

Make'n' Break EXTREME

An action packed game for 2 to 4 players ages 8 and up.

Ravensburger Game 26449 0

Created by: Andrew Lawson, Jack Lawson

Design: Kinetic, Walter Pepperle, DE Ravensburger, KniffDesign

CONTENT

10 construction blocks

1 dice

80 construction cards

1 timer

60 chips, values 1 and 10

PREPARATION

Before the first game, carefully remove the tiles from the board. Place the tiles in the centre of the table, along with the die and ten building blocks. Shuffle the building cards, form a pile, and then place them down on the table.

GOAL OF THE GAME

The cards show structures that players will copy as they race against the clock. The more successfully they are, the more points they will receive.

HOW TO PLAY

The younger player starts. The timer goes to the player on his right. Players take turns clockwise. The player in turn (the builder) places the ten building blocks and the deck of building cards in front of him. The builder rolls the die and the player to the right of the builder sets the timer on the number rolled.

To do so, he must press the stop key and turn the dial to that number. When the builder says "start", the player to the right of him presses the green timer start button and the builder starts building.

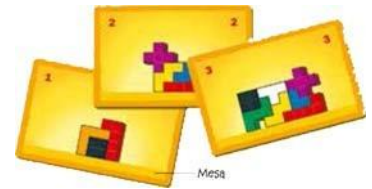


BUILDING

The builder reveals the top card of the deck and immediately begins building the structure shown. The builder has to create (“*Make*”) the structure exactly as it is shown. The building must be solidly built before the player can destroy it (“*Break*”) to build a new one. The builder can reveal new cards and keep building until time runs out. The builder will place all the cards he has built face up in front of him. During the building phase, the other players check if the builder has solved the problem correctly and will indicate what corrections need to be made. The builder must correct the error within the time allotted and before revealing the next card to start a new build.

CONSTRUCTION CARDS

Most of the cards show a coloured structure. The builder must copy the card with all the colored blocks in the correct places. There are also the following “extreme” cards for more creative building construction:



Card with a big “4”: The builder chooses any 4 blocks to make **any** structure. No more than two blocks can touch the table.



Card with a big “5”: The builder chooses any 5 blocks to make **any** structure. No more than two blocks can touch the table.



Card with a big “4” with an arrow pointing to the left: The builder chooses any 4 blocks and hands them to the player **on the left**. As quickly as possible, that player must create any structure. Again no more than two blocks can touch the table.

If it is completed within the time allowed, **both** players get the two points indicated on the card. If the time is still not up, the player in turn continues playing.



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 construction continues to build as usual. When the time is up, turn the timer **back to position “1”** and start again.

Within the time allowed, the builder must use **all 10 building blocks** to build any structure. No more than two blocks can touch the table. If the player succeeds within the time allotted and the structure does not collapse, they receive **an additional five points**.



Cards with colorless building blocks and red hand: The builder takes the blocks of the shapes shown on the card and builds **any** construction. Again, no more than two blocks can touch the table. The red hand means that the player can only use **one hand** to create the structure. The other hand should remain under the table.

POINTS

When the time expires, the builder's turn is over. Incomplete builds are not included in scoring. The builder adds up the points on the completed build cards and receives that many tokens.

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



Always press the red "stop" key on the timer before setting it up for the next player.

Completed build cards and unsolved cards are placed face up in the discard pile. When the cards in the deck run out, shuffle the discarded cards to refill the deck.

END OF THE GAME

The game ends when each player has had five turns. Each player adds up their points. The player with the most points wins the game.

If two or more players tie for the first place, those players play one ore round. Each player takes a turn, setting the timer to "2". Whoever gets the most points in the available time will bw the final winner.

VARIANT FOR YOUNGER CHILDREN

To facilitate the gamewith small children, they can play without the die. The timer is simply set to "3" and activated as soon as the child is ready.

For all other players the rules apply without modification.

VARIANT WITHOUT THE DICE

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

In this variant, which is less dependant on luck, the two cards showing **the big "10"** are removed from the game. All the other rules apply without modification.