

# Tower Trouble

You will need 10-15 building blocks for this activity. The blocks can be of any shape and size - D6s work great, in fact!

Instruct the group to stack the blocks until the tower is completed as high as it can go.

You can set other rules for the activity such as waiting for your turn, certain colors can't go on other colors, etc.

As the GM, you will push over the tower as Darby, perhaps multiple times; the Venturers may express their emotions at this frustrating event.