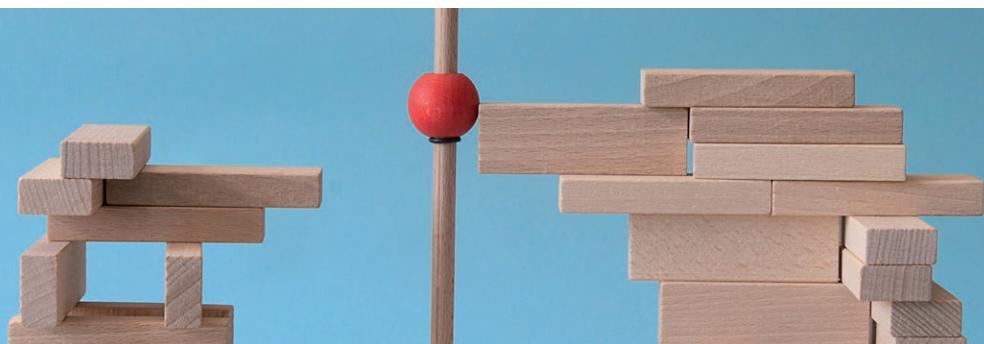


# TAKLA



Game rules



# TAKLA

Construction game for 2–4 players age 7 years up

## Object

The players' challenge is to build bridges, or more precisely floating one-ended bridges. The players test their skill at stacking wooden blocks to build a structure, which reaches out toward a target, without the bridge collapsing under its own weight.

## Game materials

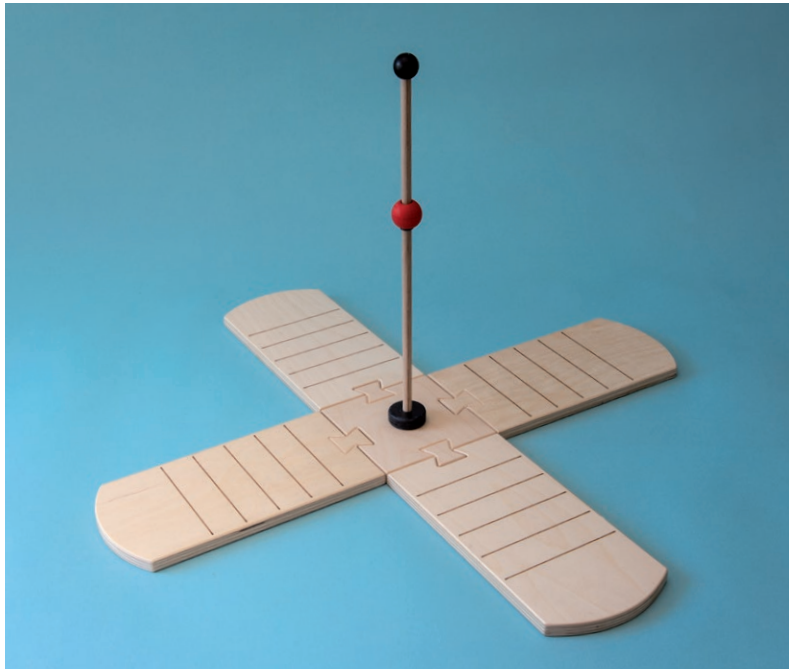
- 1 five-part playing area
- 1 wooden column with movable ball
- 120 wooden building blocks

## Two game variants

TAKLA can be played as a 'turn-based' challenge or as a team game. The playing area is configured differently for each game. Each game variant has two methods of play.

## Game set-up – 'Turn-based'

First, set up the five wooden sections of the playing area. The column with the movable ball is fixed in the middle.



Game set-up

### Preparation

For the first match, the red ball should be moved to about the middle of the column. Each player is allocated one of four longer sections.

The blocks are distributed around the playing area, so all players can reach them easily. Enough blocks are available for two to three players. For four players, it is recommended to count 30 blocks and keep each player's personal store next to him or her.

The players agree a mark where they begin to build their structures. Depending on age and experience, different starting positions can be agreed. The further away the mark is from the centre, the greater the challenge.

### Play A: 'Real-time'

Each player must now build a floating bridge towards the central column, so the last block touches the red ball.

The blocks can be placed flat or upright.

On the start signal, all players begin to stack the blocks simultaneously.

It is not allowed to place blocks after the agreed start mark.

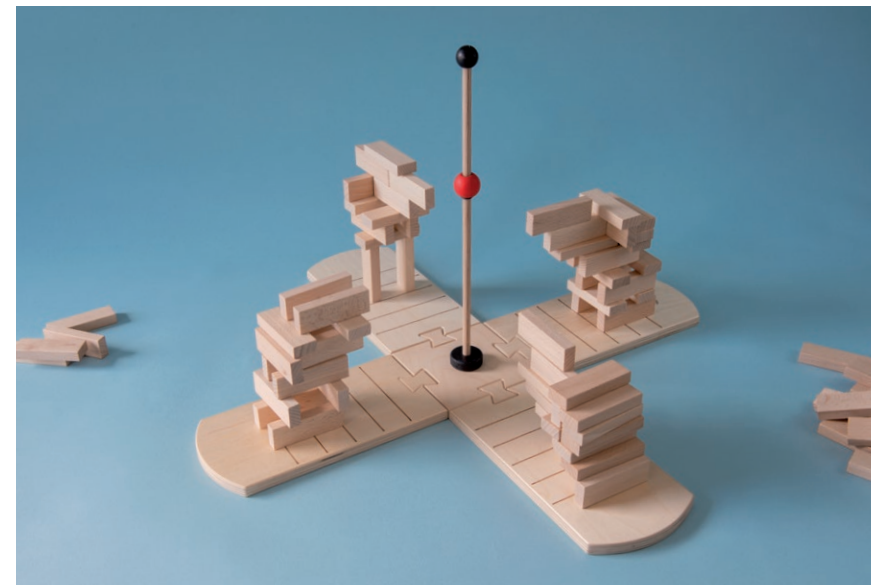
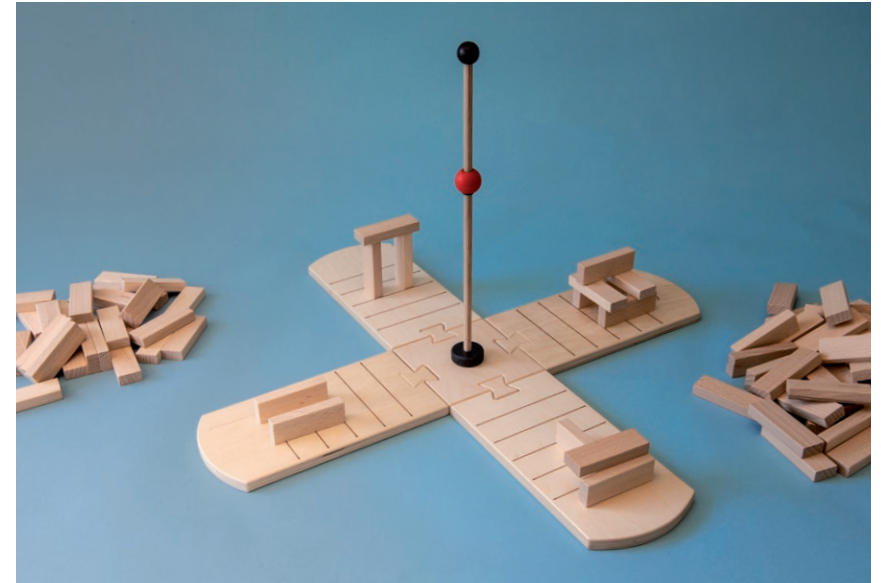
At no point of the game is it allowed to place support blocks on the base in-between the start mark and the centre column, or to support the structure at the column. In other words, the bridge must float until it touches the red ball.

The first player whose bridge touches the red ball wins the match.

If a bridge collapses under its own weight, of course the player is allowed to begin again during the live match.

### Play B: Pauper's game

This game is not about speed, but about the most effective use of materials. The winner of the match is the player who uses the fewest blocks to reach the target. (Continue as for play A)



### Preparation – team game:

For this version, two of the longer sections are both connected to form a 'street'. The middle section and the column are not required.

Two players form a team against two fellow players. Each team receives a 'street' and places it in-between or in front of them, so the teams can each start from opposite sides of the extended playing area. Each team receives 60 building blocks. Both players of each team should easily be able to reach the team's store of blocks. The players agree the mark for bridge building to commence.

### Play

As for the first game variant, players can play in real-time or the pauper's game. The challenge is the same: to build a floating open-ended bridge over a pre-allocated section. However, now the object is to line up both halves of the bridge so the structure converges at some point and a final block can be placed from above. The first team to reach this goal (or, by agreement, with the fewest blocks) wins the match.

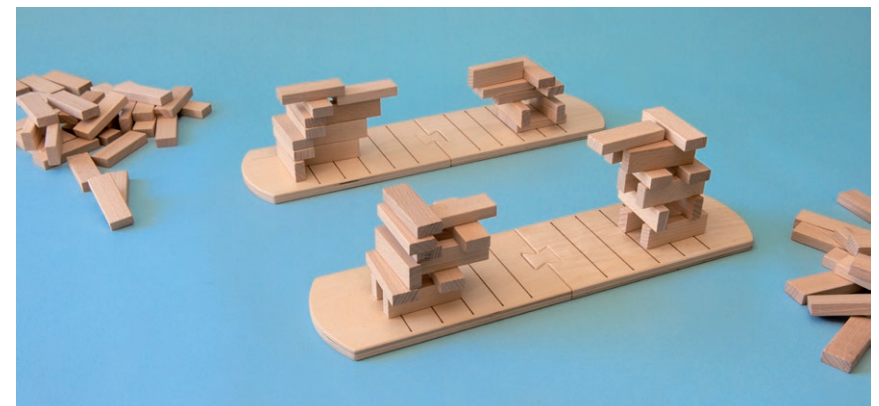
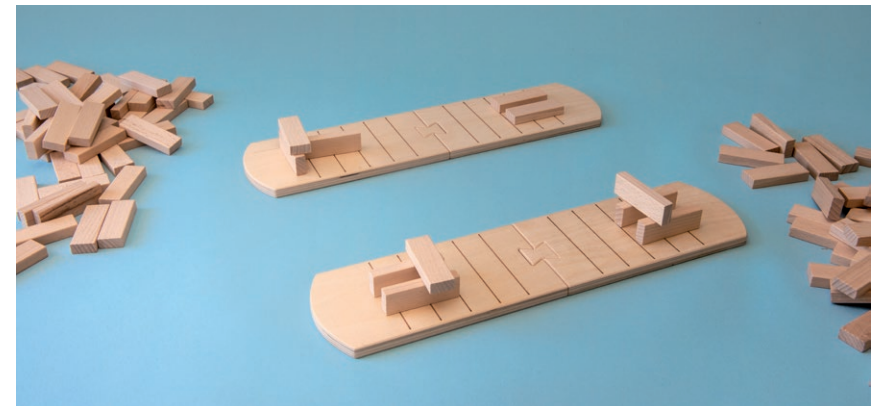
Game idea: Roland Preuß

### More blocks?!

There are enough blocks for two players to build their structures from the last start mark to reach the red ball at its highest position.

Four players who wish to reach the highest limits can order extra building blocks from our website.

[www.steffen-spiele.de](http://www.steffen-spiele.de)



Game idea:  
Roland Preuß

Rules and layout:  
Steffen Mühlhäuser

Graphic design:  
Bernhard Kümmelmann

Production:  
Höpinger Spielewerkstatt  
[www.spiele-werkstatt.de](http://www.spiele-werkstatt.de)

© 2018 by Steffen•Spiele  
Zum Spielplatz 2  
56288 Bell/Krastel

[www.steffen-spiele.de](http://www.steffen-spiele.de)  
[post@steffen-spiele.de](mailto:post@steffen-spiele.de)



**Caution!**

Not suitable for children  
under 36 months.  
Risk of suffocation if small  
parts are swallowed.

**Made in Germany**

