

**Build 'Em, Blast 'Em Action Game**



**For 2 to 4 players / Ages 4 and up**

Rules © 1988, Parker Brothers, Division of Kenner Parker Toys Inc. (KPT),  
Beverly, MA 01915. Printed in U.S.A.

### **Object**

To be the first player to bring his or her adventurer token around the board safely, back to his starting position.

### **Equipment**

Three-dimensional game with plunger • 16 Bridges • 4 Adventurer tokens  
• 1 DYNAMITE die • Consumer-applied labels

### **Setup**

#### **• Label application**

Before playing this game for the first time, apply the four DYNAMITE, four Safety Tower, four Danger Zone and six die stick-on labels. See the diagram.

**DYNAMITE labels:** The four-sided plunger base has two notched sides; select the two labels with notches and apply them, matching the notch on the label with the notch on the base. Apply the other two un-notched labels to the other two sides.

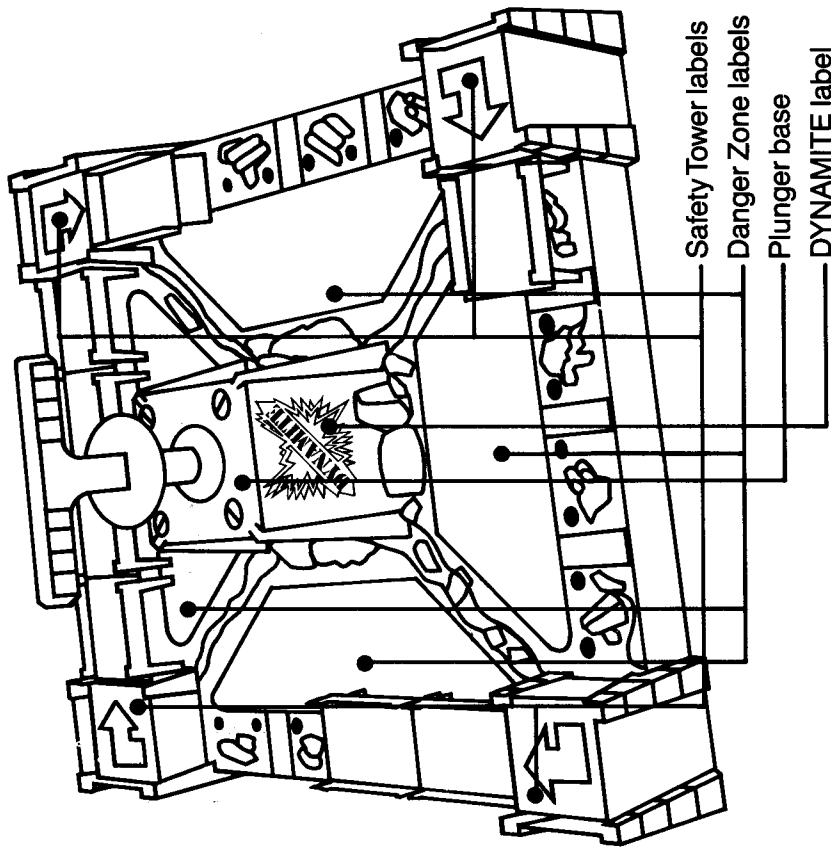
**Safety Tower labels (with arrows):** Match each Tower label arrow with the arrow on the board; when matched correctly, all four Tower labels will point *around* the board.

**Danger Zone labels:** Apply these four labels however you want on the board.

**Die labels:** Apply one label to each of the six sides of the die.

#### **• Plunger Assembly**

Screw the plunger into the plunger base.



- Each player chooses one adventurer token and places it on the Safety Tower of the same color. The towers are located at the 4 corners of the game.
- Youngest player goes first. Play then passes clockwise around the table.

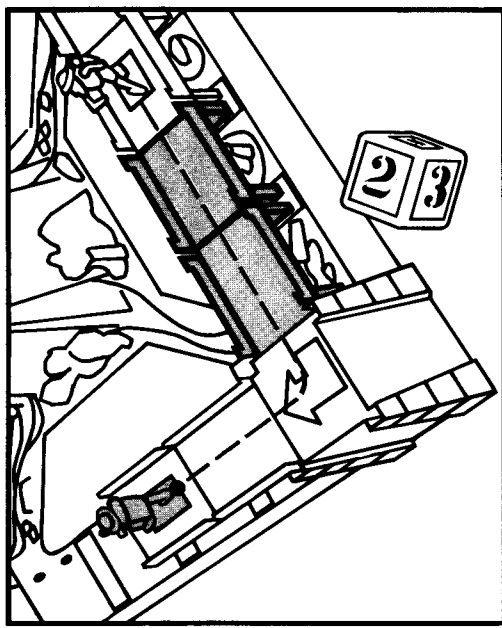
**Gameplay**

On your turn you:

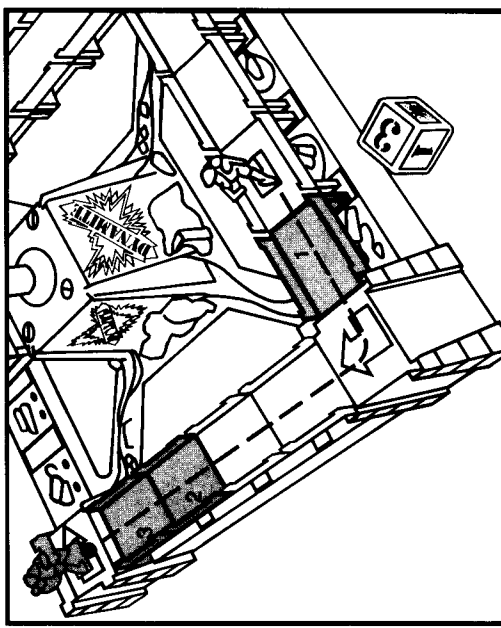
- Roll the die, AND
- BUILD bridges OR
- BLAST bridges by depressing the plunger

**If you roll a number...**

- Start at your own Safety Tower and plug in as many bridge pieces as the number you rolled. Then move your adventurer to the last bridge piece you installed.



- If on your move you fill in a gap between where your man is and where the next bridge begins, move him across your newly-built bridge and scoot him along past the Safety Tower and along the already-built bridge to the last bridge section.



- If you rolled a number high enough to fill a gap and to go beyond, fill in the open slots and add a piece (or pieces) at the end of the pre-existing bridge. Move your man all the way to the end.

- If by building a new bridge or filling in a gap your man lands on the last bridge before a Safety Tower, put him up on the tower, where he'll be temporarily out of danger. But if you rolled a higher number, move your man past the tower to the last bridge on the other side.

### Safety Tower Tips:

- Safety Towers do not count as spaces.
- More than one player may occupy a tower or bridge at the same time.
- Any token that falls off a tower during an explosion is put back onto that tower.

### If you roll an Explosion



- Whoever rolled the Explosion pushes down the plunger, which will randomly blow up bridges on one side of the board, then **PULLS THE PLUNGER UP AGAIN**. (Bridges cannot be built unless the plunger is pulled UP.)
- Any adventurers thrown off a blown-up bridge are moved back to whichever Safety Tower they just passed, and they stay there until the player's next turn.
- Any adventurers jostled off *unexploded* bridges during an explosion may be placed back on the bridge they fell from.
- If a bridge piece on the blasted side is shaken but not actually blasted out of its peg hole, minor bridge repair work *is* allowed. Push the piece back into its hole. Any token that was on that particular bridge piece can be put back there.

**Note:** If you're having trouble inserting new bridges, check to make sure the plunger is pulled UP.

### Ending the Game

If at the end of the game you roll a number and fill in the *last* gap on the board between you and your own Safety Tower, you can move onto your newly-built bridge—and scoot all the way around the existing bridges and up onto your tower. You've won!

But remember: Even if you're on a bridge or a Safety Tower and other players have built all the bridges between you and your own tower, on your last turn you *must* still roll in order to win. If you roll a number, you move your man all the way around—You've won! If you roll an Explosion, you must depress the plunger. If the bridge you're on does not explode, you must still wait until your next turn and roll a 1, a 2 or a 3 in order to win.

### Winning

The winner is the first player to go all the way around the board and land back on his or her own starting Safety Tower.

We will be happy to answer your questions or comments about our DYNAMITE game. Write to our Consumer Response Department, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.



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Proof of Purchase  
DYNAMITE™