

BREAK OUT™

Instructions

Contents

1 Wall with 2 Pods, 26 Knotted Rope Playing Pieces (13 red and 13 blue), 2 Prisoners, 1 Sticker Sheet.

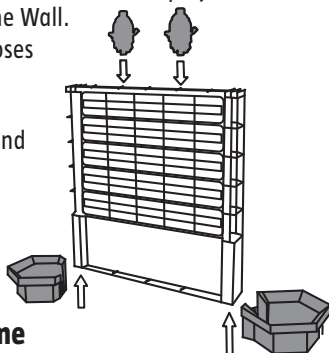
Object of the game

The first player to complete an unbroken line of Knotted Rope Playing Pieces between the top and bottom of the Wall to help his/her Prisoner escape, wins.

Set up

- Attach the two Pods to the base of the Wall as shown.
- Each player chooses a color and places the corresponding color of Knotted Rope Playing Pieces on the table in front of the player's chosen side of the Wall.

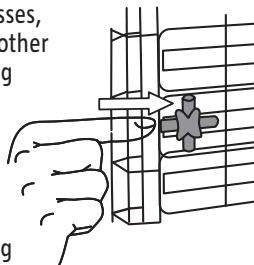
- Each player chooses one of the five columns at the top of the Wall and inserts his/her corresponding Prisoner (red or blue) into the slot as shown.



Playing the Game

- The youngest player goes first.
- On a player's turn, he/she takes one Knotted Rope Playing Piece and slides it into the first space in any one of the rows on the Wall, either from the left or right side of the Wall.

- The opposing player does the same with his/her colored Knotted Rope Playing Piece.
- Players continue taking turns.
- As the game progresses, players can push another Knotted Rope Playing Piece (the Player's piece or the opponent's) sideways by one space when a new Knotted Rope Playing Piece is inserted.



- Tip: Players should decide on each turn if it's better to continue 'building' a rope or to block an opponent's progress.
- If, as a result of a player's move, a Knotted Rope Playing Piece falls out at the end of a row, the player it belongs to can retrieve it from the Pod.

Important:

- If one of a player's Knotted Rope Playing Pieces is pushed out and drops into a Pod, the other player cannot immediately insert a new Piece into the row to reverse the action. The player must wait until the next turn.
- If a player has no Knotted Rope Playing Pieces remaining, he/she must wait until one of his/her Pieces drops into a Pod before taking a turn.

Winning the Game

The winner is the first player to make an unbroken path of knots in his/her color between the top and bottom of the Wall that leads to his/her Prisoner. The path can either be a line or in a zig-zag between the top and bottom of the Wall.

For an easier game: Players can choose not to put the Prisoners at the top of the Wall. Instead, players complete a continuous path between the bottom and anywhere at the top of the Wall. The first player to do this gets to put his/her Prisoner on the top of the Wall to show that he/she has won!