

MAXSTAX

TAKE YOUR STAX TO THE MAX!

SKYSTAX

SEE HOW YOUR BEST STAX UP



1 to 4 Players



Ages 8 to 110



ITEMS NEEDED TO PLAY:

- 72 Wooden **BLOX**® (48 from the Base Kit and 24 from the Expansion Kit)
- 20 **SKYSTAX**® CARDS (Expansion Kit)
- a Timer (not included)



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Smart Scheme: SKYSTAX® challenges advanced Stackers to utilize super stacking skills during an exciting race to see how many SKYSTAX® they can form in 15-minutes.

Objective: Stackers work together as a team to 'BEAT THE BLOX®' by successfully stacking the configurations on SKYSTAX® CARDS.

For STAX® to be considered complete, they must:

1. be exact replications of BLOX® configurations displayed on SKYSTAX® CARDS.
2. be stacked inside a Stacker's stacking space.
3. remain free-standing long enough for the Stacker to shout, "MAXSTAX!"

STAX that collapse in part or entirely by the hand of their Stacker prior to shouting, "MAXSTAX!" are considered incomplete unless successfully re-stacked to completion.

For the BLOX® to be 'Beaten' on a SKYSTAX® CARD, it needs to be completed only **once** by any Stacker.

SET UP

A random Stacker is selected to shuffle the SKYSTAX® CARD DECK prior to the start of a given game and will overturn each card face-up, one at a time, in the middle of the stacking surface for all to see so that they are positioned in rows of 3 (the number of rows depends on how many Stackers are playing a given game).

- One-Player Game → 3 Cards
- Two-Player Game → 6 Cards
- Three-Player Game → 9 Cards
- Four-Player Game → 12 Cards

Any unused SKYSTAX® CARDS are set aside for possible use in the next game.

Each Stacker, including the Shuffler, gathers 18 wooden BLOX® and divides them into 3 starter piles of equal height (6 per pile), positioned slightly 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.

There is only a single 15-minute round of play during any given SKYSTAX® game.

OPTION* More than one Stacker can attempt to 'BEAT THE BLOX' on a SKYSTAX® CARD at the same time using their own BLOX® in their own stacking space.

*This option is especially helpful towards the end of the game when time is running out and only a handful of SKYSTAX® CARDS have yet to be beaten.

GAMEPLAY

1. The shuffler sets the timer to 15-minutes.
2. Once each Stacker has selected their first SKYSTAX® CARD to beat, the Shuffler activates the timer and Stackers simultaneously attempt to replicate the BLOX configuration displayed on the overturned SKYSTAX® CARD.
3. Stackers continually communicate throughout the game to determine which cards they will attempt – there is no limit to the number of cards a particular Stacker can beat.
4. When the BLOX® on a SKYSTAX® CARD has been beaten, it is overturned face-down to signify its defeat. The Stacker should quickly reset their BLOX® to begin another configuration on their next chosen SKYSTAX® CARD.
5. This process repeats until either all BLOX® have been beaten on each SKYSTAX® CARD included in a game **or** the 15-minute timer expires.

How to BEAT THE BLOX

Stackers are victorious if they successfully BEAT THE BLOX® on ALL SKYSTAX® CARDS included in their game within the 15-minute time limit.

Stackers are defeated if they **do not** successfully BEAT THE BLOX® on **all** SKYSTAX® CARDS in their game within the 15-minute time limit.