

MAKE 'N' BREAK

EN

Contents

- 24 building blocks
(3 sets, each with 8 different colored blocks)
- 60 building cards with 120 tasks, printed on both sides
- 1 card holder (4 parts)
- 1 scoreboard
- 4 points markers
- 2 handicap chips



Building cards



points markers



Handicap chips

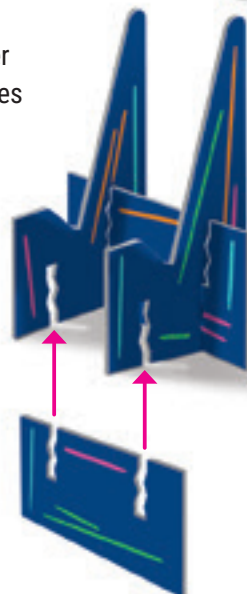
Scoreboard



Building blocks



Before your first game, assemble the card holder by slotting the four pieces together as shown. You can keep it assembled when storing it back in the box.



Card holder

Aim of the Game

In **Make'n'Break**, you use colored blocks to complete the building tasks shown on the cards. Whoever is the fastest earns the most points—and wins! In three exciting game variations, you can either all build at the same time, compete in teams, or take turns dueling.

Base Game

For 2–4 players. Who can build the fastest?

Game Setup

1. Shuffle the building cards and decide whether you want to play the red side or the green side (the red side is a little harder!). Place the cards in a pile with your chosen side turned face **down**.
2. Place the card holder next to the pile of cards.
3. Place the scoreboard at the center of the table. Each choose a points marker. Place your markers on the table, **in front of** space 1.
4. Lay the two handicap chips ready near the scoreboard.
5. The oldest player is the game master in the first round. Everyone else takes one set of building blocks (8 different blocks).

How to Play

The game master draws the top card from the pile, looks at the back, then places it on the card holder so that everyone can see it.

Now the building competition begins! Everyone builds the structure shown on the card at the same time as quickly as possible. The colored blocks must be placed in the correct positions.

Any color can be used for the blocks shown in gray.

Whoever finishes building raises their hand and shouts “Finished!”. Everyone else keeps building until they’re also finished.

Scoring

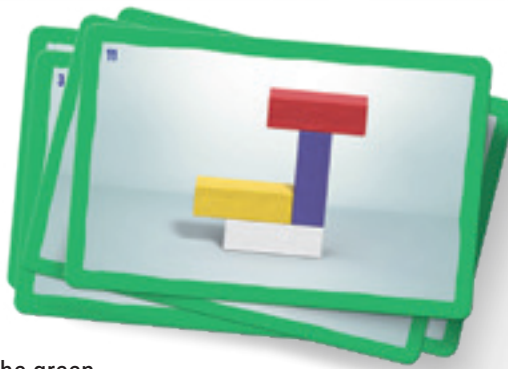
Once everyone has finished, the game master checks to see if the structures were built correctly. Anyone who built incorrectly doesn’t receive any points. The player to finish building the correct structure first receives three points. The second player to finish receives two points and the third player to finish receives one point. All move your points marker forward the according number of spaces.

The game master changes after each building round. The new game master turns over the next card and the game continues.

End of the Game

The game ends once each player has been the game master three times. The player with the most points wins!

Note: On the rare occasions that you need to move your points marker past space 24, simply start again from space 1 and count this as “25” during scoring.



Watch out: Handicap

If you reach **space 8** with your points marker before your opponents, you receive the  handicap chip. As long as you have this chip in front of you, you can only build with one hand! If another player’s points marker overtakes you, hand the handicap chip over to that person. You can now build with both hands again.

If you reach **space 12** with your points marker before your opponents, you receive the  handicap chip. As long as you have this chip in front of you, you must cover one eye with your hand while building. You can also pass this chip on if someone overtakes your points marker.

Base Game with two players

If you’re playing with just two players, there isn’t a game master. Instead, take turns revealing the building card and then build at the same time. Whoever is faster receives three points; the other player receives two points. The first person to earn 20 points wins. If you both reach 20 points in the same round, play a final tiebreaker.





Team Game Variation

For 4–6 players. Which team works best together?

Game Setup

1. Form teams of two. Each team then receives a set of building blocks.
2. Shuffle the building cards and decide whether you want to play the red side or the green side. Place the cards in a pile with your chosen side turned face **down**.
3. Place the scoreboard at the center of the table. Each team chooses a points marker. Place your markers on the table, in front of space 1.

You won't need the card holder or handicap chips for this game variation.

How to Play

Play three rounds. In each round, your team must try to complete three building cards faster than the other teams. A different challenging special rule applies in each round.

At the start of each round, each team draws three building

cards from the pile. Leave these face down in front of you for now.

Depending on the special rule, assign roles within your team. When you hear "Go!", each team should turn over the top card in their pile. As soon as you've built the structure together, take it apart again, then turn over the second card, and finally the third.

The team to complete three building cards first in each round shouts "Finished!". If there are three teams, the others continue playing.

You then receive points: Three points for the fastest team, two points for the second fastest, and one point for the team placed third. The team with the most points after three rounds wins!

You can also play multiple rounds by repeating rounds 1–3—for example, until one team has 12 points.

Special rules

Round 1: One team member may only place horizontal blocks. The other may only place vertical blocks. Agree before turning over the building cards who will handle which blocks.

Round 2: One person in each team should take the building card without showing it to their teammate. You aren't allowed to touch the blocks; instead, you must explain to your teammate what they should build.

Round 3: Switch roles from Round 2. Whoever described earlier now builds. Note: The person who is now describing must also turn away from their teammate. They can only see the building card, not the structure itself. Only once it is finished can you check together if you've built it correctly. If not, you must draw a new card from the pile.

Duel Game Variation

For 2–4 players. Who will win this fast-paced building tournament?

Game Setup

1. Place the scoreboard at the center of the table. Each choose a points marker. Place your markers on the table, **in front of** space 1.
2. You'll only need two sets of building blocks. Lay them on the table ready.
3. Take any block from the third set and place it upright on space 1 of the scoreboard. Use this to keep track of the number of duels played.
4. Shuffle the building cards and decide whether you want to play the red side or the green side. Place the cards in a pile with your chosen side turned face **down**.

You won't need the card holder or handicap chips for this game variation.

How to Play

In this game variation, you play a tournament comprising 12 duels. In each, two people compete against each other (see examples on the right: **Who vs. whom?**). The other players check the structures and cheer on the duelists.

The two duelists each take a set of building blocks and draw three building cards from the pile without looking at them. On "Go!", they each turn over the top card and build their personal challenge as quickly as possible. Then they take it apart again, turn over their next card, and so on.

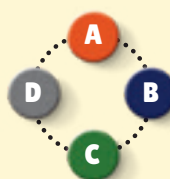
The first person to correctly build three cards wins the duel. That player receives two points. The other player receives one point.

After the duel, move the block forward one space on the scoreboard. If the block reaches space 12, the tournament ends. Whoever has the most points then wins!

Who vs. whom?

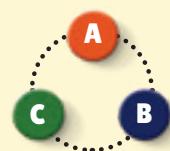
The youngest person starts and takes turns dueling with one player, then the next. Afterwards, the person to their left takes turns dueling with everyone else, and so on.

Example—4-player game:



Duel 1: A B	Duel 7: C D
Duel 2: A C	Duel 8: C A
Duel 3: A D	Duel 9: C B
Duel 4: B C	Duel 10: D A
Duel 5: B D	Duel 11: D B
Duel 6: B A	Duel 12: D C

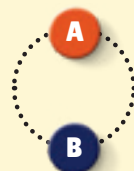
Example—3-player game:



Duel 1: A B	Duel 7: A B
Duel 2: A C	Duel 8: A C
Duel 3: B C	Duel 9: B C
Duel 4: B A	Duel 10: B A
Duel 5: C A	Duel 11: C A
Duel 6: C B	Duel 12: C B

Example—2-player game:

Duel 12 times (or as often as you like).



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