



Choose from the 55 pieces of well worn wood and play one of the six official Tumblewood games. Or, create your own version. Let the challenge begin, and most importantly, have fun. Enjoy the feel of hand split wood, worn smooth by hours of tumbling. Years of play will make your Tumblewood even better.

Tumblewood™

A Game of Dexterity, Engineering, Strategy, and Fun

Tumblewood™

The Rules:

- (1) Place two relatively matched pieces parallel on top of the Tumblewood box, then begin to build up.
- (2) Every piece above the foundation must touch at least two other pieces.
- (3) There is no wrong way to play. Go for tallest, widest, most compact, most creative.
- (4) Pieces may be divided equally, drawn out one at a time, or each player's piece chosen for them by the next player in rotation. Tumblewood is a creative game. Let your rules be a part of that creativity.

www.Tumblewoodgame.com

Tumblewood Game #1 - *Sabotage*

- (1) Divide Tumblewood pieces **equally** by drawing from the pile in rotation among all players.
- (2) Choose someone to place first piece and then proceed in clockwise rotation among all players. Continue this rotation of play until someone has played all their pieces.
- (3) Object is to successfully place your piece on the growing tower in such a way that it does not fall or cause any other piece to fall.
- (4) Play continues after any piece falls to the game table, but the player causing the fall must pick up any pieces that fall **completely** off the tower, and add them back to their own pile of pieces. Winner is the first player to successfully play all their pieces.

Tumblewood Game #2 – *Speed of Height*

- (1) First player lays down first two Tumblewood pieces according to the Rules.
- (2) Using any clock that accurately shows advance of 1 minute of time, first player lays down the third Tumblewood piece immediately after the minute changes, and continues laying down pieces according to the rules until the next minute shows on the clock.
- (3) Score is the number of pieces played multiplied by the number of course high.
- (4) Each subsequent player does the same and the high scoring player is the winner.

Tumblewood Game #3 – *Leaning Tower*

- (1) First player lays down first two Tumblewood pieces according to the Rules and states to the other players which way the tower is going to lean, Right or Left.
- (2) First player continues adding courses to build a tower, but each course must extend visibly beyond the course below it in the direction of the stated. Each course may have two or more pieces on it.
- (3) Score equals the number of courses successfully built before any piece falls to the table surface.
Two or more pieces on one level equals one point.
One piece equals $\frac{1}{2}$ point.
- (4) Next player repeats 1,2,3 above and records score.
- (5) Winner is the player who has the greatest number of points.

Tumblewood Game #4 – *On The Radio*

- (1) First player lays down first two Tumblewood pieces according to the Rules.
- (2) At the beginning of the next song on the radio, player lays down third Tumblewood piece and continues play until the song ends or a fall occurs, keeping count out loud of pieces played until game is over, writing the score down to compare to all following players.
- (3) Next player, next song.
- (4) Winner is the player with the highest counted score, regardless of the length of the song each played through.
- (5) Yes, this seems unfair, as some will get a longer song. But, gather a group and give it a try.
You may not be able to hear the radio for all the cheering and jeering that goes on.

Tumblewood Game #5 – *Trestle Bridge*

Players work together.

- (1) Two standard bases are created by laying two pairs farther apart than the length of one piece.
- (2) Play continues in rotation, with all players working together to cantilever the two Trestles until a bridge can be built between them. Once this occurs, the goal is to build a tower up from the bridge.
- (3) Multiple pieces can be stacked on any level to add weight to the back side of the cantilever and allow the tower to be built higher.
- (4) Top out your tower with vertical spires or add pieces diagonally to increase your bridge strength.

Tumblewood Game #6 – *Low Rider*

Players work together.

- (1) First player lays down first two Tumblewood pieces according to the Rules.
- (2) Object is to build the lowest and longest structure possible with only two Tumblewood pieces touching the table surface.
- (3) Multiple pieces may be stacked on the back edge of lower pieces to increase the ability to cantilever further in both directions from the base.

***Send and email, with hi res photos of your best towers and any great places you have played Tumblewood, to: Photos@Tumblewoodgame.com
Great images will be added to our web site!***