



Make 5™

Contents

- 1 five-track ramp
- 25 discs (5 of each color)
- 1 fabric play/travel bag
- instructions

Aim of the Game

The aim of the MAKER is to create 5 horizontal rows of the same color discs by shifting or repositioning the discs that are placed by the BREAKER.

The aim of the BREAKER is to position the discs in such a way as they block the MAKER from lining up rows of same color discs.

Game Preparation

Place the ramp in the middle of the playing area. Decide who will be the MAKER and who will be the BREAKER.

NOTE: PLAYERS SWITCH ROLES AFTER EACH ROUND.

Place all 25 discs in the bag and mix them well.

Game Play

Without looking, the BREAKER draws 5 discs from the bag and rolls one into each ramp track. (ILLUSTRATION 1) It is now the MAKERS turn to a) reposition any one disc to a new location (ILLUSTRATION 2) or, b) pass.

Once again, and without looking, the BREAKER draws a disc from the bag, decides where it will cause the most trouble, and rolls it down one of the five ramp tracks. (ILLUSTRATION 3) The MAKER must now decide to a) reposition Anyone disc to a new location, thereby causing the other placed discs to roll into new color sequences, or b) pass.

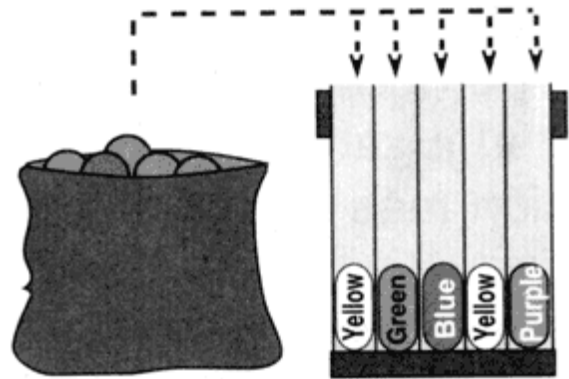


Illustration 1

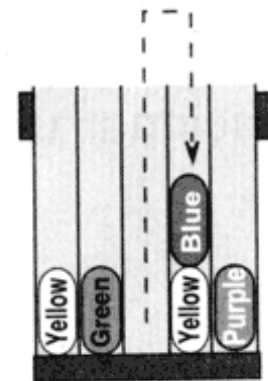


Illustration 2

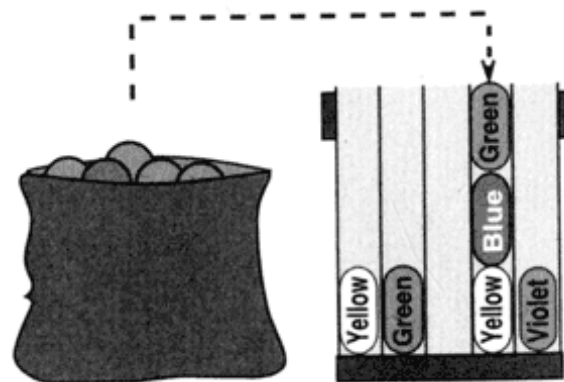


Illustration 3

NOTE: A MOVED DISC MUST BE REPOSITIONED BY ROLLING IT FROM THE TOP OF A TRACK, NOT BY PLACING IT IN THE MIDDLE OR BOTTOM OF A VERTICAL ROW. (ILLUSTRATION 4)

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Play continues until all 25 discs have been drawn from the bag and placed on the ramp. The MAKER plays last.

Scoring

Each horizontal row is tallied separately.

(ILLUSTRATION 5)

- 5 discs of the same color 5 points
- 4 discs of the same color 4 points
- 3 discs of the same color 3 points
- 1 or 2 discs of the same color 0 points

NOTE: THE PERFECT SCORE CONSISTS OF 25 POINTS PER ROUND WHEN A MAKE 5 IS CREATED IN EVERY ROW!

Winning

Six rounds of play are suggested so that the players can alternate the roles equally. The player with the highest score at the end is declared the winner.

Advanced Play

For increased difficulty and challenge of play, the MAKER cannot reposition ANY disc. They may only:

- a) reposition the last disc placed by the BREAKER
- b) reposition a disc from the bottom row only, or
- c) pass

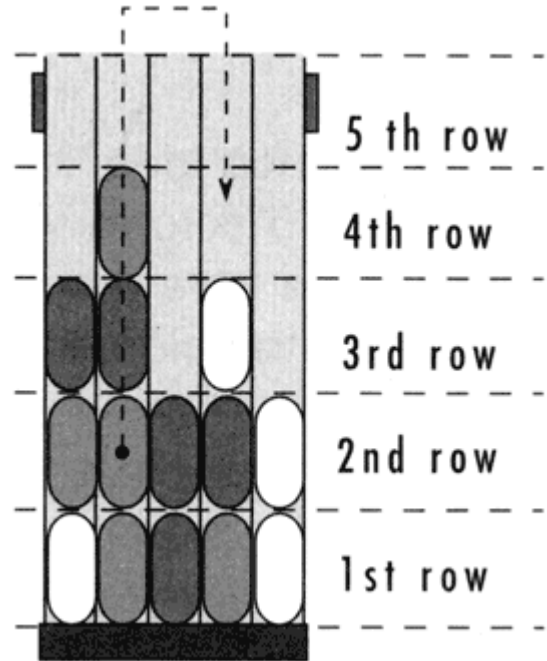


Illustration 4

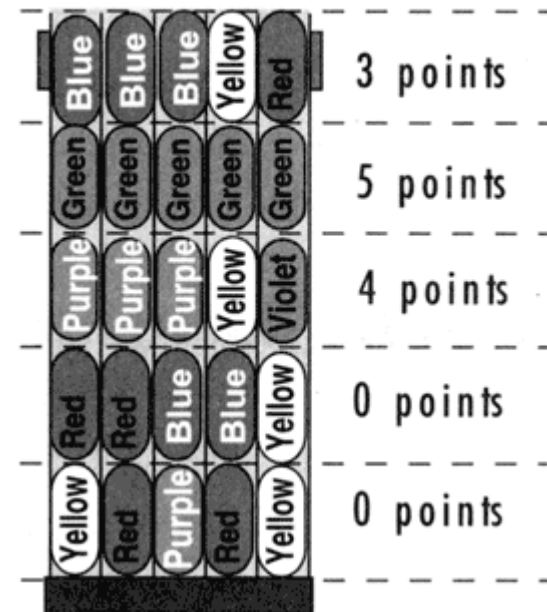


Illustration 5

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