

# Chicken Dice Tower

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2-5 Players, 15 min., for ages 8+

## Summary

We are lowly chicken folk. In order to get even a bit closer to God we have undertaken construction on the Chicken Tower. In the dawn after the tower is completed only 1 of us chickens will reach godliness. However if we fail to achieve our life's work and the tower collapses we will be doomed to a life of despair as the chickenest of the chickens.

## Contents

- 15 6-sided dice  
(3 dice in each of 5 sizes: 8mm, 10mm, 12mm, 14mm, 16mm)
- 5 Score Markers (1 in each of 5 colors)
- 1 Round Marker
- 1 Score Board
- This Rule Book

## Other Things You Will Need

A dice tray  
A sturdy table

## Game Preparation

Each player takes 1 Score Marker and places it on the 0 space of the Score Board.

The Round Marker is placed on the first round space on the Score Board.

Choose a player to be the first "Dice Roller".

## Game Flow

The Dice Roller rolls all of the dice into the dice tray.

Play starts with the player to the left of the Dice Roller and players take turns in clockwise order, stacking dice on the table (tower construction).

There is an order that the dice must be stacked in. One of the lowest numbered dice must be chosen. If there are any dice of value 1 then you must choose 1 of those to stack on the tower. If there are multiple 1s than any may be chosen. If there are no 1s then 2s will be placed next, etc. The 6s will be the last placed.

## Player's Turn

1. Build
2. Pass

### 1. Build

Stack 1 die. The first player to Build places the first die on an empty area of the table. The following players will stack their die on top of the previous player's die. You score points when you successfully build. The points you score are equal to the number of the die that you placed (1-6). When you score points, move your Score Marker, then

it's the next player's turn.

## **2. Pass**

If you don't want to Build you may choose to Pass. If you Pass then you are out for the round, so you will get no more turns until the next round.

## **Tower Collapse**

When Building if any dice fall from the tower then the current player gets a penalty. Count all of the used dice (all the dice not in the dice tray). The number of used dice (not the values) is the number of minus points the player gets. Move your score marker back that many spaces. It is possible to go below 0.

## **Rounds**

If all players Pass, or the tower collapses then the round is over. Move the Round Marker to the next spot. The next Dice Roller will be the person who Passed last or the player who knocked over the tower. The new Dice Roller takes all of the dice and rolls them into the dice tray.

## **Game End**

The game ends after 5 rounds. The player with the most points wins.

## **Tower Completion**

Generally the player with the most points wins, but if you manage to

successfully stack all of the dice from the tray then the player to place the last die wins the game. If this happens the game ends immediately.

## **Easy Mode**

You can make the game easier by using 2 of each dice size (10 dice total).

## **Details**

When Building use only 1 hand. Before beginning decide as a group if elbows on the table are permitted.

The only die you are allowed to touch when Building is the die you are placing. You may not touch any previously stacked dice. It is allowed to use the die you are holding to push/adjust other dice in the tower.

When Building keep the die's value side facing up.

When your turn begins you must say if you will Build or Pass.

It's bad manners to shake the table.

It's bad manners to intentionally knock down the tower.

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