

BAUSACK / SAC O' BRICKS - SAC NOIR



The Classic from Zoch Games

A Game by Klaus Zoch

BAUSACK/SAC NOIR is a whole range of games. Countless building possibilities guarantee that each construction is unique; in choosing building parts, no limits are set on your imagination.

The games „Tower of Babel“ and „Building Chain“ are especially suited for playing with younger children. „Knock Out“ and the games following involve auctioneering and are better for older players.

Contents:

about 70 wooden building blocks – 100 for Sac Noir

1 sack of beans (play money)

1 height measurer (not to be used for building, of course)

1 instruction sheet with five game variations:

- Tower of Babel
- Building Chain
- Knock Out
- Pile It High
- 3x Red Wins

Preparation:

All the pieces are taken out of the bag and spread out in the middle of the table where everyone can see them. It's best to play on an even surface, for example a steady table without a tablecloth.

For all games:

Fairness is the first rule. No jogging the table!

The first block used by a player is the foundation. This means that all other pieces must somehow be placed on top of this one, so that they do not come in contact with the table. You must not touch the towers themselves. That means you can't hold the tower steady or touch any of the pieces of the tower to move it around. Already played pieces may only be moved by

using the piece you are building with. Players should also be careful not to build their towers too close to one another, so that when one falls, the others' constructions don't come crashing down with it!

In the auctioneering games (Knock Out, Pile It High, 3x Red Wins) each player gets ten beans as play money. „Spent“ beans get returned to the bean sack.

TOWER OF BABEL:

Ages 5 and up, up to 6 players
Game duration 20-30 minutes
Ideal for the whole family.

Aim of the game:

All players work together on the tower. The youngest begins by laying a single piece which will be the foundation. The next player chooses a piece and sets it on the foundation. Each of the others do the same in turn until the tower eventually falls down. The player who placed the piece before the one who caused the tower to fall gets one bean, and a new tower is begun.

Tower of Babel is played in several rounds. The winner is the first one to get five beans.

Variation: The pieces are not spread out on the table but are drawn „blind“ from their sack.

BUILDING CHAIN:

Ages 6 und up, 2-5 players
Game duration 30 minutes
You'll soon see what this is all about.

Aim of the game:

Each player builds his on tower. The goal is to use as many pieces as possible in it. Two players use the pieces measuring 6x3x1,5 cm as their foundation; others have to find com-parable foundation pieces (for example, the two L-shapes, 6x3x3 cm).

Choosing pieces for building the chain:

The youngest builder begins, choosing a piece from the pile in the middle and placing it in front of him/her. Each player follows suit in turn the table until everyone has twelve pieces each. These pieces must be arranged in exactly the order that they were chosen - it's best the players build their chains off to

the right, away from their foundation piece. The re-maining pieces aren't needed any more and go back in their sack.

Play:

The youngest begins again. He can take the first piece from the beginning of his own or any of the other chains and use it to build on his foundation. The other players do the same in turn. Each player therefore has as many pieces to choose from as there are chains.

If a chain is completely used up in building, then pieces can only be taken from the re-maining chains. If a tower falls, that player is out of the game and can only give advice. The pieces of his tower are taken out of the game, but those remaining in his chain are still available to the other players.

Game end:

The winner is the player whose tower stands the longest. If all of the pieces get used and more than one tower is standing, the player with the highest tower wins.

TIP:

We recommend playing several rounds. The overall winner must win at least two rounds. The first person excluded from round 1 begins round 2, and the first loser from round 2 begins round 3 etc..

KNOCK OUT:

Ages 12 and up, 2-6 players

Game duration 30-45 minutes

The favourite of the fans of the Bausack games. A game for the steady hands.

Aim of the game:

Each player builds his own tower. The goal is to build the most stable tower possible out of the auctioned pieces. The winner is the one with the last tower standing.

Bean capital:

At the beginning of the game each player is given ten beans as money. The players have to get by with this capital for purchasing the pieces of their choice.

Play:

The youngest player begins and chooses a piece offered for auction. The first piece a builder takes automatically becomes his foundation, on which all other pieces must be placed. Once a piece is auctioned, it is built with and the person to the left is

the new auctioneer.

The auctioneer can choose between two auctioning styles: 1. *Highest bidder*, 2. *By refusal*.

- The auctioneer says „Highest bidder!“. This piece is now auctioned to the highest bidder, with the auctioneer himself making the opening bid. The bidding then passes from one player to the other around the circle, and the players either raise the bid or exempt themselves from the auction. Only the player who made the highest bid pays the amount to the till (sack) and gets the piece. If no offer at all is made, the auctioneer gets the piece for free.
- The second style of auction is unusual: Here the auctioneer offers a „dangerous piece“ of his choice, and then the players have to pay beans in order to avoid taking it. The auctioneer call out „By refusal!“. He himself makes the offer of „nothing“ and passes the piece on to his left neighbour. This player must either take it or stake one bean in order to be able to pass the piece to his left neighbour. The next one must raise the stakes to two beans in order not to take the difficult piece. The next one must raise the stakes to three, the fourth to four etc.. Whoever refuses to raise gets the piece for nothing. The other players must then pay their last bid to the till. The players lay the beans they have bid in front of them until the refusal round is over. Only then is the money paid.
If the piece comes all the way back to the auctioneer, he too must bid to avoid it.

WARNING:

If a piece comes to you and you don't have enough beans, you have to take the piece and build with it.

Anyone who runs out of beans keeps on playing. Of course, this player gets all the pieces auctioned **By Refusal**. He can still choose between auctioning styles. If he chooses **Highest Bidder**, he can only bid nothing and hope that no other player makes a bid, so he can get the piece for free.

Each builder is free to decide how to build on his foundation, whether to place the pieces on top or beside one another, on end or laying flat.

Game end and winner:

If a tower falls, its builder is out of the game. All pieces from his tower are again available for auction. The winner is the player whose tower is the last one standing.

TIP:

The more often you choose to bid **By Refusal**, the sooner you will win. Remember that your tower gets less stable with each piece. Let your opponents do the building!

PILE IT HIGH:

Ages 10 and up, 2-6 players

Game duration 30 minutes

Look how wonderfully it all collapses!

Aim of the Game:

Each player builds his own tower. The goal is to build the highest tower. With each move the tower must increase in height.

Bean capital:

Here too each player gets 10 beans, and as in Knock Out, the players have to try to get by with this amount.

Play:

As in Knock Out, there are two auctioning styles. **Highest Bidder** works the same way as in Knock Out. The second style is called „**Give Away**“, which is bid on just as in Highest Bidder, However, the person who successfully bids on the piece can decide which player must build it into his tower. By forcing him to use irregular building pieces a player can cause his opponent's tower to become unstable and to make further building very risky.

If a player successfully bids for **Giveaway** and offers it to an opponent of his choice there are two possibilities.

1. The player accepts the piece and builds it in at his own risk, or
2. He does not dare to build with it. He says to the giver „Add this piece to my tower yourself, please“. Of course, the giver will try to place the piece in an awkward way, to hinder any further building. However, if the tower falls as this is done, the round is over for the giver (he can't build his tower any higher and is judged at that height). The opponent can rebuild his tower to the same height and keep playing.

CAREFUL:

Whoever gives an opponent an obviously impossible piece runs the risk of losing the game for himself.

If a tower falls, the round is ended for that player. Only the standing remains of the tower are counted at the end. If a player doesn't dare to build his tower any higher, he can end his round. His tower is then measured and recorded for the

final evaluation. The player may keep on participating in the auctions and offer pieces for Giveaway and bid himself.

Game end:

Play continues until no one dares to build any higher, or all the towers except one have collapsed. The winner is the one who has built the highest tower.

3x RED WINS:

Ages 12 and up, best as a strategy game for two people

Game duration 20 minutes

Warning: addictive by nature!

Aim of the Game:

Here the goal is to be the first to build three red pieces into one's tower. The play proceeds just as in Knock Out, except for the two following points:

Pieces may only be auctioned to the **Highest bidder**, but the bidder can always choose whether he takes the piece he has bid for himself or if he is going to give it to his opponent. In contrast to **Pile It High** the pieces which make further building impossible for the opponent can also be passed on.

You are also allowed to put several foundation pieces side by side. However, the height of the tower must increase with each addition, and the foundation pieces must touch one another.

Game end:

The winner is the player who can first use three red pieces in his tower, or whose tower is the last one standing.

3x Red Wins should be played over several round, and the loser of the previous round begins the new one. The overall winner is the one who first wins three rounds.

There are lots of variations to these basic versions. Have fun inventing some new ones and enjoy the Sac O' Bricks/Sac Noir. -

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