

# Blockhead! Rules

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\*Parker Brothers Trademark for its Balancing Game Equipment

Blockhead! is a game of balancing fun for any number of players. The object is to build a balanced pile of blocks without causing it to tumble.

1. Spread the blocks out on a table. Use the flat block titled "Blockhead" as the base.

2. The first player places a block anywhere on the base. This is the only block that may touch the base during the game. It is best to begin with a block that rests flat against the base and does not roll.

3. The second player now balances a block on top of the first block.

4. The next player adds a block to the first or second block. There is no penalty if the pile collapses during the first three turns. When this happens, the game is begun over.

5. Each player in turn adds a block

to the pile. It may be placed in any position on any other block.

6. You may use only one hand to place a block on the pile and you may not touch any block except your own. If only your block falls from the pile, you may try again with the same block or a new one.

## Scoring

The first time you cause the pile to tumble you're a SQUARE...the second time you're a CHARACTER...and the third time you're out of the game.

Play continues until all but one player is out of the game and that player is the winner.

## Blockhead! Solitaire

Try to stack all the blocks in a pile without causing it to tumble.

Caution: Non-toxic dyes are water soluble and may stain when wet.

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