

Ages 6 and up  
2 to 6 players

# Staxis

## The Game Where Winning Hangs in the Balance!

### Components

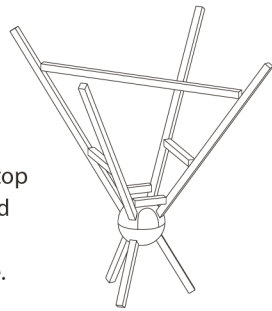
- 50 Long Sticks
- 3 Legs
- 4 Notched Sticks
- Staxis Sphere
- Die

### Object

To place all of your sticks on top of the structure without knocking any sticks off or causing the base to topple over.

### Set Up

Assemble the base structure by inserting the 3 legs (without notched ends) into the square holes on the underside of the Staxis Sphere. Insert 4 long sticks into the square holes in the top of the Staxis Sphere. Place the 4 notched sticks and 1 long stick as shown in the diagram to complete the base structure. Place within reach of all the players.



### Playing the Game

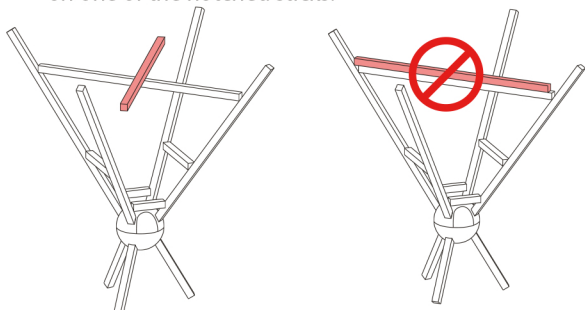
Divide the remaining sticks equally between the players. If the sticks do not divide evenly, set any remaining sticks aside. The youngest player begins and play proceeds to the left. Each player will always add **one stick** per turn. The first player does not need to roll the die—the opening move should always balance a stick on two points of contact (see explanation below under “Moves”). All subsequent moves are determined by a roll of the die. Sticks are not allowed to rest on the Staxis Sphere.

### Moves

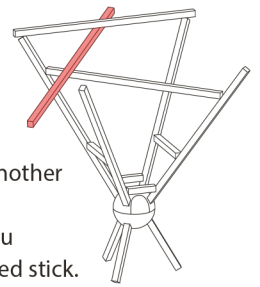
#### ■ Balance a Stick on One Point

You can complete this move using one of two methods.

- **Method A**  
Balance your stick across one stick with one point of contact (across the stick, not along it). You may not balance your stick on one of the notched sticks.



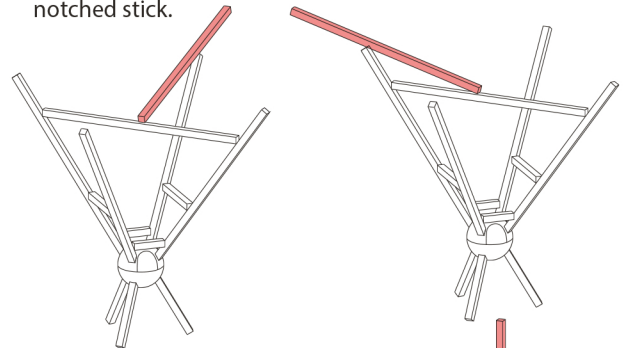
- **Method B**  
Place your stick across one stick; however, it can be out of balance. One end of the stick can rest underneath another stick to keep it in place. This method is especially helpful later in the game. You may not balance your stick on a notched stick.



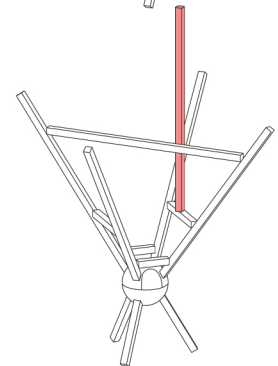
#### ■ ■ Balance a Stick on Two Points

You can complete this move using one of two methods.

- ■ **Method A**  
Balance your stick horizontally across two sticks with two points of contact. You may not balance your stick on a notched stick.



- ■ **Method B**  
Place your stick vertically, resting on one end of the stick and touching only one other stick. This move can be played anywhere and is the only move allowed on the notched sticks.



If any long sticks fall off during a player's turn, they should be added to that player's collection. If any notched sticks fall off, they should be returned to their initial position.

A player must always place the stick in play—even if other sticks fall off before the turn finishes. A player is free to stand and walk around the structure when placing his or her stick.

A player's turn ends 5 seconds after the stick is released. Any sticks that fall after that period are given to the next player.

### Winning the Game

The first person to place all of his or her sticks wins.

Note: Player must wait 5 seconds to ensure that all the sticks remain on the structure.

If a player topples the base or knocks all the sticks off during his or her turn, the player who last placed a stick is the winner.

Note: The sticks used during set up do not have to fall off.

### Variation

For a shorter game, pass out fewer sticks at the start of the game.