

BREAK OUT

Rules of the game

2 players – ages 6+

Who will break out of prison first? Harry Highjump and Billy Breakout have both had the same idea, but will they get in each other's way?

Each needs to tie a knotted rope to freedom, but who'll be first to scale the wall and make it over the top?

Contents

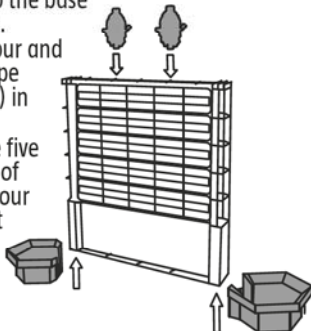
1 wall with 2 pods, 26 knotted rope sections (13 red and 13 blue), 2 prisoners, 1 sticker sheet.

Object of the game

Be the first to 'tie' an unbroken rope in your colour and reach your prisoner at the top of the wall.

Set up

- Fix the two pods to the base of the wall as shown.
- Each choose a colour and place the knotted rope sections (red or blue) in front of you.
- Choose one of the five 'columns' at the top of the wall and insert your prisoner into the slot as shown.



Make your escape

Youngest player goes first.

On your turn, take one of your knotted rope sections and **slide it** into the first space on any one of the horizontal levels – either from the left or the right hand side.

Your opponent now does the same, using their colour knotted rope.

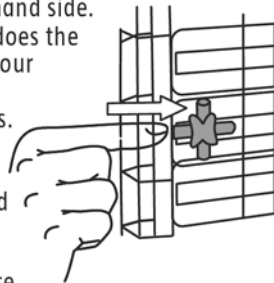
Continue taking turns.

Once the game gets underway, you can **push** another knotted rope piece (yours or your opponent's)

sideways by one space when you insert a new knot.

Tip: decide on each turn if it's best to continue 'building' your rope, or to block your opponent's progress.

If, as a result of your move, a knot falls out at the other end of the row, the player it belongs to can retrieve it from the pod.



Important:

- If one of your knots is pushed out by your opponent and drops into the pod, you cannot immediately insert a new knot into the same row to reverse the action. You must wait until your **next** turn.
- If you have no knots left, you must wait until one of your pieces drops into a pod before you can take your turn.

Freedom!

The winner is the first player to make an unbroken path of knots in their colour that leads to their prisoner, reaching straight or in a zig-zag from the bottom all the way to the top of the wall.

For an easier game: you can choose not to put your prisoner at the top of the wall before the start of the game. Instead, simply try to complete a continuous path that finishes anywhere at the top, and if you're first to do so, put your prisoner there to show that you've won!

Please retain this information for future use. Warning! Choking hazard. Not suitable for children under 36 months. Contains small parts. Colours and content may vary. Please retain this packaging for future reference.



Distributed by: Trends UK Ltd.,
Harwell Innovation Centre, 173 Curie Avenue,
Harwell Science & Innovation Campus,
Didcot, Oxon, OX11 0QG
Tel: +44 (0)1702 208175 Email: trends@jgdirect.net
www.trendsuk.co.uk

Made in China by MGBI - Rue des Colonies 11 - 1000 Brussels - Belgium.
©2016 MEGABLEU, France. All rights reserved. Licenced by Projekt Spiel.

MEGABLEU
www.megableu.com