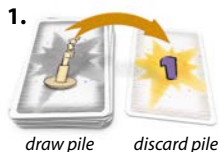
# Gameplay

Whoever has been higher up than everyone else today goes first. Then play continues over several rounds, taking turns clockwise. On your turn, you can either **build** or **pass**. The choice is yours!

## A. You decide to build

1. Reveal the **top card** from the draw pile and place it **face up next to it**.

→ The revealed cards form a **discard pile** and remain there until the **game is restarted**.



2. Choose one **building block** from the supply and place it with a **flat side** onto the **topmost** block of the tower.

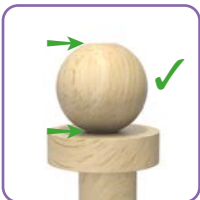
The **first** player places their **chosen block** on the **thick wooden cylinder**. Each **subsequent** player places their **chosen block** on the **most recently added block**, forming one continuous tower.



*This is how you are allowed to build!*



*Not allowed! A rounded side may not rest on the block below.*



*The sphere also has two flattened sides – only these may be used as a base.*



*This is how you may (continue to) build – always only on the topmost block.*



*Not allowed: No more than one block may be placed on any single block.*

Already placed blocks may **only** be **touched** with the **block you are currently placing**.

3. Your **turn ends**. The next player takes their turn.

## B. You decide to pass

1. Take the **top card** from the **draw pile** and place it **face up in front of you**.

2. **Do not build.** Do not place a card on the discard pile.

3. Your **turn ends**. The next player takes their turn.

→ You will **no longer join** the construction of this tower. You rejoin the game when the next tower is started.

→ Anyone who does not pass continues building the tower in turn. If you are the **only** person who has **not yet passed** during the construction of the current tower, you may **continue building alone**. Before placing each block, remember to reveal the top card from the draw pile and move it to the discard pile. You may **continue building** until you either **choose to pass** yourself (and take the top card from the draw pile for yourself) ... **or the tower collapses**.



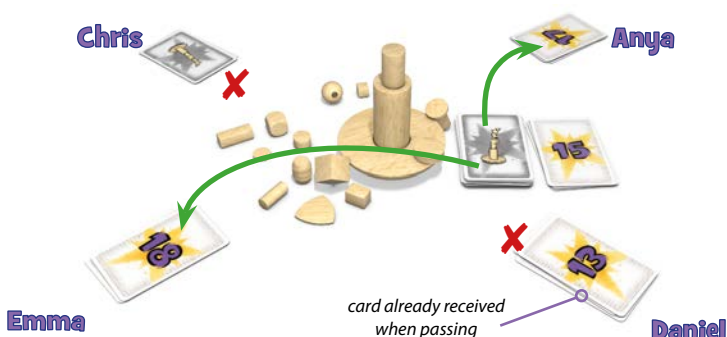
## Your Crooked Tower Collapses

A **collapse occurs** if the block you **just placed** causes one or more **other** blocks to fall. If **only** the **current** block falls down, this does **not** count as a collapse. Try again to place it!

If you **cause** the tower to **collapse**, you unfortunately **do not receive a card**. All players who have **not yet passed** each **take the top card from the draw pile** in turn, starting with the player to your left.

### Example:

Chris' block caused the tower to collapse. He does not receive a card. His left neighbor Anya is still in the game and takes the top card from the draw pile. Daniel has already passed (and received a card at that time). He does not receive another card. Then Emma, who has not yet passed, draws the top card from the draw pile, thereby ending the round.



## End of the Round and Restart

If the tower has **collapsed** or **everyone has passed**, the round ends.

If you successfully place the **final** (14<sup>th</sup>) block, the round also ends **immediately**. In this case, you take the **top** card from the draw pile. Other players who have not yet passed **receive nothing**.

As soon as the round ends, place **all cards from the discard pile** back **onto the draw pile face down**:

1. Turn over the entire discard pile so that the lowest-numbered card ends up on top again.
2. Place the turned-over discard pile back onto the draw pile. (Never shuffle the cards!)

Now everyone **turns** their collected cards **face down**. Do this in a way that still allows everyone to see who already has how many cards.

Place all 14 building blocks next to the foundation again. (Leave the thick cylinder in the base!)

Now the **restart** begins – a new tower is built! Everyone participates again.

The player who **caused** the tower to collapse starts, or, if there was no collapse, the player who passed last or placed the 14th block.

## End of the Game – and the Winner

If, at the end of a round, one or more players have **5 cards**, the game ends.

Everyone reveals their cards and adds up the **star values** of their **3 highest cards only**. The player with the highest total score has successfully reached for the stars and wins **POCKET PISA**.



**Example:** Cards 3–7–11–13–19; result:  $11 + 13 + 19 = 43$ .

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