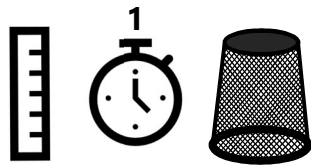




Bad Ideas.
Classic

Tiny Tower: Build the tallest simple tower using as many small pieces as you can in 1 minute. All pieces that fall outside of the build ring during construction cannot be replayed.

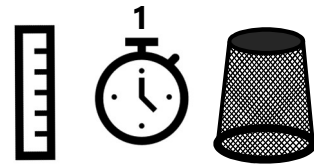
Bad Ideas, Joël Therrien, 2018



Bad Ideas.
Classic

Towering Tower: Build the tallest complex tower using as many big pieces as you can in 1 minute. All pieces that fall outside of the build ring during construction cannot be replayed.

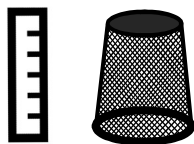
Bad Ideas, Joël Therrien, 2018



Bad Ideas.
Classic

Rainbow tower: Build a simple tower with all sized pieces that follows the order of the colours in the rainbow. The winner of this round is determined by who attains the most colours in the correct order before the tower topples. As soon as the tower topples it's the next player's turn.

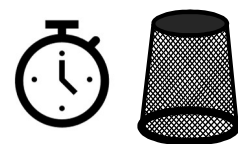
Bad Ideas, Joël Therrien, 2018



Bad Ideas.
Classic

Complimentary Tower: Build a simple tower out of all the pieces of 2 complimentary colours the fastest (total of 6 pieces). Pick up fallen pieces within or outside of the build ring and keep rebuilding your tower until completion. Player with the fastest tower completion time takes the round.

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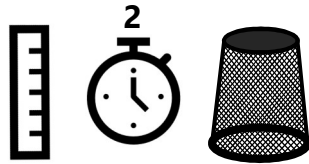


Bad Ideas.

Classic

Piece Tower: Build a complex tower with as many pieces as possible for two minutes. The only limitation is that no two of the same coloured pieces can touch. The player with the tower built with the most pieces takes this round.

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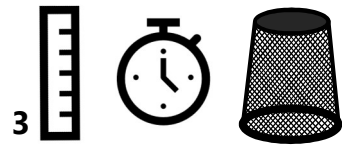


Bad Ideas.

Classic

Triple Tower: Build three simple towers employing each of the primary colours within the build ring, as fast as possible. Fallen pieces are irrelevant in this round, keep picking them up until your towers are complete! Each tower should measure 3 pieces in height. Player with the fastest build time takes this round.

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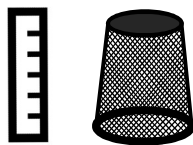


Bad Ideas.

Classic

Wrong Handed Tower: Build the tallest complex tower with the most pieces (base level pieces are not included in the count) using only your non-dominant hand. No time limit for this round, but your tower can only topple twice before being it is counted the third time.

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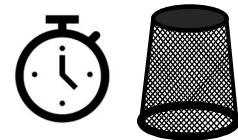


Bad Ideas.

Classic

Thumb Tower: Build a simple tower of a single colour (biggest to smallest) using only your thumbs the fastest. The 3 pieces must always stay within the build ring, if a piece falls outside of the build ring during construction the player must forfeit the round. Player that builds the tower successfully the fastest takes this round.

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Bad Ideas.
Classic

Thumb Tower One Handed

Variation: Same criteria as the thumb tower only this tower can only be constructed using the thumb and palm of one hand (you can choose your dominant hand for this variation).

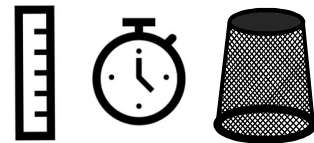


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Bad Ideas.
Classic

All Piece Tower: This round is usually a game ender! Build a complex tower within the build ring made up of all 36 pieces. 3-minute time limit for this round. If a player succeeds, that player must slam down a fist on the surface on which the waste paper basket rests and count the number of pieces that fall from within the build ring onto the playing surface. That way, if multiple players succeed a winner can be determined based on the tower's strength.

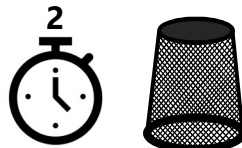


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Bad Ideas.
Classic

Drop Towers: Simple towers of 3 pieces are built by dropping pieces onto each other. Construct as many towers as possible in 2 minutes. The player with the most standing towers after 2 minutes takes the round.



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Bad Ideas.

As Intended

The Claw Game: Place all the pieces in the waste paper basket. Using the fishing paperclip, fish out the smallest pieces in the order of the colours of the rainbow one at a time. Players can use the interior sides of the waste paper basket to help place the piece on the fishing paperclip; however, the player must lift the piece out of the center of the waste paper basket without touching its rim. Pieces can not simply be flicked out of the waste paper basket with the fishing paperclip.

If a player removes a piece in the wrong colour order, they must put the piece back in the waste paper basket and continue by following the correct order. The player who fishes out the 12 appropriately sized pieces in the correct colour order the fastest takes the round.



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Bad Ideas.

As Intended

Kerplunk Variation: Separate the 12 biggest pieces and separate them from the rest. Straighten 8-12 large paperclips leaving the last curve intact. Insert the straightened paperclips through the holes near the top of the waste paper basket in any orientation. Place the 12 biggest pieces on top of the straightened paperclips on the interior of the waste paper basket. Each player must then pull out a straightened paperclip one at a time until the pieces fall into the waste paper basket.



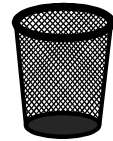
Bad Ideas, Joël Therrien, 2018



Bad Ideas.

As Intended

Basket Ball Variation: Fling the 12 smallest pieces using the back of your thumb (same motion as flipping a coin) into the waste paper basket one at a time. The player who manages to sink all 12 pieces the fastest takes the round. The use of a computer monitor as a backboard is permitted.





Bad Ideas. CAGED

Stalagmite:

Place the 3 pieces of a single colour under a flipped waste paper basket. Using two straightened paperclips, build a simple 3-level tower as quickly as possible. Player with the fastest build time takes the round.

