

STACCABEES™

For 2 to 6 players ages 6 and up



Object

Be the first player to balance all of your cubes on the group's shared stack (the STAC) and you win!

Equipment

- 54 Cubes (18 each of size ■, ■, □)
- 1 Dreidel

Setup

Sit around a playing area with a stable, flat surface on which to build the STAC. All players start with 3 cubes of each size. Your collection of cubes is called your "pile."
(■■■, ■■■, □□□).

Play

Players take turns spinning the dreidel top while the STAC – like the "pot" in the traditional game of dreidel – grows and shrinks based on the results of the spins.

Begin each turn with a spin of the dreidel, which dictates what action you take to complete your turn:

Nun ⚡	None	No Action.
Gimel ⚡	All	Choose one size of cubes from your pile and put all of the cubes of that size onto the STAC.
Hey ⚡	Half	Choose one size of cubes from your pile and put half of the cubes of that size onto the STAC. With an odd number of cubes, round up.
Shin ⚡	One	If there are cubes in the STAC, remove the top cube and add it to your pile. If there are no cubes in the STAC, take no action.

Cubes must be stacked one at a time, one on top of the next. During your turn, if you knock any cubes off the STAC, you must add the entire STAC of cubes to your pile. A new STAC is started by the next player who spins "hey" or "gimel."

Winning the Game

When you have successfully put all of the cubes from your pile on the STAC, you win!

Game Tips

When you spin a "hey" and must put half of an odd number of cubes on the STAC, round up. For example, if you choose small cubes and you have 5, you must put 3. If you choose big cubes and you have only one, you must put that one on!

Try to make the STAC as wobbly as possible at the conclusion of your turn, so that it will be difficult for the players following you to put their cubes on the STAC. This is especially important when another player has only one size of cubes left.

Remember that what matters isn't how many cubes you have but how many sizes of cubes. Don't get discouraged if you knock down the STAC. You are never more than three "gimels" away from having a chance to win!

STACCABEES is great for practicing fine motor skills and the concepts of halving, even/odd, and rounding numbers.

For more game tips visit staccabees.com!

