SPEEDSTAX®

GAME ONE

Smart Scheme: Encourage healthy competition among Stackers during individualized stacking challenges where speed and precision are scored and ranked.

Objective: Stackers individually compete to compile points by physically forming **STAX**® of wooden **BLOX**® that replicate configurations pictured on STACKER CARDS. Stackers eventually amass a **SPEED**STAX® Score that is compared and ranked against those of fellow Stackers to determine an overall winner.

SET UP

A random Stacker volunteers to shuffle the STACKER CARD DECK prior to the start of a game and places it face-down in the middle of the stacking surface. The Shuffler, who's also competing as a Stacker, is responsible for overturning all STACKER CARDS and setting/activating the timer prior to each round. A different Stacker can be the Shuffler during a future game.

Note: Less advanced Stackers do not need to use the entire STACKER CARD DECK; they can select cards most appropriate for their stacking ability.

Each Stacker, including the Shuffler, gathers 12 wooden **BLOX**® and divides them into 3 starter piles of equal height (4 per pile), positioned slightly off to one side of their designated stacking space. If playing a game with less than four Stackers, any extra **BLOX**® remain outside of game play.

GAMEPLAY

A single game consists of 5 ROUNDS, each lasting a maximum of 2-Minutes (a round can end prior to the timer expiring if all STAX are completed). This helps to speed up gameplay.

1. The shuffler overturns the TOP CARD from the STACKER CARD DECK and places it face-up next to the deck for all to see.
2. The shuffler then sets the timer to 2-Minutes.
3. Once all Stackers are ready, the Shuffler activates the timer and everyone independently attempts to replicate the **BLOX**® configuration pictured on the overturned STACKER CARD as quickly as possible.
4. Stackers earn points based on the number of players participating and which place they finish each round (see Scoring System for Round Play).

Completion Rule: For **STAX**® to be considered COMPLETE, they must:

A. be exact replications of **BLOX**® configurations pictured on STACKER CARDS.

B. be stacked inside a Stacker's stacking space in 2-Minutes or less.

C. remain free-standing long enough for the Stacker to shout, **"MAX STAX".**

STAX® that collapse in part or entirely by the hand of their Stacker prior to shouting, **"MAX STAX"** are incomplete and awarded a score of 0 POINTS unless successfully re-stacked to completion before the end of the round.

Note: If **STAX**® are completed at the exact same time during a round, all involved Stackers still earn their corresponding points. All other Stackers' points remain unimpacted, as if a tie did not occur.

For example, if two Stackers tie for first place in a four-player game, they each earn 4 POINTS (as they normally would), while the third and fourth place Stackers receive 2 points and 1 point.

It is the job of each Stacker to add up and remember their point total at the end of every round.

STAX® are disassembled when complete or when a round ends, with **BLOX**® once again arranged into 3 starter piles.

The Shuffler overturns the next TOP CARD from the STACKER CARD DECK, places it face-up atop the previously overturned card, and the process of round play repeats until the game ends.

Scoring System for Round Play

Two-Player Game

1st Place = 2 points	2nd Place = 1 point

Three-Player Game

1st Place = 3 points	2nd Place = 2 points
3rd Place = 1 point	

Four-Player Game

1st Place = 4 points	2nd Place = 3 points
3rd Place = 2 points	4th Place = 1 point

How to Win the Game

By the end of the fifth round, each Stacker will have tabulated an overall **SPEED**STAX® Score. The Stacker with the greatest **SPEED**STAX® Score wins!

SPEEDSTAX® Score Tie Breaker

A SPEED-STACK-OFF takes place if two or more Stackers have identical **SPEED**STAX® Scores. Have the shuffler overturn the next TOP CARD from the STACKER CARD DECK for all to see. Tied Stackers must begin stacking the configuration at exactly the same time. The first Stacker to successfully complete their stack wins!

SAMESTAX®

GAME TWO

Smart Scheme: Provide Stackers of all ages an opportunity to create their own distinctive **STAX**® through imaginative thought and idea exchange.

Objective: Each player takes turns being a **STAX**® Creator where the goal is to physically form original **STAX**® using wooden **BLOX**® that other Stackers are unable to replicate in their own stacking space.

Concept: Stackers and the **STAX**® Creator battle for points during every round of play, based on who can out-stack the other. Stackers try to reclaim points while the **STAX**® Creator tries to retain points.

KEY SCORING ASPECT

At the beginning of a round, the **STAX**® Creator withholds a point from each Stacker and it's up to these players to reclaim their points by successfully replicating what the **STAX**® Creator has formed within one minute of replication time.

Game Scenario Example: During a Four-Player Game, the **STAX**® Creator holds 3 points (one belonging to each Stacker). If a Stacker, during replication time, reclaims their point, it is combined with all other points that Stacker has earned throughout the course of a 5-Round Game. The same goes for the other two Stackers as well. If all three Stackers each reclaim one point, the **STAX**® Creator is left with 0 points. However, for each Stacker who is unsuccessful, the **STAX**® Creator RETAINS their point, meaning that the **STAX**® Creator could retain all 3 points if none of the other Stackers are successful.

Being an effective **STAX**® Creator is the fastest way to earn points during a **SAME**STAX® game, hence why each Stacker has two opportunities to occupy this role.

SET UP

Each Stacker gathers 12 wooden **BLOX**® and divides them into 3 starter piles of equal height (4 per pile), positioned to one side of their designated stacking space. If playing a game with less than four Stackers, any extra **BLOX**® must remain outside of game play.

The number of rounds depends on how many Stackers are participating in a game (e.g., Two-Player Game has 4 rounds, Three-Player Game has 6 rounds, Four-Player Game has 8 rounds) to ensure that each Stacker has two opportunities to be a **STAX**® Creator.

GAMEPLAY - NO STACKER CARDS ARE USED

1. Each round consists of a Creation portion (2-Minutes) and a Replication portion (1-Minute).
2. The first **STAX**® Creator, chosen by the group prior to beginning a game, is given 2-Minutes of Creation Time to form a uniquely original, free-standing wooden stack that other Stackers observe while it's being built.
3. The **STAX**® Creator sets and activates the timer when ready and begins forming their stack using up to 12 **BLOX**®. If the stack partially or completely collapses prior to the timer expiring, the **STAX**® Creator is allowed to attempt a re-stack or quickly alter their design, keeping in mind that 2-Minutes is the time limit to form a stack.

NOTE: The stack must remain free-standing for the entire 1-Minute of Replication time that follows because Stackers need to see and compare theirs against it. If it fails to remain free-standing until the Replication time period ends, the stack is considered faulty and every Stacker automatically Reclaims their point without having to complete their own stack.

4. Once the **STAX**® Creator has formed their stack, all other stackers are then given 1-Minute of Replication time to form an identical copy of said configuration and must begin at exactly the same time.
5. The **STAX**® Creator then sets the timer to 1-Minute and activates it once all Stackers are ready.
6. Stackers who successfully replicate the **STAX**® Creator's stack Reclaim their **SAME**STAX® point for the round.
7. It is the job of each Stacker to add up and remember their point total at the end of every round.
8. Once all points have been determined for the **STAX**® Creator and all Stackers at the end of the round, **STAX**® are disassembled and **BLOX**® are once again arranged into 3 starter piles.
9. The next **STAX**® Creator is determined by rotating in a clockwise direction from the position occupied by the original **STAX**® Creator and the process of moving one player at a time repeats each round until the game ends.

How to Win the Game

Every player combines their individual point total earned after each round, both as a Stacker and as a **STAX**® Creator, to eventually generate a **SAME**STAX® Score once all rounds have ended. The Stacker with the greatest **SAME**STAX® Score wins! If two or more Stackers have an identical **SAME**STAX® Score, they remain tied and share in victory.

GAME THREE — SWAPSTAX®

Smart Scheme: Inspire Stackers to formulate creative gameplay strategies that involve critical thinking and risk analysis, both of which allow each player to remain within reach of the lead until the very end.

Objective: Stackers individually compete to compile points by physically forming **STAX**® of wooden **BLOX**® that replicate configurations pictured on STACKER CARDS. With SWAP CARDS being introduced during round play that enable one STACKER CARD to be swapped for another, every Stacker dramatically increases their chance of winning. Each Stacker eventually amasses a **SWAP**STAX® Score that is compared and ranked against those of fellow competitors to determine the overall winner.

SET UP

A random Stacker volunteers to shuffle the STACKER CARD DECK prior to the start of a given game and places it face-down in the middle of the stacking surface. The Shuffler, who is also competing as a Stacker, is responsible for setting/activating the timer prior to each round. A different Stacker can volunteer to be the Shuffler during a future game.

Each Stacker, including the Shuffler, gathers 12 wooden **BLOX**® and divides them into 3 starter piles of equal height (4 per pile), positioned slightly off to one side of their designated stacking space. If playing a game with less than four Stackers, any extra **BLOX**® remain outside of game play.

Each Stacker draws 2 SWAP CARDS to hold and play as they see fit over the course of a game, both of which must be positioned face-down and side-by-side slightly off to one side of their stacking spaces.

SWAP CARDS

A SWAP CARD must be played at the beginning of a round after all Stackers have drawn and overturned their STACKER CARD. To play a SWAP CARD, a Stacker simply turns it over so that the card reads SWAP. A SWAP CARD may be used with the intent of exchanging an unwanted STACKER CARD with:

i. the next TOP CARD from the STACKER CARD DECK, or

ii. a STACKER CARD held by another Stacker. The key condition with this scenario is that Stackers cannot refuse a requested SWAP by a fellow stacker (this adds to the fun and makes the final scoring outcome less predictable). STACKER CARDS are simply swapped between players.

Gameplay:

1. A single game consists of 5 Rounds, each lasting a maximum of 2-Minutes (a round can end prior to the timer expiring if all **STAX**® are completed). This helps to speed up game play.

2. Each Stacker, beginning with the Shuffler and moving in a clockwise direction, draws ONE STACKER CARD from the TOP of the STACKER CARD DECK, placing it face-up in their stacking space.

3. When Stackers have gone through the SWAP CARD negotiation process and are satisfied with their STACKER CARD, they will attempt to replicate the **BLOX**® configuration pictured on their card once the stacking portion begins.

4. The Shuffler sets the timer to 2-Minutes.

5. Once all Stackers are ready, the Shuffler activates the timer and everyone independently attempts to replicate the **BLOX**® configuration pictured on their overturned STACKER CARD as quickly as possible.

6. Stackers who successfully complete their stack earn a point total equal to the STAR DIFFICULTY RATING on the **SWAP**STAX® SCORING CARD (included in Card Deck).

7. It's the job of each Stacker to add up and remember their point total at the end of each round.

8. **STAX**® are disassembled after completion or at the end of a round, with **BLOX**® once again being arranged into 3 starter piles.

9. Any used Stacker Cards still sitting in individual Stacking Spaces remain face-up and are discarded to a communal pile outside of gameplay.

10. Stackers will once again, beginning with the Shuffler and moving in a clockwise direction, draw another STACKER CARD from the TOP of the STACKER CARD DECK, placing it face-up in their stacking space.

11. The SWAP CARD procedure is repeated again, as well as the previously described steps to round play, until the game ends.

How to Win the Game

By the end of the final Round, each Stacker will have tabulated an overall **SWAP**STAX® Score. The Stacker with the greatest **SWAP**STAX® Score wins!

SWAPSTAX® Score Tie Breaker

A SPEED-STACK-OFF takes place if two or more Stackers have identical **SWAP**STAX® Scores. Have the shuffler overturn the next TOP CARD from the STACKER CARD DECK for all to see. Tied Stackers must begin stacking the configuration at exactly the same time. The first Stacker to successfully complete their stack wins!

MAXSTAX
TAKE YOUR STAX TO THE MAX!

MAXSTAX® is a Three-Games-In-One stacking experience that develops and refines motor skills through a collection of fun and engaging stacking challenges.

GAME ONE — SPEEDSTAX®
A GAME OF SPEED

2 to 4 Players

Ages 3 to 110

10 MIN to 15 MIN

ITEMS NEEDED TO PLAY:
- 48 Wooden **BLOX**® and 45 Stacker cards
- a Timer (not included)

GAME TWO — SAMESTAX®
A GAME OF CREATIVITY

2 to 4 Players

Ages 3 to 110

15 MIN to 30 MIN

ITEMS NEEDED TO PLAY:
- 48 Wooden **BLOX**®
- a Timer (not included)

GAME THREE — SWAPSTAX®
A GAME OF STRATEGY

2 to 4 Players

Ages 8 to 110

15 MIN to 20 MIN

ITEMS NEEDED TO PLAY:
- 48 Wooden **BLOX**®, 45 Stacker Cards, 8 SWAP cards, 1 **SWAP**STAX® Scoring Card.
- a Timer (not included)