



# BUILD WITH ME, BORIBON!



A board game of tactics and skill for children above 4 years of age

15 minutes game time

For 2-4 players

## Game Contents

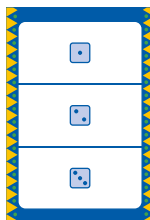
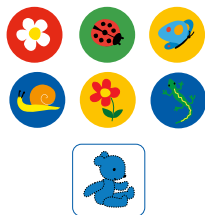
4 collection boards

33 building panels

6 decorations +1 small blue teddy bear

8 dice with values from 1 to 3

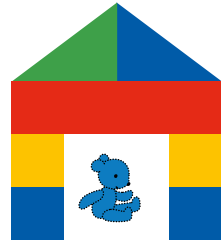
dice organizing sheet





## THE AIM OF THE GAME

The player who completes their own seven-element picture fastest is the winner of the game. The eight dice are used to build a tower, and the building blocks are obtained in the process. The game is played in several rounds, rebuilding and destroying the tower over and over again, until someone has all 7 building blocks on their sheet.

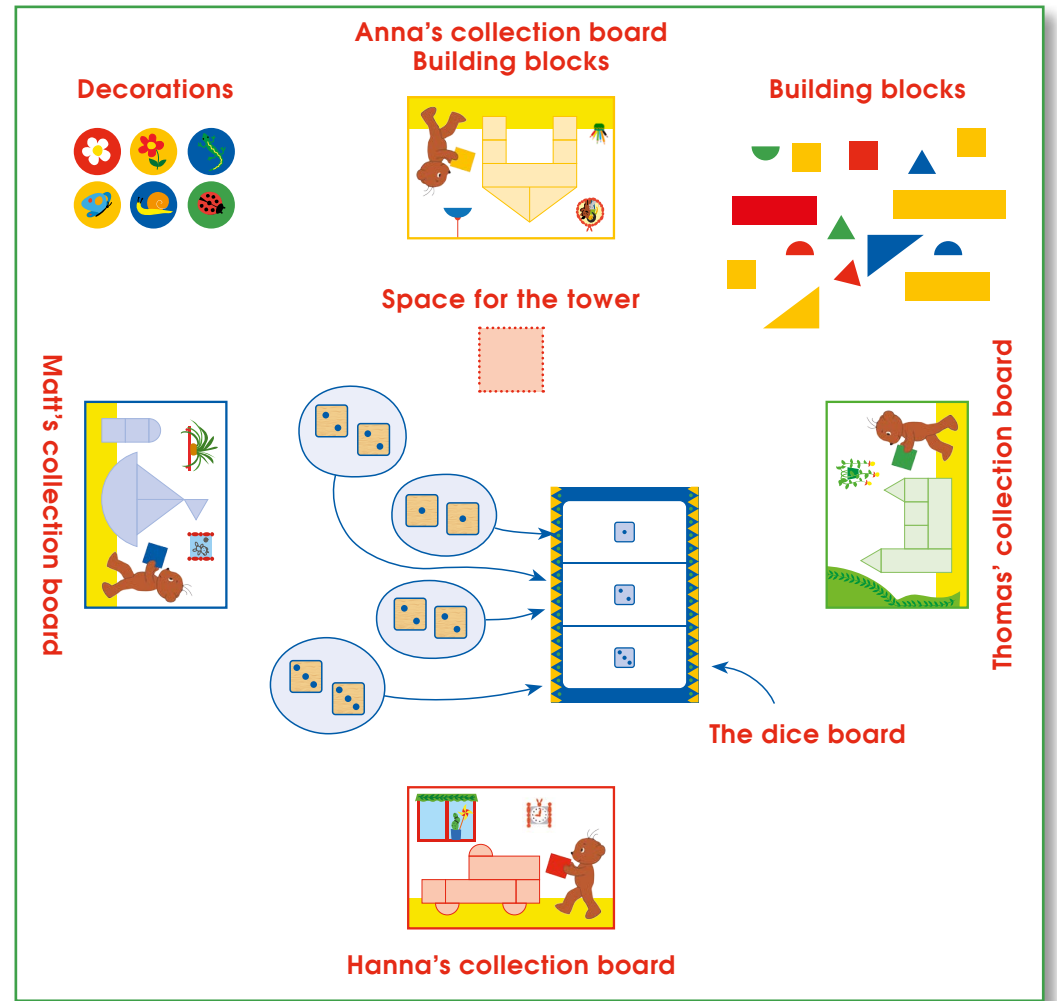
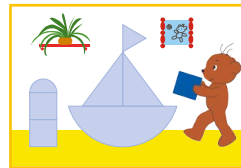


## PREPARING TO PLAY

Each player chooses a collection board for themselves, then the dice are placed on the organizing sheet with the eight dice in the centre. Stack the building blocks a little further away.

*The collection sheets have two sides: one with what you need to build, and the other where your imagination can run wild—but once again, you only need to collect seven elements. It's easier for younger players to fill in the predefined shape, not having to keep track of where they stand, so use that side to play with them!*

This game is played  
on a table



## HOW TO PLAY

1. At the beginning of the round, the first player rolls all the dice! (If a small player's hands can't hold all the dice, the child should roll the dice "one at a time", perhaps into the box, so that the dice don't get scattered around.)
2. Next, arrange the dice on the dice organising sheet: separate them into piles by the numbers on the dice, one, two and three.
3. The first player then chooses the lowest value dice and places it in the middle of the table.
4. The next player places a die onto the tower with the same or one extra dot on it. Then, in sequence, everyone places a die – for as long as you can.
5. If a player cannot place another die, they **CAN CHOOSE: TO STOP OR ROLL** again (i.e., make a bet).
  - If the player chooses to **STOP**, then they do not place a die on the tower but **take 1 building block** instead. This player only gets another turn in the next round.
  - If the player chooses to **ROLL** with the remaining dice, then
    - if they roll any dice that can be placed on the tower, they **PLACE** it on top.
    - if they don't roll the same or one higher than the top die, they are out in this round, and in **THIS ROUND, THEY GET NO** building blocks.

This continues until either everyone is out of the round, or someone has placed the 8<sup>th</sup> die!

6. The player who places the top cube on in the current round gets **2 building blocks**!

**!** *If someone knocks down the dice tower, they do not get any building blocks. In this case, whoever is still in the round gets **1 building block**.*

If a player manages to place the **8<sup>th</sup> cube**, they will also receive one of the small decorations as a prize! You can put this decoration on any of your building blocks.



## THE END OF THE GAME

The game ends in the round when someone gets their 7<sup>th</sup> building block. Play through this round! The winner will be the one who has the most building blocks, and the little blue teddy bear will move in with them. In case of a tie, the one with the most decorations on the castle wins!

### SO:

#### **2 building blocks are awarded to:**

- whoever placed the top cube of the tower in the round (if it's the 8<sup>th</sup> cube, you also get a decoration).

#### **1 building block is awarded to:**

- whoever is out of the round
- whoever is still in the round when someone puts up the 8<sup>th</sup> cube
- whoever is still in the round when someone knocks down the tower.

#### **No building blocks for:**

- anyone who made a bet, re-rolled, but did not roll a good number
- who knocks down the dice tower







## SIMPLIFIED GAME

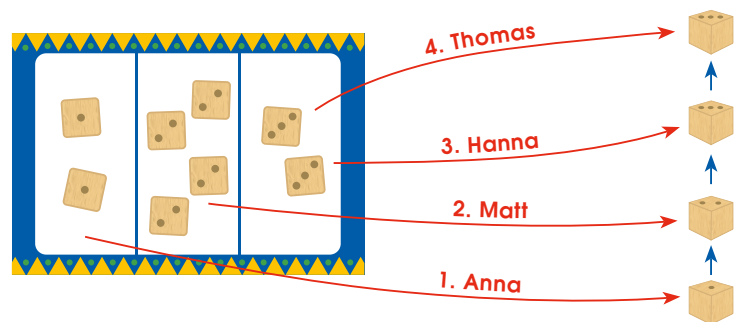
You can also simplify the game for younger players in TWO WAYS:


1. You can play the game by always placing the same number on the same die: one die on one dot, two on the twos. This way, the little ones don't have to understand the bigger and smaller dice, and the bigger ones can't tactically "exclude" certain dice from the row!
2. You can also play only using 6 dice, in which case, whoever places the 6<sup>th</sup> cube on the tower gets the decoration.

**HAVE FUN!**

## FOR EXAMPLE




**Anna** threw the 8 dice and arranged them on the board. She picked the smallest one, the , **Matthew** placed the , **Hanna** the , and **Thomas** the .





**Anna** can't place another because there are no more . She decides not to take any risks, stops, and puts 1 building block on her collection plate.




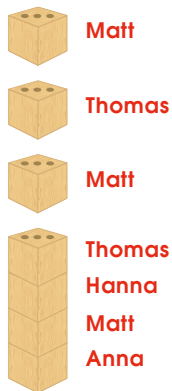
**Matt** rolls the dice and rolls: , , , , and then puts the .


**Hanna** rolls the dice and rolls: , , .

She cannot place any on the tower and is out of the round, so she doesn't get ANY building blocks.

**Thomas** rolls the dice and rolls: , , , he places the .

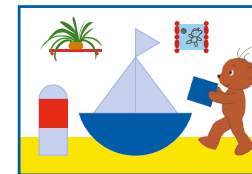
**Matt** places the other  on the tower.



One die is left:  **Thomas** doesn't roll again; he stops and puts 1 building block on his board.

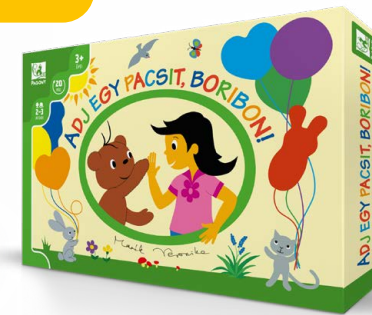


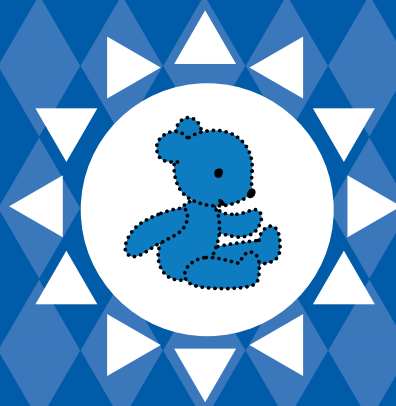
**Matt** decides not to take any risks, he stops. Since he placed the last die on the tower in the round, he gets 2 building blocks.



Everyone is out, and the round is over. Now Matt will start the new round, roll the eight dice, and start building the new dice tower.

Try these games out too!





Published by © Pagony Kiadó Kft. ■ 1114 Budapest, Bartók B. út 15/A - [www.pagony.hu](http://www.pagony.hu)

Game designed © Máté Lencse ■ © Based on the Boribon series by Marék Veronika ■ Graphics by Kelényi Gabi

Not suitable for use by children under 3 years of age! ■ Country of origin: EU