

## Balance

**Watch out, danger of collapse...! An exciting game of suspense.**

<b>Game type:</b>	Game of skill and colours
<b>Players:</b>	2 - 4 players. Ages 4+
<b>Contents:</b>	3 wooden primary-colored hemispheres (yellow, red and blue) 28 wooden stacking blocks, 1 colored dice Instructions
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<b>Illustrations:</b>	Barbara Kinzebach (title)

### Game preparations

First of all, the three hemispheres are placed on the table at approx. 15 - 20 cm from each other with their curved side underneath.

Each player is given 7 wooden blocks.

### Aim of the game

During the game, each player tries to stack his/her wooden blocks on to the wobbly hemispheres, without making the tower collapse. Whoever places all 7 of his/her blocks first wins the game.

### Playing the game

The youngest player may start. Each player takes his/her turn to roll the coloured dice. After every throw, the player must stack a wooden block on to the hemisphere whose color he/she has rolled on the dice.

The first block is placed in the middle of the circular surface and all further blocks are placed on top of it to form a small tower.

As soon as the tower falls over, the player who was responsible for the collapse must keep the blocks that fell down. If the players can not tell exactly who caused the collapse, the player who has the next turn must take the blocks. Of course, you are not allowed to shake or nudge the table deliberately to make the towers collapse.

### End of the game

When a player has stacked all of his/her blocks first, the game is over. The relevant player has then won the game.