Make 'N' Break

EXTREME

A Game Full of Action for 2 to 4 Players, Ages 8 and Up

Ravensburger Game® 26449 0
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Contents

10 building blocks
1 die
80 building cards
1 timer
60 tokens,
    values 1 and 10

OBJECT OF THE GAME:

The cards show structures which the players copy while racing 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 ten building blocks. Shuffle the building cards, form a pile and place it face down on the table.

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HOW TO PLAY:

The youngest player goes first. The timer goes to the player on their right. The game is played in a clockwise direction. The player whose turn it is (the builder) places the ten building blocks and deck of building cards in front of them. The builder rolls the die and the player on their right sets the timer to the number rolled. To do this, the stop key is pressed and the dial turned to that number. When the builder says "start", the player on their right presses the green start button on the timer and the builder starts building.
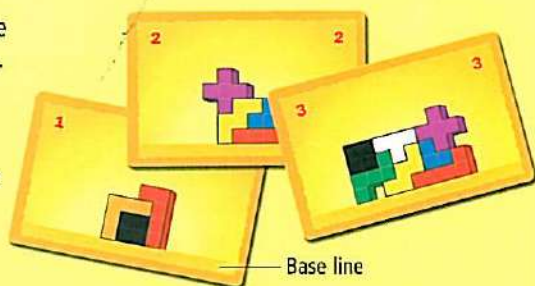
BUILDING:

The builder turns over the top card of the deck and immediately starts to copy the structure shown. The builder has to create ("Make") the structure according to the card. The building has to be solidly built before the player can destroy ("Break") it in order to construct a new one. The builder may turn over new cards and continue building until the timer goes off. The builder places all completed building cards face up in front of them. During the construction phase, all other players check if the builder solves the problem correctly and indicate what corrections need to be made. The builder must correct the error within the time available and before turning over the next card to start a new construction.

THE BUILDING CARDS:

— Base line

Most of the cards show a coloured structure. The builder has to copy the card with all the correct coloured blocks in the correct places. There are also the following "extreme" cards for more creative structure building:

The card with a big "4":
The builder chooses any four blocks to make **any** structure. No more than two blocks may touch the tabletop.

The card with a big "5":
The builder chooses any five blocks to make **any** structure. No more than two blocks may touch the tabletop.

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The card with a big "4" and an arrow to the left:

The builder chooses any four blocks and passes them to the player on their **left**. As quickly as possible, this player has to create any structure. Again, no more than two blocks may touch the tabletop. If completed within the time allowed, **both** players get the two points shown on the card. If the time is not yet up, the player whose turn it is continues playing.

The card with a big "10":

With this card, the builder has the opportunity to get additional points in an extra turn. But first, this card is set aside and the builder continues playing as usual. When the time is up, reset the timer to **position "1"** and start it again. Within the time given, the builder has to use **all ten** building blocks in order to build any structure. No more than two blocks may touch the tabletop. If the player succeeds within the time limit and the structure does not collapse, they receive **five additional points!**

The card displaying colourless building blocks and a red hand:

The builder takes the building blocks whose shapes are shown on the card to construct **any** building. Again, no more than two blocks may touch the tabletop. The red hand signifies that the player may only use **one hand** to create their structure! The other hand must be kept under the table!

POINTS

When the time has expired, the builder's turn is over. Incomplete buildings are not included in the scoring.

The builder totals the number of points on the completed building cards and receives that amount in tokens.

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

Always press the red stop key on the timer before setting it for the next player!

Completed building cards as well as unresolved cards are placed in a discard pile face-up. When the cards of the deck run out, shuffle the discarded cards to replenish the building deck.

END OF THE GAME:

The game ends when every player has had five turns. Each player totals all their points. The player with the most points is the winner of the game.

If two or more players tie for first place, these players play one more round. Each of them take a turn, setting the timer to "2". The one to get the most points within the available time is the final winner.

VARIATION FOR YOUNGER CHILDREN:

In order to facilitate the game for younger children, they may play without the die. The timer is simply set to position "3" and started as soon as the child is ready.

For all the other players, the rules apply without any modification.

VARIATION WITHOUT THE DIE:

Players who prefer a game involving less luck may also play without using the die. In this case, they play three rounds: In the first round, everyone plays with the timer set on "3", in the second round with the timer set on "2", and in the last round with the timer set on "1".

In this variation, which depends less on chance, the two cards showing the big "10" are removed from the game. All the other rules apply without any modification.

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