

Watch Me!

Designed by Ellie Dix

3-5 players | 30 minutes | Age 7+

Aim:

Bid high to win the right to build the tower, but don't be too gung-ho... your project might tumble.

Components

- 10 base components.
- 60 upgrade components of different shapes (could have 3 - 5 of each shape)
- 12 (probably more) challenge cards
- 1 board
- 5 score markers
- 5 precedence markers
- 1 bag
- 3 timers: 30s, 45s and 60s
- 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.
- Put the precedence markers on the board in a random order. Give players a number of components based on their position on the precedence track.
 - Position 1: 5 components
 - Position 2: 4 components
 - Position 3: 3 components
 - Position 4: 2 components
- Shuffle the cards and place four face down in each of the three board locations.
- Place the base components next to the board.
- Place 8 upgrade tokens at random on the board. Put all the other upgrade components in the bag.

How to play:

On each round:

- Flip over a card in the left-most pile (with face down cards remaining). The card and the position of the card show the challenge for this round.
- 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 and hiding any remaining tokens behind their screen, then they reveal simultaneously. **IMPORTANT:** Players may not test how components stack before making their bid.
- Each player's bid (number of components) is added to their position on the precedence track. The precedence track breaks ties. The highest bidder wins the right to perform the task this round.
- The active player prepares to complete the task by taking all the required components and the bid components and putting them in front of them. A passive player takes charge of the timer. After a countdown, the timer starts and the active player builds a tower. Requirements:
 - All components in front of you must be used (not the ones behind the screen).
 - The requirements on the card must be met.
 - The tower must be complete and standing unassisted when the timer goes off.
- If the active player completes the tower successfully, they get the resources/points shown with a TICK. If they do not, all other players get a choice of resources/points, as shown by the CROSS. All resources must be selected from the board. Points are tracked on the board.
- Now the active player's marker is moved to the number 1 position on the precedence track, the component boxes are refilled and a new challenge card is flipped. You're ready for the next round.

End game & scoring:

The game ends after 12 rounds. The player with the highest score wins.