

Takedown

2 player competitive building & strategic dismantling game

Required components:

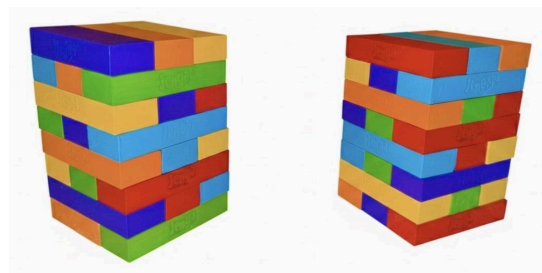
- 24 blocks per player
- Spinner

Game Setup

1. Both players receive an identical set of 24 blocks to build their tower. Blocks should be placed in rows of three, each row (8 rows total) lined up along the long edges. Rotate every new row 90° so it crosses horizontally over the blocks beneath it. Towers are to be built at random.
2. Players will then switch towers to ensure the structures are constructed fairly.
3. To decide who goes first, both players spin the spinner. Each player calls a color and takes turns spinning the spinner until one of the players gets their color. Whoever gets their color first starts the game.

Objective

Players must remove specific blocks from their opponent's tower without causing it to collapse, while also building onto the height of their own structure.



The first person to cause their opponent's tower, or their own, to collapse loses the game.

Gameplay

1. Dismantling

- Players spin the spinner and must remove a block from the tower that corresponds to the color they landed on. If the block is successfully removed, and a block of the same color is present in an opponent's reserve, those blocks can be stolen and transferred to the reserve of the spinner. (See rules on building for details on a player's reserve).
 - Players can only touch the block they are actively trying to take, but may use both hands to do so. A player may also switch to a different block of the same color if they think it will give them a better chance at removal.
 - If another block is pulled along with the one removed, and doesn't hit the table, that block may also be added to the spinner's reserve.
 - Blocks can be taken from any part of the tower
- If a player spins a color that is not present in the structure of the opponent's tower, they must skip this turn.
- If fewer than 6 blocks fall from your opponent's tower during dismantling, they are set aside and cannot be used to rebuild by either player. The other player can then take the same number of blocks from the top of your tower to rebuild their own.
- If a player causes their opponent's tower to collapse, they immediately lose the game (a full collapse is 6 or more blocks that touch the game table)

2. Building

- Successfully dismantled blocks are set aside in the player's reserve. Once a player has collected three blocks in their reserve, they may add a new row of blocks to the height of their tower on their turn.
- Blocks must be either placed perpendicular on the top of your tower or used to fill in gaps in your tower