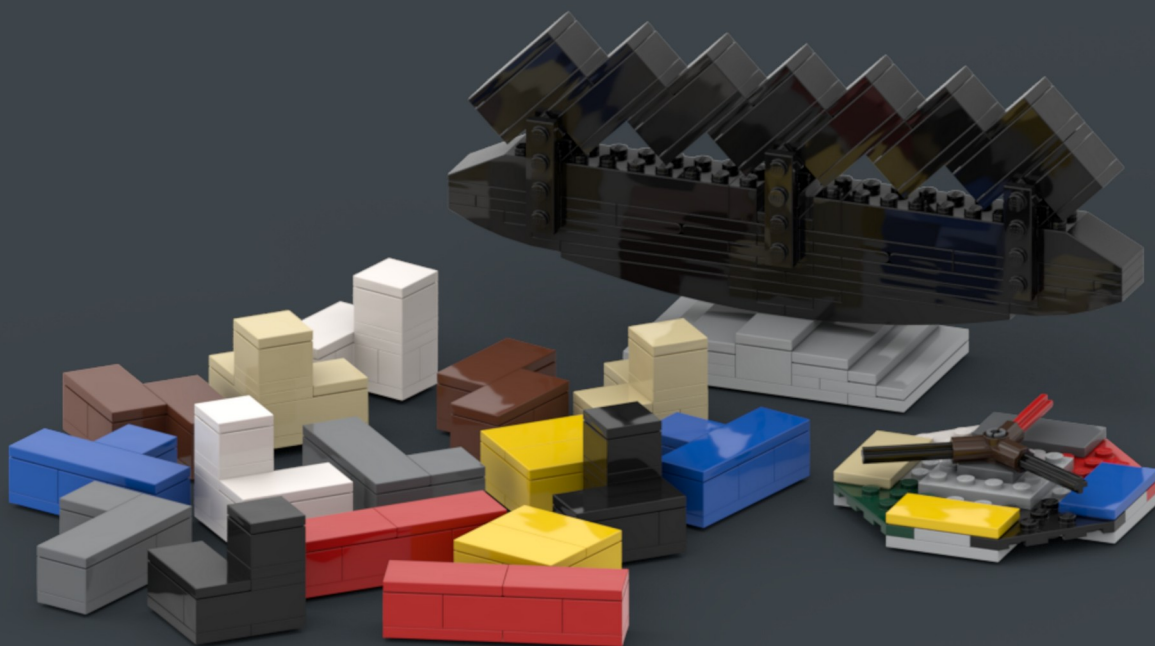


Rules Book

92



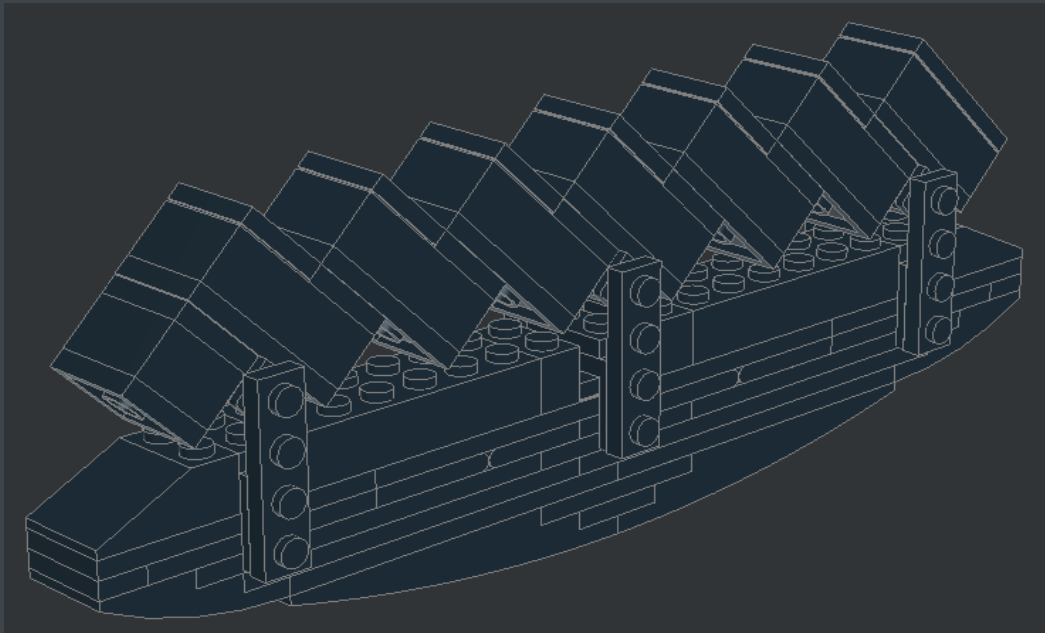
Balance Tetris Rule Book

1. Introduction

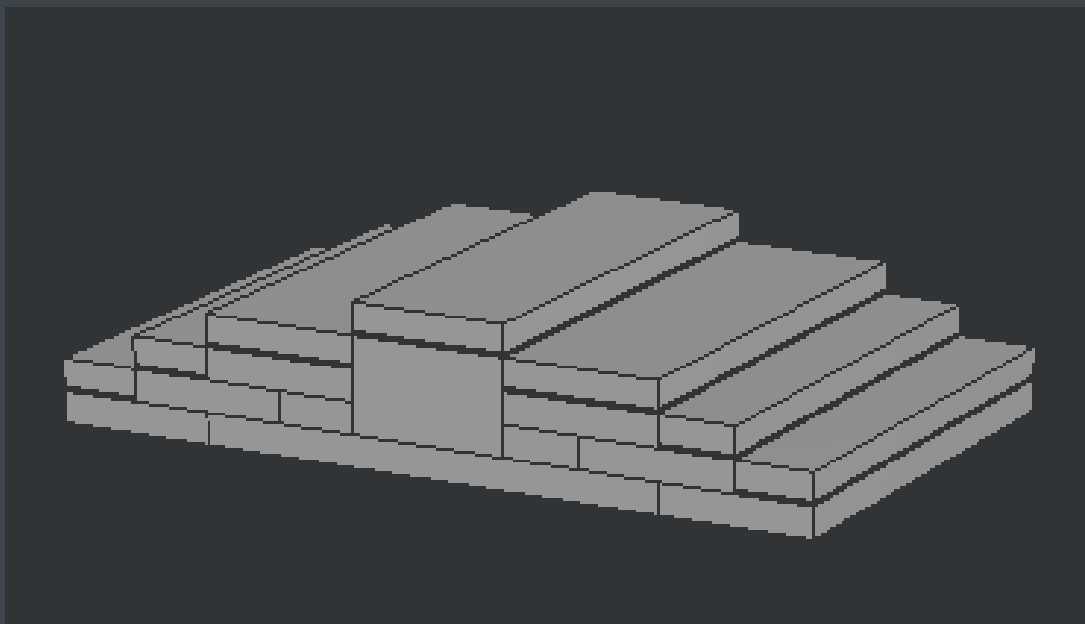
Balance Tetris is a unique and challenging twist on the classic Tetris game. It combines the strategic placement of Tetris pieces with the physical skill of balancing a platform. This game is perfect for friends and family looking for a fun and engaging activity.

2. Components

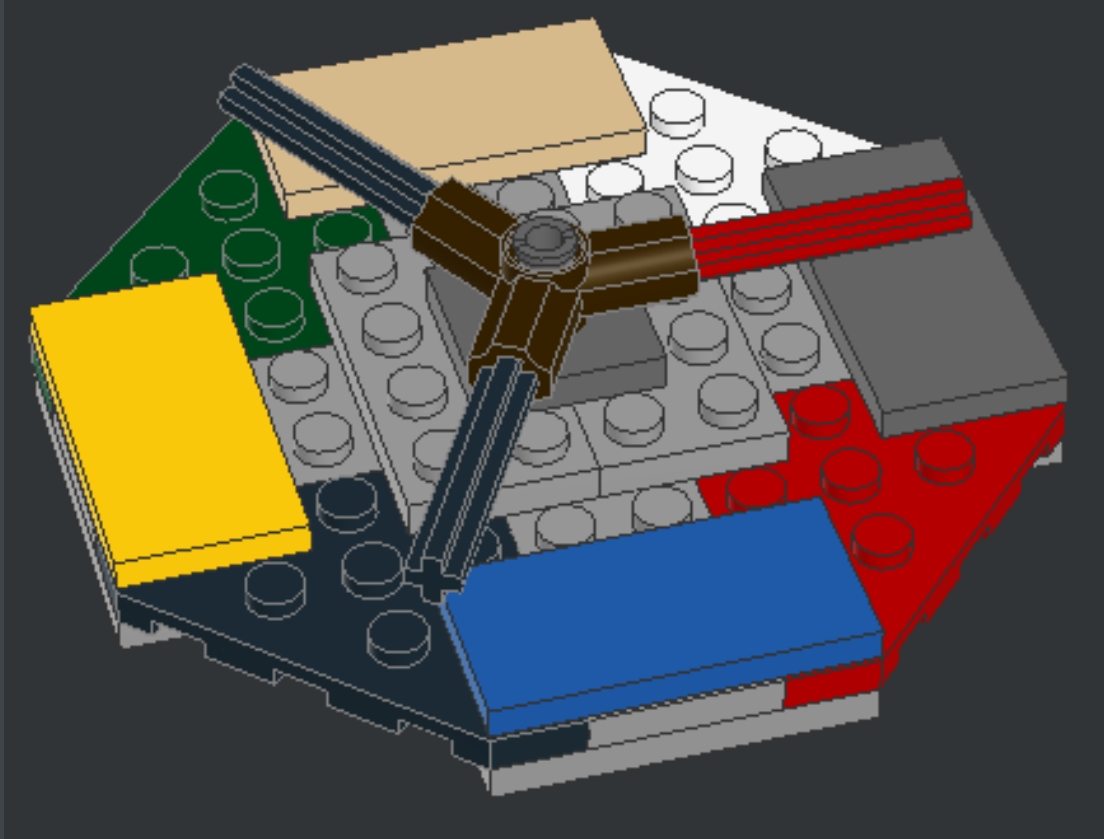
- **Balance Platform:** A flat surface mounted on a central pivot point allowing it to tilt in any direction.



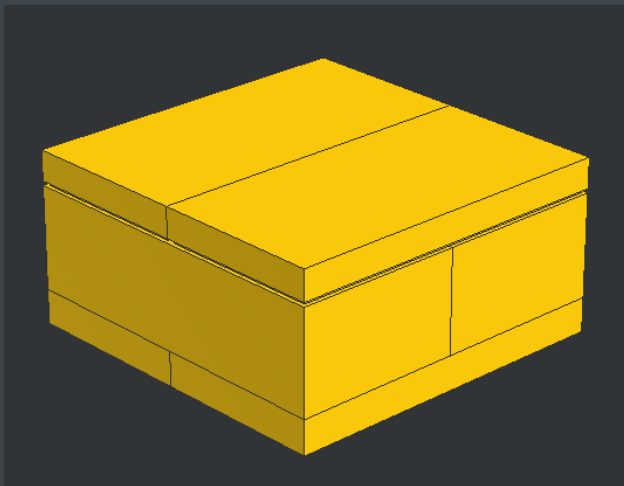
- **Base for the Balance Platform:** A sturdy base to support the balance platform.



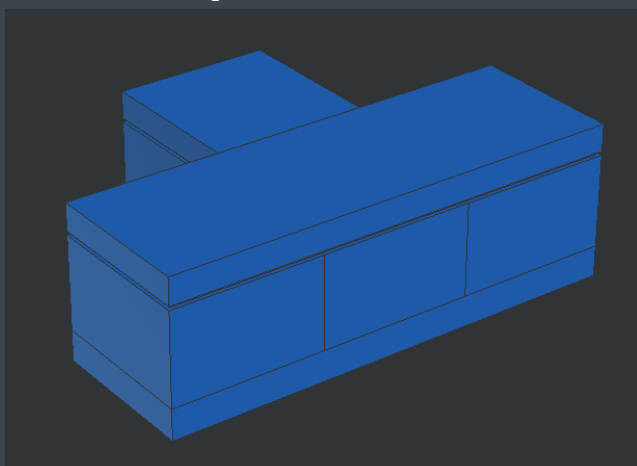
- **Color Dial:** A rotating dial used to determine the color of the Tetris piece to be placed.



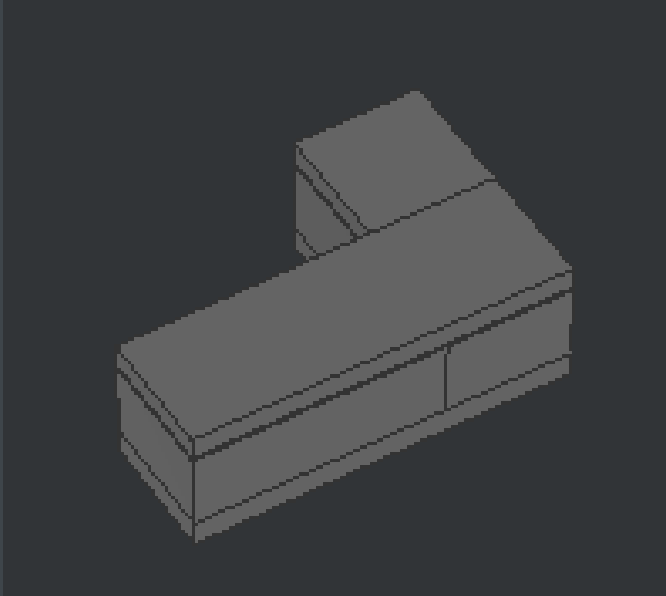
- **Tetris Pieces:**
 - 2 Yellow 2x2 Tetris Pieces



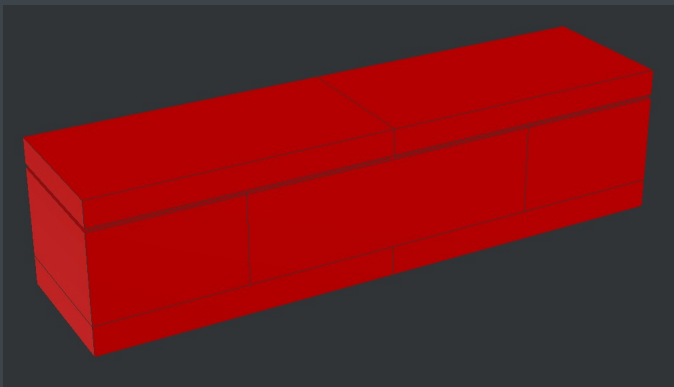
- 2 Blue T-shape Tetris Pieces



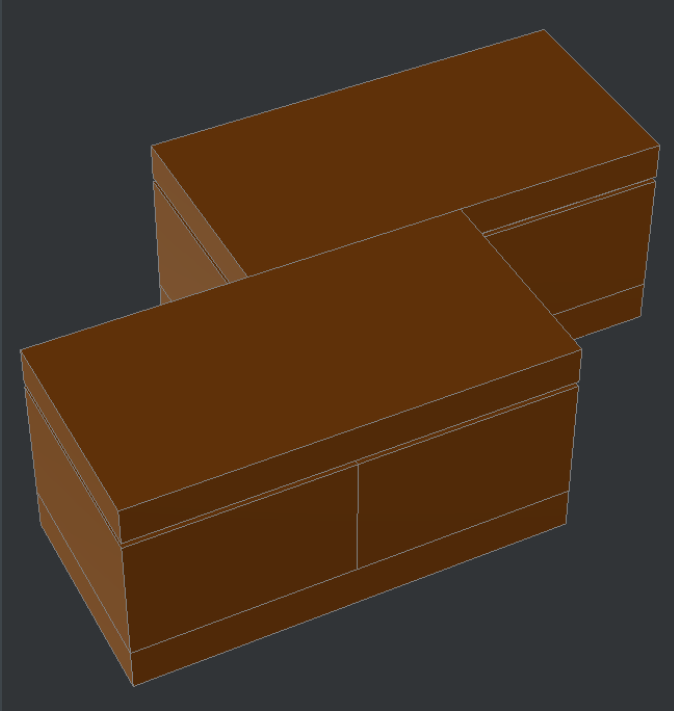
- 2 Green L-shape Tetris Pieces



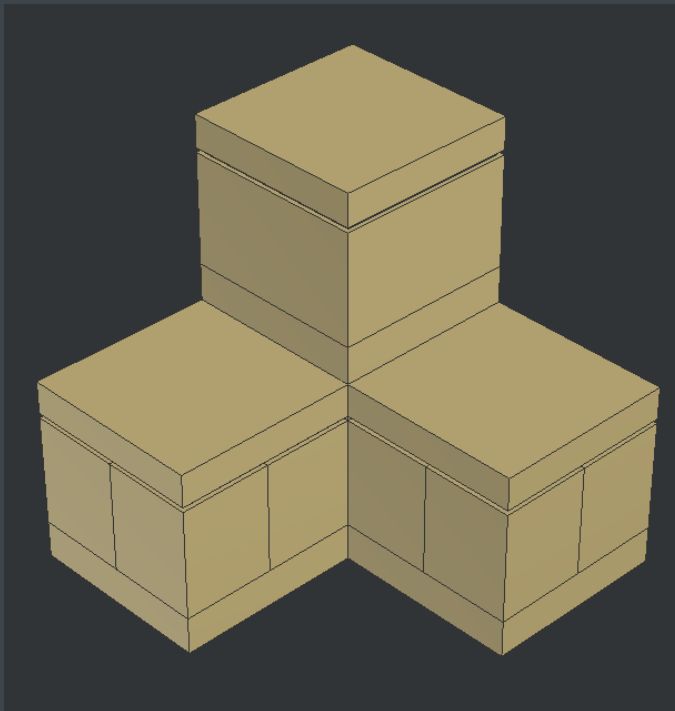
- 2 Red I 4x1 Bar Tetris Pieces



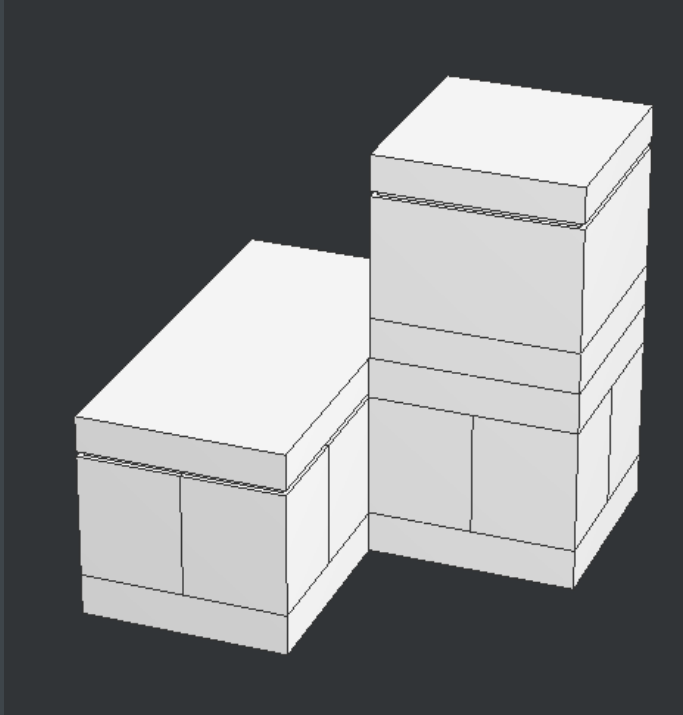
- 2 Brown S-shape Tetris Pieces



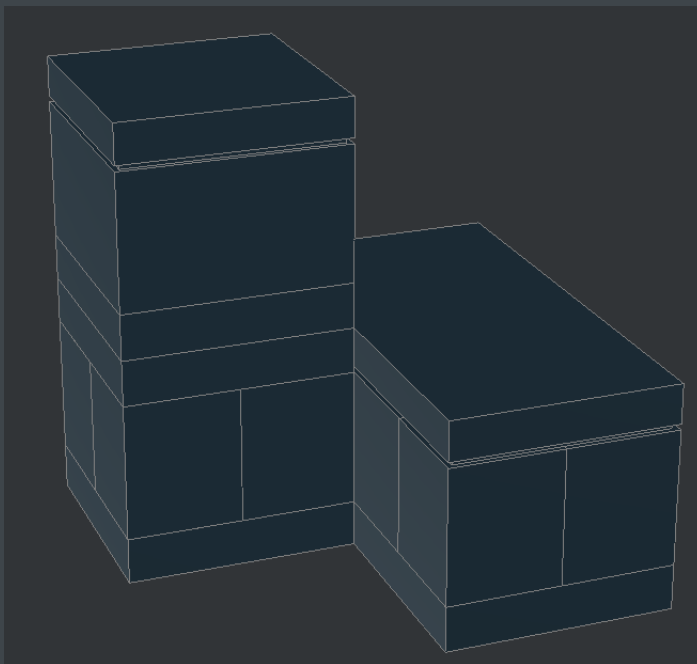
- 2 Tan mini L with center cube Tetris Pieces



- 2 White mini L with left cube Tetris Pieces



- 2 Black mini L with right cube Tetris Pieces



3. Objective

The objective of Balance Tetris is to place Tetris pieces on the balance platform without causing it to tip over. The player who successfully places the last piece without tipping the platform wins the game.

4. Setup

1. Place the balance platform on the base, ensuring it is stable and level (use the studs to help).
2. Arrange the Tetris pieces in an accessible area for all players.

3. Position the color dial so all players can reach it easily.

5. Game Play

1. Starting the Game:

- Decide the order of play by rolling a die or drawing straws (or any other way).
- The first player spins the color dial to determine the color of the Tetris piece they must place.

2. Placing Pieces:

- Players take turns spinning the color dial.
- The color dial will indicate the color of the Tetris piece the player must place.
- If there are no more pieces of the indicated color, the player can choose any remaining piece.
- Pieces must be placed on the platform or on top of other pieces and should interlock with existing pieces when possible.
- Players cannot move previously placed pieces.

3. Balancing Act:

- After placing a piece, players must step back and observe the platform.
- If the platform remains balanced and does not tip or touch the table, the next player takes their turn.
- If the platform tips or a piece falls off, the player who placed the last piece loses the round.

4. Winning the Round:

- The round continues until a player causes the platform to tip and touch the table or a piece to fall.
- The last player to successfully place a piece without tipping the platform wins the round.
- If the last player makes the platform tip or a piece fall, the player before them wins.

5. Scoring (Optional):

- Do not use the color dial and allow each player to choose the piece to place on the platform.
- Keep track of the pieces each player successfully places in each round:
 - Yellow 2x2 Tetris Pieces: 1 POINT
 - Blue T-shape Tetris Pieces: 1 POINT
 - Green L-shape Tetris Pieces: 2 POINTS
 - Red I 4x1 Bar Tetris Pieces: 1 POINT
 - Brown S-shape Tetris Pieces: 2 POINTS
 - Tan mini L with center cube Tetris Pieces: 3 POINTS
 - White mini L with left cube Tetris Pieces: 3 POINTS
 - Black mini L with right cube Tetris Pieces: 3 POINTS
- At the end of all rounds, the player with the highest score wins the game.

6. Advanced Rules (Optional)

1. Time Limit:

- Set a time limit (e.g., 30 seconds) for each player to place their piece.
- If a player exceeds the time limit, they forfeit their turn.

2. Special Rounds:

- Introduce special rounds where players must place pieces using only one hand or

while blindfolded.

7. Etiquette and Fair Play

- Be respectful and patient with other players.
- Do not intentionally cause the platform to tip.
- Play in a spirit of friendly competition.

8. Safety

- Ensure the balance platform is stable and placed on a flat surface.
- Supervise young children during play to prevent accidents.

9. Conclusion

Balance Tetris is a game that tests both your strategic thinking and physical dexterity. Enjoy the challenge, have fun, and may the best balancer win!

10. Credits

The concept of Balance Tetris is inspired by the classic game of Tetris, originally designed and programmed by Alexey Pajitnov. The unique twist of combining Tetris with a balancing challenge draws from various balancing games and puzzle mechanics.

I am not sure who the original creator of Balance Tetris is, but I found out about this game through the following sources:

- **paulorfo** for their Balance Tetris design on Thingiverse: [Balance Tetris by paulorfo](#)
- **AlanB93** for their Tetris Tower design on Thingiverse: [Tetris Tower by AlanB93](#)

These designs and ideas have significantly inspired and influenced this version of Balance Tetris. Thank you for your creativity and contributions to the gaming community.