

Watch Me!

Designed by Ellie Dix

3-5 players | 30 minutes | Age 7+

Aim:

Build impressive towers quickly to win admiration.

Components

- 50* starting components (5 sets of 10). *Could probably be reduced to 5 sets of 6.
- 60 upgrade components of different shapes (could have 3 - 5 of each shape)
- 10 base cards
- 25 combination cards
- 4 grab cones
- 1 board
- 5 score markers
- 1 round tracker
- 2 space blockers
- 1 bag
- 5 screens

Set up:

- Place the board to the side of the table. Each player chooses a colour and places their score markers on 0 on the track. Place the round tracker on box 1 of the round track. If you are playing with 3 or 4 players, using the space blockers cover up space 1 and 4, or just space 4 on the board respectively.
- Shuffle the base cards and combination cards in separate piles and put face down next to the board.
- Give each player a set of starting components.
- Place the grab cones in the centre of the table, away from the board, but in easy reach of all players. You will need 1 fewer grab cones than the number of players in the game. Return any unused grab cones to the box.
- Put all the upgrade components in the bag.

How to play:

On each round:

- Flip over 1 base card and 1 combination card. If the combination card shows the base component, replace with another combination card.
- Take upgrade components from the bag at random and place them in the visible boxes on the board. Each box should have the number of components shown in the box.
- On Round 1, skip this stage. On Rounds 2-8, simultaneously, players decide how many upgrade components from their supply they will use this turn. Players decide in secret, putting their tokens in a closed fist, then reveal simultaneously. Players may NOT test how components stack before making their bid.
- Players place the required starting components and their chosen upgrade components (Rounds 2-8) in front of them and place the other components behind their screen.
- Countdown 3-2-1-Go. All players now build a tower using the components. Requirements:
 - All components in front of you must be used (not the ones behind the screen).
 - The base component is the only component that can touch the table.
 - The combination shown on the combination card must be created.
- The first player to successfully complete their tower grabs the number 1 grab cone and shouts 'ONE'. Subsequent players grab the next numbers, shouting the number.
- The round stops when there is only one player who hasn't completed their tower.
- Players who completed their towers score points according to the number of upgrade components they have used in their tower.
- Now, starting with the player with grab cone 1 and proceeding through ascending numbers, each player chooses one of the boxes on the board and takes all the upgrade components from that box. The player who didn't complete their tower doesn't get any new upgrade components.

End game & scoring:

The game ends after 8 rounds. The player with the highest score wins.