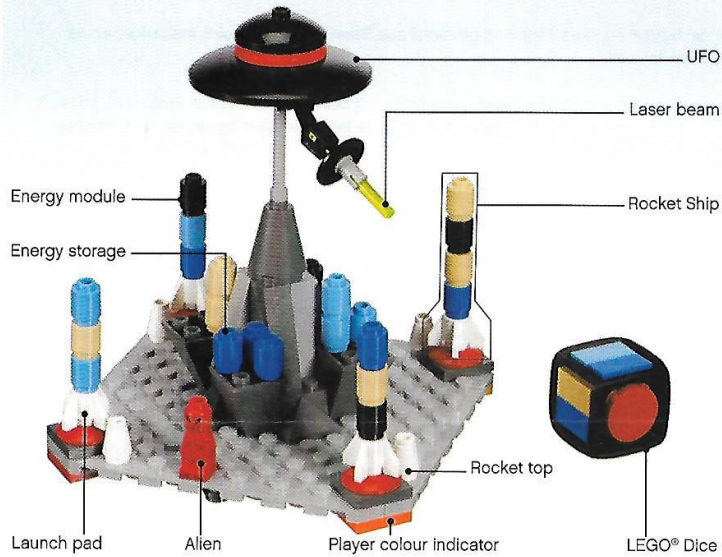




BUILD

The race is on to transport energy modules back to Earth on special rockets. Collect enough energy modules and launch your rocket ship and win! But beware of the unpredictable aliens and their UFO – you never know if they will help or hinder your mission.



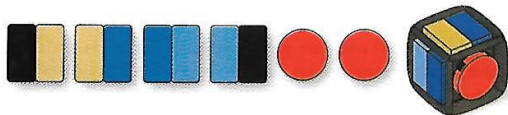
Aim of the game

The first to get seven or more energy modules onto their rocket ship and launch, wins the game.

Setting up the game

Before you start playing, build the game using the LEGO® building instructions provided in the set. Building the game teaches you more about the pieces and how you can use them. This makes it easier to rebuild or change the rules of your game later on.

Build the LEGO Dice using the coloured sides shown below:



Each player uses the launch pad nearest them. Remember the colour indicated under the rocket.



This set includes a tool to help you take tiles off the LEGO Dice





PLAY



Playing the game

The youngest player starts and rolls the LEGO® Dice. Play then continues clockwise. On your turn you do ONE of the available colour actions shown on the rolled side of the LEGO Dice.

If it is your turn, roll the dice. If the dice shows more than one colour, you choose ONE of the actions. Depending on your roll you do the following:

-  **Build an energy module**
Take one energy module that matches one of the colours rolled on the LEGO Dice from the energy storage and build it onto your rocket ship.
-  If no modules remain in the colour you want, you have to take a module in the other colour rolled and build it onto your rocket ship. If no energy modules remain in either colour rolled on the LEGO Dice, your turn ends and play then continues clockwise.
-  **Building Bonus:** If the energy module you build onto your rocket ship is the third-in-a-row of the same colour, you take a bonus energy module of any colour of your choice from the energy storage and build it onto your rocket. This bonus only works when you have three-in-a-row of the same colour, not four or more in-a-row and may only be used when you roll Build an energy module.
-  **UFO attack**
Aim the laser beam at one of your opponent's rocket ships and roll the LEGO Dice again.
 - A. If you roll a Build an energy module, you choose one of the colours rolled and zap all the energy modules in that colour from your opponent's rocket ship to your rocket ship. If the opponent's rocket ship has no modules in either colour, you lose your turn.
 - B. If you roll a UFO attack again, the attack is over and your turn ends.

Place the rocket top

When you have seven or more energy modules, in any combination of colours, on your rocket ship, immediately place the rocket top on top of your rocket ship and get ready to launch on your next turn. You are no longer able to build at this point.

A rocket ship that is ready to launch can still be attacked. If your rocket ship goes below seven modules before your next turn, you must take the top off again and have seven or more energy modules again before re-adding the rocket top and trying to launch again.

Launching a rocket

If you have seven or more energy modules and the rocket top on your rocket ship at the START of your turn, you can attempt to launch your rocket ship to win. Roll the LEGO Dice.

- A. If you roll UFO attack, you successfully launch your rocket ship.
- B. If you fail to roll UFO attack, you do not launch your rocket and your turn ends.

Winning the game

The first player to successfully launch his or her rocket ship wins.



The LEGO tilt
The best way to pick up your LEGO pieces is by tilting them before you pick them up.



CHANGE

YOUR GAME – YOUR RULES

The LEGO® Dice gives you the freedom to change the game and make it your own. You can change the playing area, the pieces and even the rules. Every little change makes it more and more YOUR game.

The secret to changing a game is to change only one thing at a time. That way, you can see if the change makes the game more fun. If it does, keep it and then try another.

Changing a game is always more fun when done together. That way everyone knows the rules and knows what is being changed. Remember to make sure everyone playing is aware of any new rules BEFORE you start playing.

Now that you know how to play the game using our rules, try one of the following suggestions to change the game, and then try to make a change of your own.

Alien invasion

Place the alien on an opponent's rocket ship top *OR*

Aim the laser beam at an opponent's rocket ship and then roll the LEGO Dice again.

- A. If you roll Build an energy module, choose one of the colours rolled and zap all the energy modules in that colour from your opponent's rocket ship to your rocket ship. If the opponent's rocket ship has no modules in either colour, your turn ends.
- B. If you roll UFO attack, the result depends on where the alien is placed.
If the player you are attacking has the alien on their rocket top, you take ALL the energy modules from that rocket ship and place them onto your own rocket ship. Place the alien back in the middle of the game board. If the player does NOT have the alien on their rocket top, the attack fails and your turn ends.

You also cannot place your rocket top on your rocket if the alien is placed on it.

First to 12 points

Once you have one of each kind of energy module in your rocket ship you can add the rocket top and in your next turn try to launch. Each energy module is worth one point. You get an additional two points added to your score for launching. If you launch with four to nine energy modules they are scored, remember your score and place them back in the energy storage and replace your rocket parts on the launch pad. If you launch with ten resources of any colour combination you win with just one launch.

Example

A rocket ship that launches with five energy modules scores seven points. You still need a total of 12 points to win so you will have to launch your rocket twice if you have less than ten energy modules when you first launch.

Invent and share your own rules

Challenge yourself, and see which new rules you can create. If they work, upload your "house rules" of the game to games.LEGO.co.uk and share them with others. Or check out what others have created and try playing the game using their house rules

Go online!

games.LEGO.co.uk is packed with cool features. There is a short video showing you how to play the game, and all of the other exciting LEGO Games. You can also find more fantastic ways to Build.