

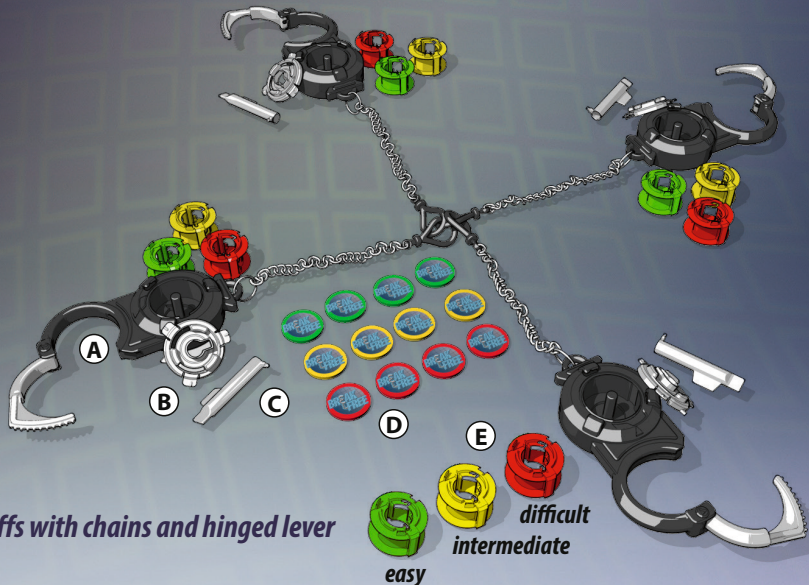
BREAK FREE

A captivating game
of skill for 2 – 4 clever agents
aged 6 – 99.

Ravensburger® game no. 21 414-3

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Editor: Stefanie Fimpel

*You are locked up in handcuffs, how fast can you break free?
In this mission, you have to use your spy skills to pick the lock and escape.
Make sure to be faster than your friends!
The quicker you break free, the more points you will collect.*



Contents

- A** 4 handcuffs with chains and hinged lever
- B** 4 covers
- C** 4 lock picks
- D** 12 tokens – 4 green, 4 yellow, 4 red
- E** 12 inserts – 4 green, 4 yellow, 4 red
(3 different difficulty levels: easy, intermediate, difficult)

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GAME SETUP

Put all the inserts and tokens (Break Free logo should be facing up) on the table. Each player receives one handcuff with a cover and one lock pick. Take off the cover by turning it counterclockwise.

LET THE TRAINING BEGIN!

Turn over all of the green tokens so that the number side is facing up. Each player receives a green insert (the easiest level), lines up the spline with the notch in the handcuff and slides it into place so it looks like 1. Now pick up the cover. There is an arrow on both the cover and the handcuff. Lay the cover on top of the green insert so that the arrow of the cover is lying in the recessed edge of the handcuff 2.

Now turn the cover in a clockwise direction until the arrow on the cover lines up with the arrow on the handcuff 3. The grey latches of the cover should be underneath those of the handcuff. If your handcuff is closed, open it using the emergency release function (see description emergency release). Now it's time to put on the handcuffs: right-handed players put the handcuff on their left hand, and left-handed players put the handcuff on their right hand. Close the handcuffs by carefully closing the lever 4 until it clicks. Make sure that the cover with the keyhole is facing the palm of your hand 5. Ideally, you should have your elbows on the table so that the handcuffs are not resting on the table. Once everyone has fastened their own handcuff, you can then chain yourselves together.



TIP: To level the playing field, the older players or the most skilled Break Free agents put the handcuff on their more dominant hand: right-handed players put the handcuff on their right hand and left-handed players on their left hand. They then have to open the handcuff with their weaker hand, making it more difficult for them.

HOW TO PLAY

ROUND 1:

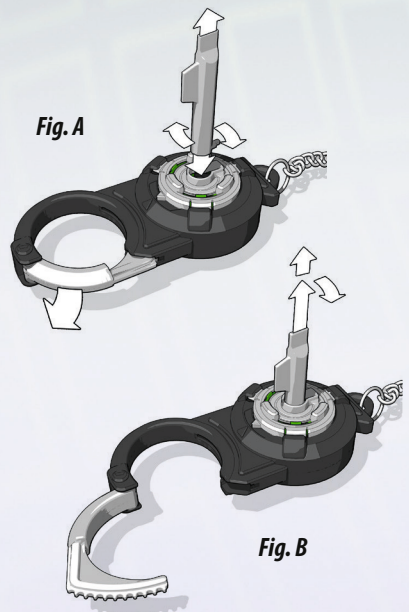
When everyone is ready, the eldest player counts down: "3, 2, 1 – Go!"

Everyone grabs their lock pick at the same time, inserting it through the keyhole on the cover of the handcuff. Everyone then tries to manoeuvre their lock pick through the maze of the insert as fast as possible: right, left, up or down? (Fig. A)

Which way is the right path? As soon as a player manages to free themselves from the handcuff, they immediately take the token with the highest number from the center of the table (see 'collecting points' paragraph on page 3). Once the last player also manages to free themselves, the round is over.

REMOVING THE LOCK PICK/CHANGING INSERTS

Once the round is over, pull out the lock pick from your handcuffs in the same position in which you unlocked it by pulling it straight up. Pull the lock pick until it presses against the cover, then turn it in a clockwise direction one quarter turn and then pull it out of the handcuff. (Fig. B) Open the cover by turning it counterclockwise. Then take out the green insert.



ROUNDS 2 AND 3:

The same rules apply in rounds 2 and 3 as in round 1. However, now it will be more difficult to free yourselves from the handcuffs. In round 2, put the yellow insert (difficulty level: intermediate) into the handcuff, and in round 3, the red insert (difficult). Depending on the colour of the inserts, turn over the same-coloured tokens so that the number side is facing up.

COLLECTING POINTS

The winner of each round immediately takes the token with the highest number on it, winning the most points for that round. The second-place finisher takes the next highest token, and the third, the third highest. If you are unlucky enough to be the last player to finish, you will be left with the zero token. In each new round, it becomes more difficult to open the handcuff. Therefore, the amount of points to be won also increases:

Green tokens: 3 – 2 – 1 – 0 points

Yellow tokens: 6 – 4 – 2 – 0 points

Red tokens: 9 – 6 – 3 – 0 points

If less than four people are playing, any left-over tokens (always the tokens with the lowest points) are taken out of the game.

END OF GAME

After the third and last round, each player counts up their points. The player with the most points wins! If there's a tie, the winner is determined in a final deciding round.



EMERGENCY RELEASE

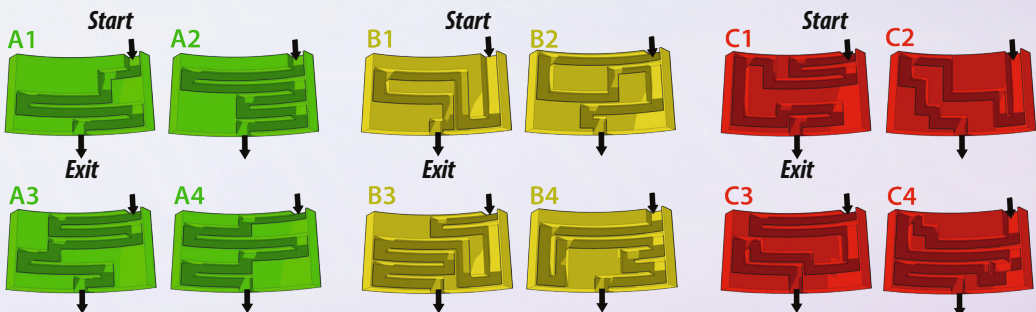
On the underside of the handcuff, there is an emergency release that opens the handcuff with the back of the lock pick. First, detach the lock pick by opening the cover of your handcuff by turning it counterclockwise. Then, pull the cover together with the insert and the lock pick. Then insert the back side of the lock pick into the slot according to the illustration, which will immediately open the handcuff.

PATHWAYS

Tips and hints – to help you imagine which direction to move the lock key, take a look at the pathways below. If you ever get stuck, they can guide you out. The inserts have letter-number combinations on them, so that you can identify them more easily.



Letter-number combination



ADDITIONAL GAME OPTIONS *(The tokens are not required)*

DOUBLE TROUBLE:

Both players put on two handcuffs, one on each wrist. Who can free themselves from both handcuffs the fastest? The first one wins.

NAVIGATION: 2 AGAINST 2

Form two teams of two players each. One of the players is handcuffed, while the other player tries to navigate them through the maze of the insert using the pathway (see front side). Follow the letter -number indicators of the different inserts. Which team will display the better communication skills to win the competition?

BATTLE: 2 AGAINST 2

Form two teams of two players each. Try to open your teammate's handcuff. Which team will be the first to break free?

SPY IN THE DARK: 2 TO 4 PLAYERS

Turn off the lights and make the room dark. Now try to free yourselves from the handcuffs. The first player to free themselves from the handcuff and leave the room wins.

ESCAPE ARTIST: 2 TO 4 PLAYERS

All three inserts are needed. Start with the green insert. As soon as someone opens their handcuff, they immediately replace the green insert with the yellow one. If they manage to free themselves from the yellow insert, they replace it with the red one. The first player to free themselves from all three inserts wins.

HIDE THE LOCK PICKS: 4 TO 8 PLAYERS

Form two teams of two players each. Each team consists of one spy and one detective. The detectives hold their eyes closed while the spies hide the lock picks somewhere in the room. Once all the lock picks have been hidden, each spy puts a handcuff on one of the other spies. The eldest player then counts down: "3-2-1." At "Go", all detectives begin searching for the hidden lock picks. The spies are only allowed to verbally steer their detective partner with the directions "hot," "warm," "cold," etc. The first team that is able to free the spy from the handcuff wins.

BACK TO BACK (FOR MASTER ESCAPE ARTISTS ONLY): 2 AGAINST 2

Form two teams of two players each. Players stand back to back with a little room in between. Both players put on a handcuff. Agree which hand you will cuff: the right or the left of both players. Now try to open your teammate's handcuff. The first team that manages to escape from both handcuffs wins.

Warning. Small parts. Choking hazard.



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