

THE DARE CARD

write your dares with a non-permanent marker – there are two blocks of every number in this set

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27

**PENALTY FOR
FAILURE TO
COMPLETE THE DARE:**

**default penalty:
DISQUALIFICATION**

Objective

You know the drill - build the tower as high as possible and don't cause the tower to collapse on your turn. Bygga is our giant version of this classic African tower building game loved the world over. In Ghana, the game means "to build a house" and hence we call it "Bygga", the Swedish word for build. The simple aim is to build your giant tower bigger and bigger!

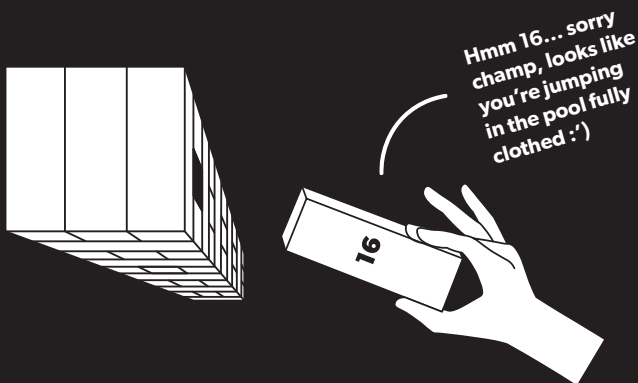
But wait for the twist! Want to add an extra level of fun? This is *Vaga Bygga* - *vaga* means *dare* in Swedish. Each block is marked with a number, so write your own dares on the dare card under each number, and the player has to complete the dare that correlates with the number on the block that they pull... or accept the penalty for dare incompleteness - penalty also decided by the players! *Vaga Bygga* can be played by any age group - it's up to the players to make the dares anywhere from tame to outrageous. So whether one of your dares is to skol a beer or just a cup of cordial - it's guaranteed to be fun either way.

Number of players

Bygga by Planet Finska can be played solo as a test of skill but is enjoyed to its full potential by multiple players of any number.

Setting up

Remove the base board from the storage bag and position on a level ground or surface. Build the first layer of the tower by placing three blocks in the centre of the base board so that they sit broad side up and with the long edges side by side. Each three block layer of the tower will be approx 20cm x 20cm. The second layer of three blocks should then be placed directly on top of the first layer, however these three blocks should run perpendicular to layer 1. Continue building all 18 layers of the tower in this fashion with the blocks in each layer running at a right angle to the blocks in the layer immediately below it. You are ready to play when you have a 70cm tall starting tower with no gaps between blocks and all sides neatly aligned.



About Us:

Planet Finska are Australia's leading designer and merchant of properly crafted traditional games. Our games are real, not virtual and catalysts for family and friends to socialise, laugh and create memories.

How to play classic byggga

Decide who will go first. Using one hand only, players take turns to remove a single block from the tower. Now use your block to build another layer on top of the tower. New layers must always run perpendicular to the layer below them. All blocks added to the top of the tower must be neatly aligned with the centre or side of the tower below. A player may not commence building a new layer until the current top layer has its full set of three blocks. A player may not remove a block from the top layer or where the top layer is currently incomplete, from the full layer below the top layer. A player may only ever touch a single block at a time. In addition, when selecting a block to remove, if a player "tests" and moves a block that is not ultimately removed, the tested block must be returned to its original position before that player's turn is over. A player's turn is over when they have correctly positioned the successfully removed block on top of the tower and the next player has subsequently commenced their move by touching the tower.

How to play vaga byggga

The rules for *Vaga Bygga* are the same as regular *Bygga*, with the following additions. First, make up all of your 27 dares and decide if you wish to change the penalty for failing to complete a dare from disqualification to something else! Then write them on the *Dare Card* with a non-permanent marker. On each turn, look at the number on the block you pull, then find your dare on the *Dare Card*. Then do the dare or cop the penalty!

Winning and losing

If during a player's turn, the tower collapses, that player loses and the game or round is over. The tower is considered collapsed if one or more blocks have fallen from the tower. If a multi-round knockout match is being played, the player that collapsed the tower is eliminated and does not participate in subsequent rounds. For multi-round knockout play, the ultimate winner is the last player remaining after all other players have been eliminated.

Options and tips

Play *Bygga* the *Vaga* way or the classic way - the choice is yours! The game can be made easier by allowing players to use both hands. They may however still only touch a single block at a time. A ten second rule can be used whereby the next player's turn commences ten seconds after the previous player has successfully positioned their block on top of the tower. To maximise tower height, remove the two outer blocks instead of the centre block. Maximum potential tower height is 2.1 m.