

AN ICY-DICEY,
DELIGHTFUL DRAWING
GAME OF STRATEGY
AND LUCK!

SNOWSTACK

Players: 2 - 6
Time: about 15 minutes
Equipment: game sheets,
pencils, two six-sided dice

THE GOAL OF SNOWSTACK:

Be the best snow stacker in town!

PREPARATION:

*Print out a **PLAYER'S SHEET** for each player and at least one **SNOWMAN PARTS GRID**.

*Get a writing utensil for each player.

*Get two six-sided dice.

GAME PLAY:

Each player has a sheet with six columns on it. The first column has three spaces, the second and third columns have four spaces, the fourth and fifth columns have five spaces, and the sixth column has six spaces.

Fill as many of the spaces in your columns as you can! You fill them with different snowman parts. Some of the snowman parts are snowman bases, some are snowman middles, and some are snowman heads. The bases and heads are all made with one snowball so they will only take up one space in a column. The middles can be made of either one, two, three or even four snowballs, so they take up that many spaces.

To start the game each player gets to choose two snowman bases. They can draw the bases in the lowest spaces of any two of their columns.

Then the players take turns and roll the two dice. One die represents the horizontal numbers on the **SNOWMAN PARTS GRID** (which column). The other represents the vertical numbers on the grid (which row). You get to choose which die is which.

So, if you roll a 1 and then a 6, your roll would point to the part that's located at the top left corner or the part that's at the bottom right corner. The column on the left is all bases. The column on the right is all heads. The columns in between are all middles.



If your roll points to a space that is part of a multi-space middle, you draw the entire middle on your player sheet. Light dashed lines means that those spaces are part of the same middle. So, if your space is column 3, row 5, that's part of a two-space middle. It needs to be drawn into two spaces on your sheet.

Once you have located the snowman part that your roll points to, you can:

- *Choose to draw that part in to any one of your columns that it will fit into.

- *Choose to pass and let the next player go.

However, if it is a part that will not fit into any of your columns, then it is automatically the next player's turn.

Important: The bottom space in each of your columns must be a snowman base and the top space in each of your columns must be a snowman head. The spaces between those can be middle parts or a head part, but you can never place anything in the spaces above a head part.

Also: You need to draw middle parts on top of bases and heads on top of middle parts or bases. You cannot draw a part above an empty space!

Note: About drawing. You only need to make sure you put the right parts in the right places. It is OK to change the style of the parts if you want to. You can change hats, facial expressions, add arms, clothing, accessories, etc. You can even draw faces on parts that are not actual heads. Just try to draw quickly so you don't slow the game down!

DOUBLES:

Every time doubles has been rolled the game comes one step closer to the end. Cross off one of the doubles counters on your player's sheet whenever anyone rolls doubles. You can, of course, take your turn as usual when you roll doubles.

WINNING:

Once doubles has been rolled six times, the game ends. You get one point for each snowman part on your sheet and one bonus point for each completed snowman (it must have at least a base and a head). The person with the highest score is the winner!

However, if one of the players was able to fill all of their spaces before six doubles are rolled, then the game ends automatically and that player is the winner.

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SNOWSTACK! SNOWMAN PARTS GRID

	1	2	3	4	5	6
6						
5						
4						
3						
2						
1						
	BASES		MIDDLES			HEADS

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SNOWSTACK! PLAYER'S SHEET

Doubles: 1 2 3 4 5 6



H	H	H	H	H	H
H M	H M	H M	H M	H M	H M
H M	H M	H M	H M	H M	H M
B	B	B	B	B	B

SNOWSTACK! PLAYER'S SHEET

Doubles: 1 2 3 4 5 6



H	H	H	H	H	H
H M	H M	H M	H M	H M	H M
H M	H M	H M	H M	H M	H M
B	B	B	B	B	B