

Whatever you do... don't panic!

PANIC TOWER!®



INSTRUCTIONS
INSTRUKTIONER
VEJLEDNING
INSTRUKSJONER
OHJEET
LEIKREGLUR



1



BASIC CARD 1
GRUNDKORT 1
BASISKORT 1
GRUNNLEGGENDE KORT 1
PERUSKORTTI 1
GRUNNSPIL 1

2



BASIC CARD 2
GRUNDKORT 2
BASISKORT 2
GRUNNLEGGENDE KORT 2
PERUSKORTTI 2
GRUNNSPIL 2

3



BASIC CARD 3
GRUNDKORT 3
BASISKORT 3
GRUNNLEGGENDE KORT 3
PERUSKORTTI 3
GRUNNSPIL 3

4



REVERSE DIRECTION
BYT RIKTNING
OMVENDT RETNING
GÅ ANDRE VEIEN
KÄÄNTEINEN SUUNTA
VIÐSNÚNINGUR

5



PLACE ON TOP
PLACERA OVANPÅ
PLACÉR ØVERST
PLASSER PÅ TOPPEN
ASETA PÄÄLLE
LEGGJA OFAN Á

6



PLACE UNDER
PLACERA UNDER
PLACÉR UNDER
PLASSER UNDER
ASETA ALLE
LEGGJA UNDIR

7



PLAY TWICE
SPELA TVÅ GÅNGER
SPIL TO GANGE
SPILL TO GANGER
TUPLAVUORO
LEIKA TVISVAR

8



PLACE ON BIGGEST TOWER
PLACERA PÅ STÖRSTA TORNET
PLACÉR PÅ DET STØRSTE TÅRN
PLASSER PÅ DET STØRSTE
TÅRNET
ASETA KORKEIMMAN TORNIN
PÄÄLLE
LEGGJA Á HÆSTA TURNINN

9



PASS
HOPPA ÖVER
SPRING OVER
STÅ OVER
OHITA
SITJA HJÁ

10



CHOOSE A VICTIM
VÄLJ ETT OFFER
VÆLG ET OFFER
VELG ET OFFER
VALITSE UHRI
VELJA FÓRNARLAMB



INSTRUCTIONS

CONTENTS

60 blocks (20 small, 20 medium, 20 large), 104 instruction cards (see Description of cards), 17 Panic Tower penalty tokens, 1 game board, 1 set of rules.

FOR

2-8 players age 6 years and up.

DURATION

+/- 20 minutes.

OBJECT OF THE GAME

Follow the instructions on the cards without the towers tumbling down.

SET UP

Place the board on the table and randomly place one block on each of the 9 squares (3 small, 3 medium, 3 big). Shuffle the cards and place them face down next to the board. Place the tokens in the bank. Before you start to play, please look carefully at the explanation of cards below.

START OF THE GAME

The youngest player starts the game. Continue playing clockwise.

PLAYING THE GAME

The youngest player takes a card and performs the instruction by placing the blocks on the game board (see description of cards).

Blocks must be played one at a time and blocks must be played in vertical position.

Players are allowed to stand up and move around the table if they need to.

Players are allowed to hold towers with both hands.

Players are allowed to move towers to be able to reach the middle tower.

A tower of blocks cannot be straightened before playing. It is also not permitted to slide the towers.

You must lift towers off the board and place the complete tower in accordance with the instruction card.

CONTINUATION OF THE GAME

The next player takes a card and follows the instructions.

FALL OF A TOWER

When a player causes a tower to fall over, he takes a penalty token.

The same player starts the new round by clearing the fallen blocks from the board.

The remaining blocks must stay on the board.

END OF THE GAME

When a player obtains a third token, the game ends and this player loses.

NEW ROUND

Return all tokens to the bank, clear all the blocks from the board,

Repeat the game play as per instructions (see Set up)

REMARKS

If a task is impossible (i.e.: move the tower from yellow square to red square, but there are no blocks on yellow), the play immediately moves on to the next player.

If there are no blocks left of the size shown on the card, this task doesn't have to be performed. Any other instructions on that card that are possible must be performed.

If there are no blocks left in the stock, players take turns taking a block from the lowest tower on the board and place it on top of the highest tower until it falls down.

EXPLANATION OF CARDS

1. BASIC CARD

Place all three blocks on top of each other on the correct colored square.

2. BASIC CARD 2

Place each block on their respective colors as shown.

3. BASIC CARD 3

Place each block on their respective colors as shown.

4. REVERSE DIRECTION

Reverse the order of play. You don't need to play.

5. PLACE ON TOP

For example: Move the whole tower from the blue square to the top of the yellow square. If the yellow square is empty, just move the tower from the blue square to the yellow square.

6. PLACE UNDER

For example: Move the whole tower from the blue square under the tower of the yellow square. If the yellow square is empty, just move the tower from the blue square to the yellow square.

7. PLAY TWICE

Play this card twice.

8. PLACE ON BIGGEST TOWER

Play 3 blocks (one of each size) on the highest tower.

9. PASS

Skip your turn.

10. CHOOSE A VICTIM

Skip your turn and choose the next player.



DISTRIBUTED BY NORDIC GAMES EHF., VESTURBRÚ 1, 210 GARDABÆR, ICELAND - www.nordicgames.is.

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WARNING. NOT SUITABLE FOR CHILDREN UNDER 3 YEARS, DUE TO SMALL PARTS. CHOKING HAZARD.

KEEP THIS INFORMATION FOR FUTURE REFERENCE.

COLOURS AND CONTENTS MAY VARY FROM THOSE ILLUSTRATED.

MADE IN IRELAND **ITEM NR. 7601**