



If you have the „Build your own game“ kit and a cube at hand, you already have everything you need for the...

FAN CLUB MODEL BUILDING BATTLE!

Well, calling BUILDING BATTLE a „model“ isn't quite right - there are six models in total. However, these are not only intended for the two to four players to build, but also for speed. Only the player who can build the given model the fastest can collect points and win! How the BUILDING BATTLE works exactly and which individual parts are needed for it, can be found on the following pages. Have fun with the BATTLE!

Who actually thought this up?

Hi! My name is Jonathan and I have been a product developer at fischertechnik since October this year. I finished my mechanical engineering studies this year, and before that I had already completed an apprenticeship as a technical product designer. When I'm not building with fischertechnik, I like to go swimming in my free time, automate my home or go to the stadium. I also play in the trombone choir and am a youth group leader of 13 & 14 year old boys.

I am really looking forward to the new tasks and challenges that this exciting job brings with it. and I hope that you will have as much fun playing with the models as much fun as I had developing them!



Building Battle

After all the players have the required components and the component list in front of them, they can get started.











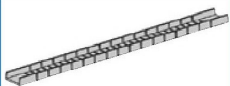







Aim of the game:

The aim of the game is to recreate the required sculpture as quickly as possible. Between two and four players compete against each other. Decide in advance how many rounds you want to play.

Divide the components of the „Build your own game“ kit according to the enclosed parts list, grab a dice and the first round can begin. The number of dice rolled determines which component will be built in the respective round. When the dice is rolled, the players look at the required parts of the respective object, lay them out and build the sculpture as quickly as possible. The player who finishes first places the replicated model in the center and receives the point for that round. If the replicated object does not match the model, the player is disqualified for the current round and the other players can finish building.

Whoever has the most points after the set number of rounds wins.

Individual parts overview per player

 60°	31 010 1 x		35 049 2 x		36 922 2 x		38 423 4 x
	31 673 1 x		36 323 2 x		36 952 1 x		38 428 1 x
	31 982 1 x		36 905 1 x		37 237 2 x		165 231 1 x
	32 064 1 x		36 920 1 x		37 468 2 x		165 232 1 x
	32 850 1 x		36 921 1 x		38 240 2 x		172 542 1 x

