



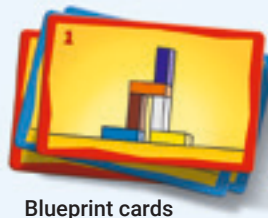
20'-30'

Ravensburger

Make 'n' Break offers double the building fun! The original version of the game featured changing teams competing against the clock. This fun version goes one further, though, as you now have to build structures under challenging conditions. Choose to play with easier blueprint cards, or use ones that are particularly tricky – the choice is yours!

Contents

- 10 building blocks
- 54 double-sided blueprint cards
- 1 time die (with the numbers 1, 2, 3, and three blank sides)
- 1 fun die (for the fun play variation)



Goal

Use the building blocks to create the structures shown on blueprint cards. The player who can handle the time pressure the best will score the most points—and win!

Setup

1. Shuffle the **blueprint cards**.
2. Decide whether you wish to play with the **blue side (easy)** or **red side (more difficult)**. Place the blueprint cards in a draw pile, with the side that you wish to use **facing down**.
3. Place the **building blocks** and **time die** on the table where all players can reach them.

Note: The **fun die** will only be used in the **fun play variation**.

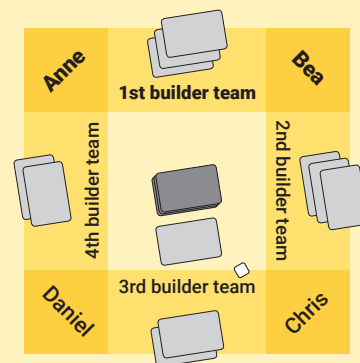
Standard rules

For 3-5 players. Special rules for a two-player game are described on the next page.

Whoever sat down at the table first is the starting player. The first player and the player on their left will form the first **builder team**.

- **Prepare:** Split the ten building blocks between the two players on the builder team, with each player placing five blocks in front of them. The player to the right of the builder team is the controller and takes the **time die**.
- **Reveal blueprint:** One player on the builder team flips over the top blueprint card and places it where everyone can see it.
- **Build!** The builder team shouts, "Ready, set, go!" and immediately begins building the structure shown on the blueprint card as quickly as possible. **Note:** Each builder may only use **their own five building blocks**, so the team must coordinate in order to have the right player add the right blocks at the right time.
- **Roll the die.** As soon as **the builder team says "Go!"** the **controller** begins rolling the **time tie**. If a blank side is rolled, simply roll again. When you roll a number, **say it out loud** and then **continue rolling**. When another number is rolled, **add the number to the previous one** and **say the total** out loud. Continue rolling, adding each new number to the previous total.

Example: Anne and her neighbor Bea are the **first builder team**, and Chris is the **controller**. In the second round, Bea and Chris will be the builder team, and Daniel will be the controller. Then Chris and Daniel will be the builder team, and so on.



Always place the completed blueprint cards on the table **between** the two builders.

Example: You roll a 2, so say: "Two." Then you roll a 3 and say: "Five" (sum of the rolls 2 + 3). Next, you roll a blank. So you say nothing and continue rolling the die. Then you roll a one and announce "six" (from the last result + 1).

- **Break!** As soon as the building has been built, the **controller** stops rolling the die and compares the building with the card. If everything is correct, the controller says "**OK**" and begins rolling the die again, continuing to add to the previous total. Then the team demolishes the building and both team members take any five building blocks again. Only **after this** do they turn the next card over, build it, and so on. If the structure was not correct, the controller says "No" and begins rolling the die again, adding to the previous total. The team members resume building, trying to correct the structure.
- **Stop!** When the **controller** has rolled a **total of 15 (or more)**, they should shout "**Stop**" loudly. **The builder team must stop building immediately.** If the builder team **hasn't completed** the current blueprint card, it is returned to the bottom of the pile. The builder team places **all of the completed blueprint cards** between them on the table in a pile. The two win the **points** shown on these cards **together!**
- **New team, new chance!** It's now the next builder team's turn. This new team comprises the person to the left of the previous builder team and the person to the left of them. The person to the right of the new team is now the **controller**.

End of the game

The game ends as soon as each team has had two turns. Now add up all of the points that you scored with your **left neighbor**. Then add up the points that you scored with your **right neighbor**. The player with the most points wins the game. In the case of a tie, all tied players share the victory!

Two-player game

In the two-player game, you both compete against each other. The player whose turn it is receives **all ten building blocks**. This allows you to build the blueprints as quickly as possible, as usual. The player who is not building is the **controller** and rolls the **time die**. Place the points you earn in front of you. After each player has had three turns as the builder, the game ends and the player with the most points wins.

Tip: You can of course also compete against each other individually in the game with three or more players!

Fun play variation

For 3 to 5 players. Only the rules that differ from the standard game are detailed below. Tips for playing the fun play variation with two players can be found on the next page.

How to play

In the fun play version of the game, the builder team must **roll the fun die at the start of their turn**. It indicates which fun additional rule applies during your turn! The rules are:



Describe It!

Decide who will **plan** and who will **build** in this round.

- **Planner:** Draw the blueprint card and hold it so your teammate cannot see it. You must describe the blueprint by saying which color blocks go where. You may only describe it, you may not point or gesture towards any blocks.
- **Builder:** Create the structure as described by the planner. You are not allowed to ask questions, point, or make gestures.



At Your Fingertips

You can both **only use the index finger of one hand** to build.

So you have to work together to position the building blocks!

Tip for a simpler game: You can use the index fingers of both hands at the same time.



Risky Business

Decide before your turn how many blueprint cards you want to complete.

Then begin the round as usual and build together.

- **Did you manage to build the planned number of cards?** Then you receive points as usual. You cannot use the remaining time to complete further blueprints though!
- **Did you fail to complete the planned number of cards?** Then unfortunately you don't receive any points. Return the completed blueprint cards to the pile.



Vertical/Horizontal

You each have a different task: One of you can only position the **horizontal building blocks** and the other can only position the **vertical building blocks** in the blueprint.



Five Plus Five

Build exactly like in the standard game! Each builder takes five building blocks and may only build with their own blocks.

There are three different types of blueprints. You must create the buildings all exactly as shown.

- **Fully colored blueprints:** The colors indicated must be visible in the correct places.
- **Partially colored blueprints:** The colors indicated must be visible in the correct places. The colors of the neutral building blocks are irrelevant.
- **Unicolored blueprints:** The colors of the building blocks are irrelevant.



Example: Anne earned 8 points when she was teamed up with her left neighbor Bea, and 6 points when she was teamed up with her right neighbor Daniel. So in total, Anne scores 14 points (8 + 6).



Note: When playing **Describe It!**, **At Your Fingertips**, or **Vertical/Horizontal**, place **all ten building blocks between the two builders** so that both builders may access them.



Bonus Bomb

If you roll the bonus bomb, there is a special bonus round: everyone against each other!

For this, pass the building blocks on to each other quickly—nobody wants to be holding them when the controller has rolled a total of **15 (or more)**!

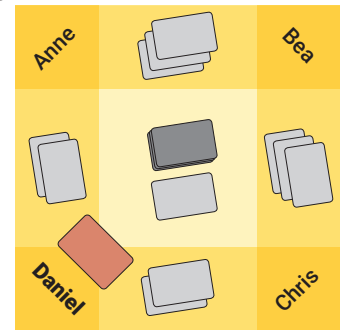
- 1. Controller:** Whoever was the controller in the previous round is the controller again and takes the time die.
- 2. Determine the starting player:** Whoever rolled the fun die decides who starts. The starting player receives all ten building blocks and places them in front of them.
- 3. Build:** The starting playing says "Ready, set, go!", turns a card over, and starts building. Once they are finished, they demolish the building again. The player to their left then grabs the ten building blocks and builds the next blueprint, and so on.
- 4. Roll the die:** Meanwhile, the controller rolls the die as usual, but does **not announce the total** out loud. The die is rolled as usual though (and not concealed). Only when the **controller** has rolled a **total of 15 (or more)** do they shout "**Stop**" loudly.

Note: If you turn over a card featuring the bomb symbol, you can skip your turn! The person to your left then immediately has their turn and must build the blueprint they turn over!

If it is your turn when the controller calls "Stop," you lose the bonus round. You must then place the **current blueprint card** directly in front of you as a **penalty card**. It therefore applies exclusively to you and not to your team members. At the end of the game, the points shown on the card are subtracted from your score.

Return all of the other blueprint cards used during the bonus round to the deck.

Important: Once the bonus round ends, **the same team** that rolled the bonus bomb has another turn. This means you roll both dice again and so on.



End of the game

The game ends as soon as each team has had two turns. Add up the points you earned with the person to your left and right, as usual. Players who collected penalty cards from the bonus bomb should subtract those points from their total. The player with the most points wins the game.

In the case of a **tie**, all tied players share the victory!

Tips for the two-player game

You can play many of the fun play variations with just two players by following these rules:

- **Risky Business** can be played as usual.
- For **At Your Fingertips**, the builder uses the index fingers of both hands to build.
- For **Vertical/Horizontal**, the builder uses their left hand for all vertical blocks and their right hand for all horizontal blocks.
- For **Five Plus Five**, the builder uses all ten blocks.
- If you roll **Bonus Bomb** or **Describe It!**, simply roll again.



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