

# Ta-Ka-Radi Rules



Fifty small wooden blocks (tiles) are used to build a tower.



Three blocks are placed (narrow side up) and parallel to one another spaced 1/2 inch apart.



Three more blocks are placed on top and at right angles to the first three tiles. Build until all tiles have been used.



Each player in turn attempts to remove a block and place it on top of the tower. Both hands may be used and any block of any tier (but the top tier) may be chosen.



The tower grows higher and increasingly less stable. Suspense builds as it seems impossible that another block can be successfully removed.



Balancing precariously, the tower finally reaches its “tipping point” and comes crashing down.



No matter how prepared you may think you are, the final collapse and crash will startle you.

The one rule that may not be broken is that there must be **no physical contact** with the player whose turn it is. No elbow jogging, ear blowing, or interference allowed.

Players may support the tower with one hand while removing a tile with the other. Each new story must be completed with all three tiles.

Ta-Ka-Radi lends itself to improvisation. Many players modify the rules or add additional limitations to increase difficulty: using only one hand, for instance, or not permitting players to support the tower with one hand while removing a block with the other.

To keep players continuously engaged, include the building of the tower in every turn. Once a player sets a tile in turn, they must drop the selected tile on top of the tower. Once the tile is placed, it cannot be adjusted.

Or...play Ta-Ka-Radi and set your own rules!

Have fun!