Make 'n' Break

Ravensburger® Game No. 26344 8

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For 2–4 Players, Ages 8 and Up

CONTENTS:

1	timer
10	wooden building blocks
80	building cards
60	tokens, values 1 and 10
1	die numbered 1, 2 and 3

THE OBJECT OF THE GAME:

The cards show pictures of structures which the players have to copy against the clock. The more successful they are, the more points they receive.

PREPARATION:

Before playing for the first time, carefully remove the tokens from the board.

Place the tokens in the middle of the table, together with the die and the building blocks.

The youngest player goes first. The timer goes to the player on his left. Play will continue in a clockwise direction.

HOW TO PLAY:

The player whose turn it is places the ten building blocks in front of him and the stack of shuffled building cards face down to the side.

He rolls the die and the player on his left sets the timer to the number rolled. To do this, the stop button is pressed and the dial turned to that number.

When the builder says "start", the player with the timer presses the start button on the timer and the builder starts building.
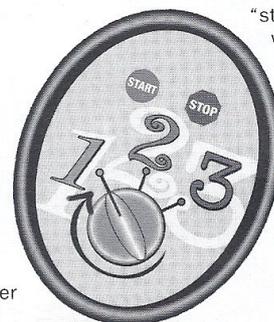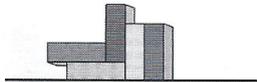
BUILDING:

The builder turns over the top card on the stack and immediately starts to copy the building shown on it

If the picture shows only grey blocks, the builder has to be sure his construction is in the correct order, but the colours do not need to match.
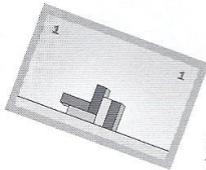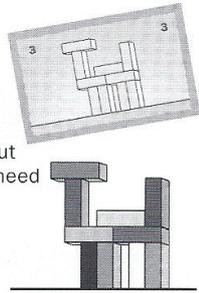
If the picture shows coloured blocks, the builder has to copy the construction with all coloured blocks in the correct places.

If the construction has been completed correctly and the timer is still going, the builder turns over the next card and starts to build with all the building blocks at his disposal.

If the other players indicate that the builder has built something incorrectly, he must correct the error before he can turn over the next card and begin a new construction.

Note:

Ensure that the builder has sufficient building cards. If they run out, shuffle the used cards and place them on the table before the builder begins to build.

POINTS:

When the time expires, the builder totals the number of points on his completed building cards and receives that amount in tokens.
Incomplete cards are placed on the used stack together with the completed cards.

After scoring, the building blocks, the stack of building cards, and the timer are all passed on to the next player.

END OF THE GAME:

The game ends when every player has had four turns. The player with the most points is the best builder and wins the game.

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VERSION FOR EXPERT BUILDERS:

The rules are the same as for the basic game; however, the builder may reject a building card at any time if he feels it is too difficult or will take too much time. He simply passes this card face up to the player to his left, who then takes a 1-point token from the pile.

On his turn, a player must complete any rejected cards which are placed face up in front of him. He cannot take a new building card from the stack and begin a new construction until these have been completed.

If a player is unable to complete his building cards during his turn, they are placed on the stack of used cards.

Note:

If a player rejects a building card in the last round, the player on his left receives a 1-point token for each rejected card without having to complete the construction.

THE GAME FOR "NOVICE" BUILDERS:

If expert players are playing with inexperienced players, the building cards should be split into two stacks. The blue building cards are to be used by the beginners. The remaining cards are for the experts. Each card only counts as one in the scoring.

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