amigo-spiele.de/01613

BauBoom

Game Components

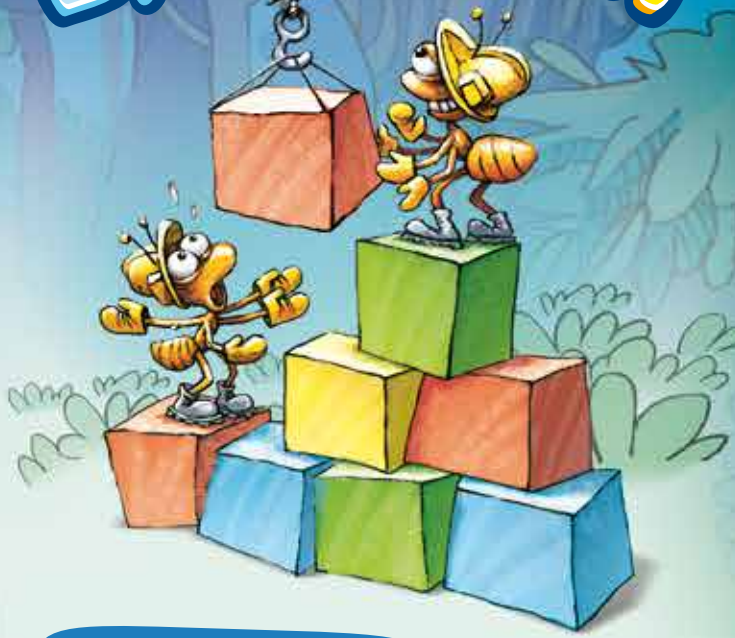72 building block tiles in four colors

2 dice

1 game board

4 wheelbarrows in four colors

1 container

4 anthills
(15-block plan on one side, 10-block plan on the other)

The Goal of the Game

Ants can be found almost everywhere in the world. Many of them live in impressive anthills that they build on every day. They collect materials for their anthills from their environment.

In the game of *BuildingBoom*, you can help the ants collect their materials. Put the colorful building blocks in your wheelbarrows and take them to the anthill. Each of you has your own building plan. The first player to complete their anthill wins the game and will be celebrated by ants everywhere.

• Setting Up the Game

Place the game board in the center of the table and put the two dice and the container next to it within easy reach.

On the game board, you see an ant trail. Everybody helps to shuffle the building block tiles face down and put one on each space of the ant trail face up. Leave the starting space and the two anteater spaces vacant. The remaining tiles go in the container, face down.

Each player takes an anthill and the wheelbarrow of the same color. Put your anthill in front of you with the 10-block plan showing. Your wheelbarrows go on the starting space. Put any anthills and wheelbarrows you don't need back in the box.

Playing Hint: If you have older children or grown-ups playing with little kids, the older ones should use the side of the anthills showing the 15- block plan. The little ones play with their anthill showing the 10-block plan as described above.

• Playing the Game

The youngest player goes first, then you take turns in a clockwise direction. When it's your turn, roll the dice and move your wheelbarrow along the ant trail. Along the way, you collect building blocks. But take care to put the correct ones in your wheelbarrow, otherwise you will have to return blocks to the container when building. When you get back to the starting space, unload your wheelbarrow and build your anthill with the building blocks you have collected.

First, roll the dice!

On your turn, you roll both dice. Then pick one of three possible moves for your wheelbarrow:

a) Use the number on your 1st die;

b) Use the number on your 2nd die; or

c) Use the sum of both dice.

Next, move your wheelbarrow and collect building blocks!

Choose one of the three moves and move your wheelbarrow forward that number of squares, in the direction indicated by the arrow.

If your wheelbarrow stops…

a) … on a normal space with no building block: Nothing happens.

b) … on a normal space with a building block on it: You decide if you want to pick up the block and put it in your wheelbarrow face down or leave it there.

   Important: Always put the building block in your wheelbarrow **face down**. You only get to look at what you've collected when you reach the starting space again.

c) … on a ladybug space: If there's a building block there, you **must** put it in your wheelbarrow, face down. Then, take one additional block from the container, look at it, and put it in your wheelbarrow, also face down. If there is no building block on the ladybug space, you still have to take one block from the container and put it in your wheelbarrow.

d) … on an anteater space: You have to take the last building block you have collected from your wheelbarrow and put it in the container face down.

e) … on a space with another wheelbarrow on it: Push the other wheelbarrow forwards one space. If there is a building block tile on that space, that player **has to** put it in their wheelbarrow, face down (plus one from the container if you have pushed them onto a ladybug space), it does not matter if they want it or not. If you have pushed them onto an anteater space, they have to return one of their building blocks to the container. It is possible to push more than one wheelbarrow forward at the same time in a chain reaction. In this case, all players involved have to put building blocks in their wheelbarrows or return them to the container, as determined by the spaces they land on. If there is a building block on the space you've pushed the other wheelbarrow off of, you can choose if you want to pick it up or not after you push the other player's wheelbarrow.

f) … back on the starting space: When you have gone all the way around the trail, you must stop on the starting space. Any movement you may have left over from your dice roll is lost. Pause the game for a moment so you can unload your wheelbarrow and build your anthill. You also need to do this if you've been pushed onto the starting space.

Build Your Anthill!

Empty your wheelbarrow in front of you and put it back on the starting space. Then put all the building blocks you have collected on your anthill.

You must start with the bottom row and build upwards from there. You can only put a building block in one of the higher rows if both squares below it are already covered. You may only put one building block tile of the matching color on each square of your anthill.

Important Note: You have to use **all** the building blocks from your wheelbarrow. If you have one or more blocks you can't put on your anthill, because they're the wrong color or you can't put them in one of the top rows yet, you have to return those tiles to the container, face down. As a penalty, you also have to remove one of the building blocks from your anthill and put it back in the container, too.

Place New Building Blocks

While you're busy putting your building blocks on your anthill, the other players take new blocks from the container and put them on the empty spaces of the ant trail, face up. Don't put any blocks on spaces with a wheelbarrow. Of course, the anteater spaces remain empty. If the container is empty, any empty spaces left stay empty.

• The End of the Game

The first player who covers the final space of his or her anthill ends the game and they are the winner! If they have any tiles building blocks over, they still win the game.

• Variant For Younger Players

Skip adding the dice together: Use either one of the dice to move your wheelbarrow instead.

Building the anthill becomes easier as well: If you collect a building block on the ant trail, put it on a matching space of your anthill immediately. However, you still have to follow the building rules described above. If you don't want the building block, simply leave it where it is.

After you move your wheelbarrow and take a building block, put a new building block on the empty space immediately. This way, there will always be building blocks to collect on the ant trail.

• Variant For Clever Builders

When moving your wheelbarrow, you have a fourth choice: You can subtract the dice from each other, as well (which may allow you to stay where you are).

Pushing wheelbarrows out of the way also becomes more interesting: If you land on a space (other than the starting space) with another player's wheelbarrow on it, don't push it only one space forward. Instead, push it the same number of spaces that you moved your own wheelbarrow. Make sure the other wheelbarrow doesn't pass the starting space, though.
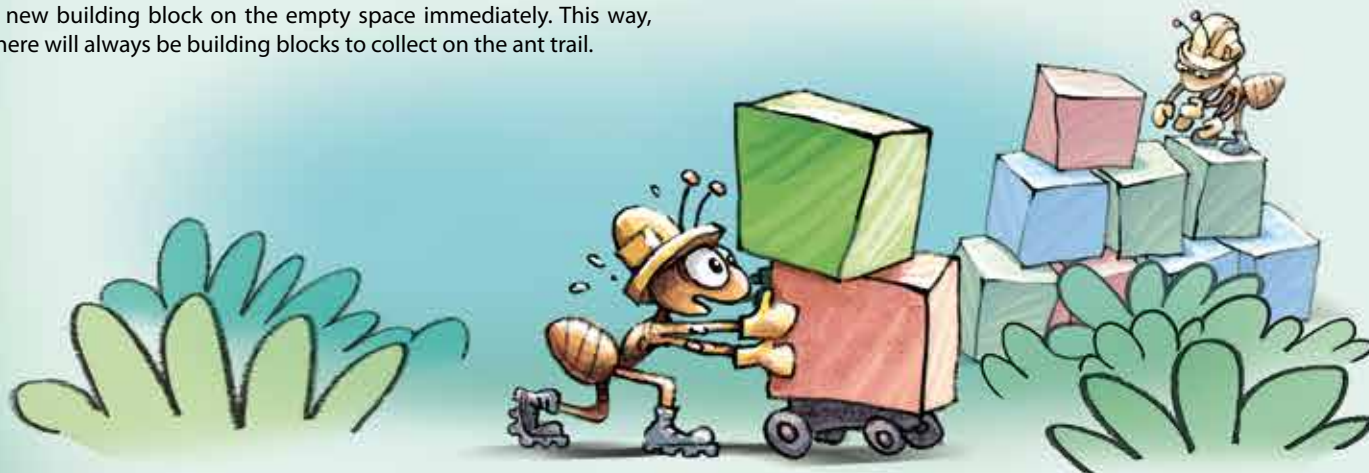
Finally, you aren't allowed to have any building blocks left over when you put the last block on your anthill. If you can't manage that, you have to pay a penalty of one building block as usual and take to the ant trail once again!