CRAZY TOWER



Your fingers are trembling. Your heart is pounding. You have to add another Block to the teetering Tower, and your mind is racing: will the Tower hold together, or will it collapse? A drop of sweat trickles down your forehead as your fingers release the Block. This is the moment of truth. The Tower sways. Your breath catches in your throat. The Tower re-stabilizes and remains standing. For now…

In Crazy Tower, the goal is simple: build a stable structure! This would be much easier for the Architects if there wasn't a Saboteur involved. Their only desire is for the structure to collapse, on YOUR turn… One way or the other, whether the Tower holds up or not, the game is guaranteed to be crazy!

GOAL OF THE GAME

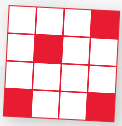
Be the first player to place all their blocks, without collapsing the Tower.

CONTENTS

28 Wooden Blocks
(7 of each color)



21 Floor cards



1 rulebook



SETUP

- Take a Floor card with no Special Boxes , , and , and place it in the center of the table.
- Shuffle the other Floor cards and form a facedown deck with them.



THE SPECIAL BOXES

- White Box : Blocks **must** be placed on one or many White Boxes.



- Case : Players **may not** place a Block that covers this Box.



- Case : When a player covers this Box, they **may** remove a Block from a lower Floor card and give it back to the person playing that color.



- Case : When a player covers this Box, they **must** play again immediately.



- Case : When a player covers this Box, they **must** exchange one of their unplayed Blocks with one of another player's of their choice.



COMPETITIVE MODE (2-4 PLAYERS)

HOW TO PLAY

1. Each player takes 7 Blocks of the same color (In a 2 player game, each player takes the Blocks of 2 different colors).
2. Determine which player starts the game. Then, play in turn and clockwise.
3. In turn, players do 1 of 2 things:

   A- **Place one of your Blocks on the highest Floor card of the Tower.**

   B- **Take the first Floor card from the stack, reveal it and lay it on the Tower, then put a Block on the new Floor.**

IMPORTANT

- Blocks must be laid flat.
- Blocks can overhang Floor cards.
- Floor cards can be offset from the Tower.
- Only one hand can be used to lay a Block or Floor card.
- There can never be 2 Blocks of the same color on the same Floor card.

GAME END

The game ends when:

- a player places their last Block on top of the Tower without it collapsing.
- the Tower collapses.

COLLAPSE

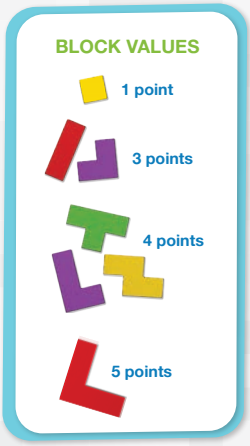
The Tower is considered to have collapsed if **at least one Block and one Floor card fall**. If only one Block (or Floor card) falls, the player whose turn it is must replace it before continuing their turn.

VICTORY

The player who places all of their Blocks on the Tower wins the game.

If the **Tower collapses:**

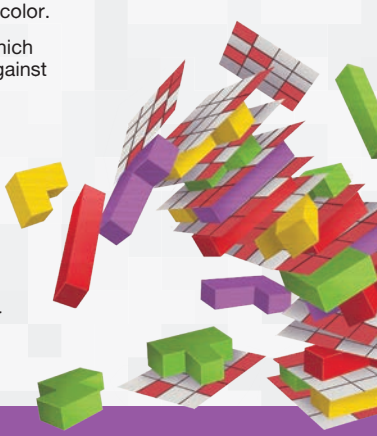
- the player who caused the collapse does not score any points.
- each player calculates the sum of the remaining Block values (those that he did not place on the Tower). The player with the smallest score wins.
- **tie breaker:** If more than one player has the same amount of points, the player with the fewest total Blocks wins the game. If it is still tied, the players share the victory.



SABOTEUR MODE (3-4 PLAYERS)

HOW TO PLAY

1. Each player takes 7 Blocks of the same color.
2. Before you start the game, determine which player will be the Saboteur. They play against the other players, who work as a team. The player to the left of the Saboteur starts the game.
3. This step is identical to Competitive Mode.



GAME END

If either the team or the saboteur is able to place their final block, they are declared the winner. If the tower collapses, whoever caused that to happen (either the team or the saboteur) loses the game.

SOLO MODE

Choose a challenge at the end of the rulebook. Play with 2, 3 or 4 colors depending on the challenge you choose.

NOTE: Certain solo challenges can be performed by several players in competitive or saboteur mode.



Obviously, the player wins if he succeeds his challenge without collapsing the Tower.

SPECIAL THANKS

Jeux Synapses Games would like to thank the designers who have shown a lot of passion for their project. Thanks to everyone who has play tested the different game modes. For all those who have contributed in any way to this project, thank you !

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SOLO MODE

	CHALLENGES	2 COLORS	3 COLORS	4 COLORS
1	Complete the Tower			
2	Complete the Tower with only one Block per floor			X
3	Complete the Tower with exactly 3 Blocks per floor except for the last floor that could have 1 Block	X		
4	Complete the Tower with only 1 Block on the first floor			
5	You cannot place 2 of the same shaped Blocks on a single Floor card			
6	Complete a Tower with at least 14 Floor cards			
7	Complete the Tower within 3 minutes			
8	Complete the Tower within 2 minutes			
9	Complete the Tower within 1 minute			
10	Use your non-dominant hand when placing Blocks and Floor cards			
11	Stand on your tiptoes while placing a Block and a Floor card			
12	You must keep your arms straight when placing a Block or a Floor card			
13	Place Blocks standing on their side rather than laying flat			
14	Close one eye and put one arm behind your back			
15	Place your Blocks and Floor cards while standing on one foot			
16	Place all of your Blocks and Floor cards without using your thumbs			
17	When you add a new Floor card, spin around 3 times before adding a Block			
18	Play with your chin on the table the whole time			
19	Play with your wrists always touching using only 1 hand the entire game			
20	You must drop the Floor cards on the Tower instead of placing them			