



Scale the Wall

15
Minutes

2-5
Players



Box Contents:



1 Die



1 Snake



1 Zookeeper



1 Sand Timer



5 Blue Objects



5 Animal Player Tokens



Wall
the
scale

12 Cards



5 Red Objects



5 Yellow/Orange Objects



5 White Objects



5 Green Objects

Scale the Wall:

Scale the Wall is a family-friendly, cooperative dexterity game. Players take on the role of animals helping their buddy Snake escape from the zoo by creating a pile of objects for it to climb for freedom. Players work together to meet challenges when stacking different objects before the snake can escape. Be careful, and watch out for that Zookeeper!



Beginner & Young Children Rules:

Goal: Build a stack 5 objects tall and then balance Snake on top. If 5 becomes too easy, set your goal higher.

On your turn, you roll the die and place a piece on the stack. Only the first object placed in the stack may touch the playing surface.

Rolling the die:

- If Zookeeper is rolled, you must place Zookeeper in the stack. If it has been placed already, you must place your animal token. If that has been placed, you may choose any remaining object (not another player's token).
- Regardless of the roll, you may place Snake if the stack is tall enough. Snake must be placed on the tallest part of the stack.
- Place the corresponding objects for each color rolled. If there are no more pieces of that color, you must place your animal token. If that is already placed, you may choose any remaining object.
- You may place your animal token instead of a colored object.

If the stack falls down, the game is lost.



Zookeeper



blue



green



red



yellow



white

Intermediate Level Rules:

Goal: Build a stack at least 9 objects tall and then balance Snake on top. If 9 becomes too easy, set your goal higher.

Use all rules from the Basic Rules with the following additions:

At the beginning of the game, randomly draw one objective card. Your group must meet the objective as well as the stack height before Snake can escape. Keep placing objects until both the height and objective are met. Your stack may be taller than your goal. If one objective becomes easy, select two objectives before starting.

Zookeeper must always be placed upright on its feet.

Snake must be placed on its curvy side and not its flat side.



Advanced Level Rules:

Goal: How many rounds can you survive? Build a stack at least 13 objects tall and then balance Snake on top.

Use all rules from the Basic Rules with the following additions:

- Zookeeper must always be placed upright on its feet.
- Snake must be placed on its curvy side and not its flat side.

You will play in rounds until the stack falls. During each round do the following:

- Draw an objective card. Add this to the objectives from previous rounds.
- If you win a round, take down the stack before drawing your next objective.



Example:



1. A red object is placed as the first piece of the stack



2. A blue object is rolled and placed on the stack.



3. After several turns, Zookeeper is rolled and added. Notice that it is not on top of the yellow object. Objects do not have to be stacked directly on top of the last one placed.



4. When the stack reaches the group's goal height, the next player balances Snake on top for the win!

The image features a background of a stone wall with irregular, light-colored stones. A semi-transparent dark grey or black rectangular overlay is centered on the wall, containing the text.

Game designed by Dan Riles
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