Wonder Builder: the first Skyscraper!

Start

Throw a dice

Point is six — No

Yes

Find a suitable place for the foundation

Finish 10-floor Building — Yes → Win!

No

Throw a dice

After two turns of building being collapsed

$(N_{sticks}=N_{floor}+Dice\ point)$

Start building

Whether the building collapses — Yes → Build from the ruins

No

Throw a dice

Point is five or six — No

Yes

Remove a toothpick of target player

Whether the building collapses — No / Yes → Start a new building

Legend:
- Normal step
- Construction phase
- Sabotage phase
- Revival phase
- Judgement