

Make 'n' Break



JUNIOR

Ravensburger Game® No. 22084 7

For 2 to 5 players ages 5 to 99 years

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Contents

- 27 building blocks in 5 colors
- 50 building cards printed on both sides
- 48 chips
- 1 card holder

Object of the game

All players try at the same time and with their own building blocks to complete the buildings shown on the building cards as skillfully and as fast as possible. The player who succeeds receives the most chips and wins the game.



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Preparation

The chips

If you are playing for the first time, punch out the chips and place them in the rear compartment of the card holder.

The building cards

Building cards with yellow edging:

They show buildings consisting of 3 or 4 building blocks.



Building cards with red edging:

They show buildings consisting of 5 or 6 building blocks.

To start, you can use the building cards with the yellow edging. After having played several games, you can add the cards with the red edging.

Shuffle the cards and place them in the middle tray of the card holder.

In the first round the eldest player is the game master and receives the card holder. During this round he gives the start signal, but does not take part in the building process.



The building blocks

With the exception of the game master, all players receive six building blocks of one color.

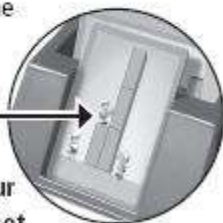
If there are less than five players, you put the remaining building blocks back into the box. Place the natural-colored building blocks vertically in the middle of the table, so that they are within easy reach of all players.

- In the two- or three-player game, you place one building block in the middle of the table.
- In the four-player game, you place two building blocks in the middle of the table.
- In the five-player game, you place three building blocks in the middle of the table.

Off we go!

Let the building begin

The game master places the card holder on the table so that all other players can see the card that will be placed in the front tray later on. The players place all their building blocks in front of them on the table, and then place their hands in their laps. When all players are ready, the game master takes the first card from the middle tray and moves it to the front tray.



Then, he says: **"On your building blocks, get set, go!"** Now the other players begin to build as fast as possible. Each player tries to recreate the building shown on the card using their own building blocks.

Finished building?

As soon as a player has completed his building, he grabs one of the natural-colored building blocks from the middle of the table and places it in front of him. His finished building remains standing until the end of the round, so that the game master can check if it has been built properly. If a player accidentally knocks over his building while grabbing a building block from the middle of the table, he will unfortunately have to start all over again and he may not keep the natural-colored building block. The round is over once there are no more building blocks left in the middle of the table.



Handing out chips

The game master checks to see if each player who has grabbed a natural-colored building block has completed his building according to the building card. Each player who has completed his building successfully receives one chip. But if he has made a mistake, he goes away empty-handed. The player who was unable to grab a natural-colored building block receives no chip and tries his luck in the next round.

Next round

The game master passes the card holder on to the neighbor on his left and receives the building blocks from the new game master. The new game master may now take the next card and give the start signal. Play continues in turns. After each round, the card holder is passed on to the next player and the new game master gives his building blocks to the former game master.

End of the game

As soon as a player has ten chips, the game is over.

If you would like to play again, simply shuffle the cards and start over!



Variations

Variation for two players

In the two-player game, you place the card holder so that you both can see the card and reach it without any problems. Then, taking turns, you place the card in the front tray and rest your hands in your lap. The player who has moved the card gives the start signal by saying: "On your building blocks, get set, go!" Then, start building. The first player to grab the natural-colored building block in the middle of the table receives a chip. You may determine the number of required chips to win the game amongst yourselves. Have fun!

Variations for young and old master builders

If younger and older builders play together, they can use the following rules:

- The older builders may only build with one single hand, so that it is more difficult for them.
- Or the younger builders receive building cards with yellow edging, while the older players use building cards with red edging. In this variation the cards are placed in front of the card holder since both cards do not fit in the card holder at one time.

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⚠ WARNING: CHOKING HAZARD
Small parts. Not for children under 3 years.

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