

EN

ANDREW & JACK LAWSON

8+



MAKE 'N' BREAK

AROUND
THE WORLD



EIFFEL
TOWER!

GREAT
SPHINX
OF GIZA!

BRANDENBURG GATE!

TICK-TOCK!

Ravensburger

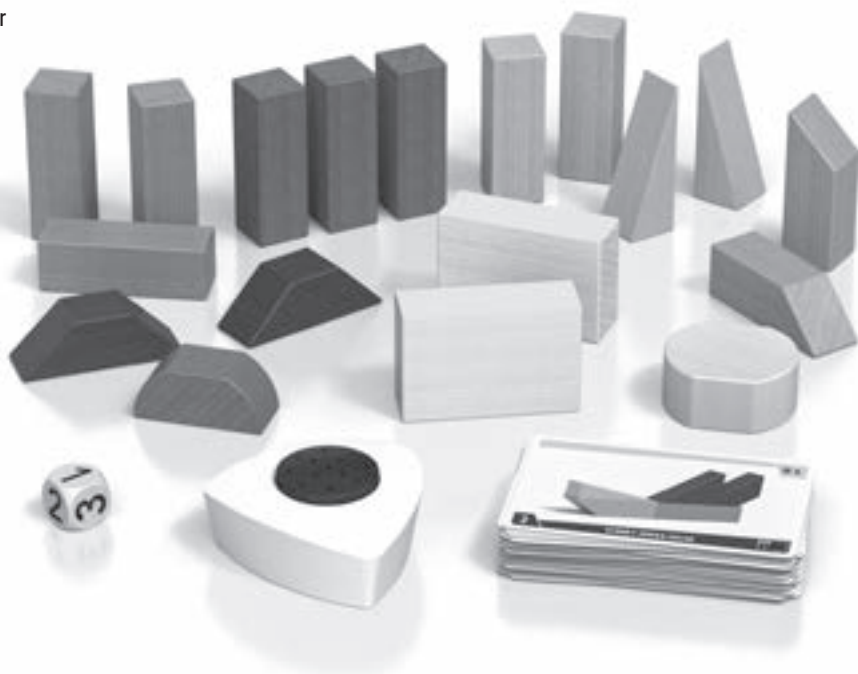
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18 building blocks

55 double-sided blueprint cards

1 time die (with the numbers 1, 2, and 3)

1 timer



GAME IDEA

In **Make 'n' Break – Around The World** you use the building blocks to create the structures shown on the blueprint cards. Whoever manages this the best when the clock is still ticking will earn the most points—and win the game! Come on, let's get building!

GAME SETUP

1. First, take all the blueprint cards and shuffle them. Decide whether you want to play with the easier blue side or the more difficult purple side.
2. Place the blueprint cards in a pile with the side you don't want to play facing up.
3. Put the building blocks and the time die within arm's reach. Now you're ready to play!

HOW TO PLAY

For 3–5 players

The changes in the rules for the two-player game are explained at the end.

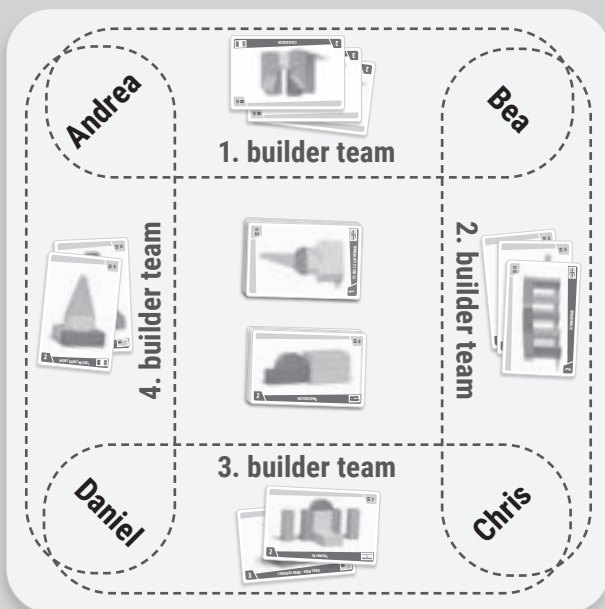
Let's get started!

The last person to have seen a construction site starts. Together with the player to your left, you form the first builder team. Each of those two players should take nine of the 18 building blocks. The person to the right of the builder team is now the controller.

Example:

Andrea and her left neighbor Bea are the first builder team. Daniel is the controller. Bea then plays together with Chris as the second builder team. Andrea is then the controller. Afterwards, Chris and his neighbor Daniel make up the third builder team and Bea is the controller, and so on.

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



SET THE TIMER AND GET STARTED

Roll the time die. The controller then sets the time on the timer according to the die roll. Press the according button to do so: 1x, 2x, or 3x. The frequency of beeps indicates the level the timer is set to: Level 1, 2, or 3. Then press and hold the button again to confirm. You'll hear a starting sound; the builder team can get started as soon as the ticking begins. The controller turns over the first card and places it in front of the builder team.

Pause:

If you have to pause, for example because you dropped a building block, press the timer once while it's still ticking. You'll then hear a pause sound. As soon as you're ready to continue playing, simply press the timer again and the ticking will resume.

BUILD!

Now the builder team completes the task with the building blocks together as quickly as possible. Remember when doing so that the builders may only use the nine building blocks they have in front of them. Be sure to work together! The number of blocks you'll need is shown at the top right of each card.

Break!

Once you've built the blueprint card correctly, the controller calls out: "OKAY!" The team then demolishes their structure and prepares the building blocks again. Only after this do they turn the next card over, build it, and so on.

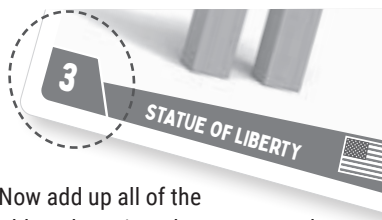
Stop!

When the timer runs out, a gong will sound. The builder team has to stop building immediately. If they didn't complete the current blueprint card, return it to the bottom of the pile. The builder team places all of the completed blueprint cards between them on the table in a pile. They've won the points shown at the bottom left of each card!



New team, new chance!

It's now the next builder team's turn. This new team comprises the member of the previous builder team on the left and the person to the left of them.



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 the person to your left. Then add up the points that you scored with the person to your right. The player with the most points wins the game. In the event of a tie, there are several winners.

Example:

Andrea earned eight points with her left neighbor Bea in the two rounds. And she earned six points with her right neighbor Daniel. So, in total, Andrea has $8 + 6 = 14$ points.

TWO-PLAYER GAME

In the two-player game, you both compete against each other. The player whose turn it is receives all 18 building blocks. The controller is then always the person who isn't currently building. Place the points you've earned in front of you. The player with the most points after three rounds wins the game.

Tip for competitive players:

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

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