

Make 'n' Break

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For 2 to 4 players from 8 years of age.

Contents

- 1 timer
- 10 building blocks
- 80 building cards
- 60 scoring chips, values of 1 & 10
- 1 die numbered with 1, 2 & 3

Goal

Players must copy the plans displayed on the 80 building cards as quickly as possible, until time runs out. The more successful they are, the more points they will earn!

Preparation

Before playing for the first time, carefully punch out the scoring chips from the board.

Shuffle the deck of building plans and place it face-down in the middle of the table. Place the scoring chips and building blocks next to the draw deck. Space should also be reserved for a card discard pile.

The youngest player begins, with play continuing clockwise around the table. The player to the left of the active player (the building master) receives the timer and becomes the time keeper for that player.

Basic Gameplay

On his or her turn, the building master positions the 10 colored building blocks in front of his/herself and places the draw deck of building plans to the side.

The building master now rolls the die. The time keeper presses the timer's "Stop" button and advances the dial to the number indicated by the die.

As soon as the building master is prepared and gives the signal, the time keeper presses the timer's "Start" button and the active player commences building.

Building

The building master draws the top card and immediately begins to copy the plan displayed.

If the plan indicates only **grey building blocks**, the building master need only consider the correct component arrangement; the color of the blocks holds no importance.

If the plan indicates a building with **colored blocks**, the player must copy the diagram exactly.

If a building is completed correctly and time still remains on the timer, turn over the next card and begin building the new plan. All blocks are once again at the building master's disposal.

During a player's turn, all other players should watch to ensure that what the building master constructs is correct. If an error is noticed, the builder's attention should be drawn to it. All errors must be corrected before a player may turn over the next building plan.

Note:

Sufficient building plans should always be made available in advance of a player beginning their turn. If the draw deck is close to being depleted, shuffle the discard pile and replenish the deck before beginning.

Scoring

When time expires, the building master adds the points indicated on all completed building plans and receives that value in chips. Uncompleted plans are not scored and are placed on the discard pile. After scoring, the draw deck, building blocks and timer are passed to the next two players.

Game End

A round consists of one turn around the table, and the game ends after four rounds have been completed. The player with the most points wins!

Advanced Gameplay

All rules from basic gameplay remain as before, however the building master may now reject plans that appear too difficult or time consuming to complete.

Rejected plans are passed to the player's neighbor on the left who, in compensation, immediately takes a 1-point chip from the supply for each instance.

Any player who receives one or more rejected plans must complete them before drawing new ones from the deck. If the rejected plans are not completed before time expires, remaining ones are placed on the discard pile and not passed onwards.

Note:

If the last player in the final round rejects a building plan, the player to their left still receives one 1-point chip per plan, without having to complete the plan.

Special Rules for New Builders

If playing with both experienced and novice players, the building plan cards should be divided into two decks: one with blue numbers and one with red numbers.

The blue numbered pile forms the draw deck for beginning players, while the red pile is for experienced builders.

During scoring, each completed plan is worth one point regardless of its indicated value.

