SPECIAL SPACES

When a pawn lands on a Special Space, the next round will be played according to the rules modified for each Special Space as follows:

SILENT Challenge
- Foremen CANNOT speak.
- Foremen CANNOT touch blocks.
- Foremen CAN gesture, point, nod, wave. 
  (Whatever it takes – get creative!)
- When the structure is complete, the Foreman shouts “DONE!” (the only thing they CAN say). ALL construction stops and a Building Inspection follows. (The Crews do not need to remain silent!)

BLIND Challenge
- Foremen TURN THEIR BACKS to the building site. 
  (Hey, no peeking!)
- Timer is started. Foremen begin instructing their crews without SEEING the construction.
- When time expires, ALL construction stops. 
  (Who’s watching the timer?!)
- Crews inspect EACH OTHER’S structure.
- Crew with the most correctly placed blocks wins the round and rolls the die.
- If there’s a TIE, both Crews roll the die and the high roll wins the round.

MEMORY Challenge
- Foremen MEMORIZE the Blueprint.
- Foremen agree when they are both “ready” to begin. 
  (No time limit, but don’t take all day!)
- Timer is started. Foremen turn the Blueprint face down and begin instructing their Crews.
- If a Foreman knows their structure is complete, they can shout “DONE!” ALL construction stops. A Building Inspection follows.
- If time expires before either Foreman shouts “DONE!”, ALL construction stops.
- Crews inspect EACH OTHER’S structure.
- The Crew with the most CORRECTLY placed blocks wins the round and rolls the die.
- If there’s a TIE, both Crews roll the die and the high roll wins the round. 
  (You may want to choose an Apprentice Blueprint for Memory rounds!)

CHOOSING YOUR LEVEL OF PLAY

- Crews can choose to play any level of Blueprint on any round. 
  (Agreeing might be tricky!)
- Consider the age of the Foreman on any given round, before deciding which Blueprint level to use.
- Consider using Apprentice Blueprints for Special Spaces play.
QUICK PLAY GUIDE

1. Divide into 2 Construction Crews.
2. Pick a Blueprint Manager.
   (Same person for the whole game.)
3. Each Crew picks a Foreman.
   (A different one each round.)
4. Foremen get matching Blueprints.
   (Don’t look yet!)
5. GO!
   Foremen look at their Blueprint and
   begin instructing their Crew.
   (No, you can’t use ANY hand motions!)
6. When the structure is complete,
   the Foreman shouts “DONE!” and
   ALL construction stops.
   (Hey! Put that block down!)
7. Building Inspection by the other Crew.
   (PASS? Roll the die, pawn moves forward.)
   (FAIL? Roll the die, pawn moves backward.)
8. If the Pawn lands on a Special Space, play
   the next round in that special way!
   (See section on SPECIAL SPACES.)
9. The Crew that reaches the
   DONE! space first...WINS!

NOT-AS-QUICK PLAY GUIDE (For those of you who MUST read all of the directions...and you know who you are!)

1. Divide players into 2 Construction Crews. Each Crew gets 1 set of 19 building blocks and one pawn to move
   around the game board.
   (InStructures® requires 4 or more players, but it is not required to have an equal number of players on each Crew.)
2. Choose someone to be the Blueprint Manager to hand out and collect the Blueprints throughout the game.
   (Keep the Blueprints organized...you know, keep the pairs together and put the “just played” pairs at the bottom
   of the correct stack... you’ll be glad you did!)
3. Choose someone on each Crew to be the Foreman. The Crew members must rotate the job of Foreman every round.
   (So don’t worry, each player gets to... uh...must...take their turns being the foreman! If the rotation always matches
   the same two opposing Foremen, one Crew can change the order of their rotation to create different Foremen
   match-ups. Just make sure every Crew member serves their fair share of foreman duty!)
4. The Blueprint Manager takes a pair of matching Blueprints from one of the three stacks and gives one to each
   Foreman face down! The Foreman cannot look at the blueprint yet!
   (PSSST!...the Apprentice Blueprints are the easiest!)
5. When both Crews are ready, the Foremen (and only the foremen!) look at the blueprint and immediately begin
   giving VERBAL instructions. The Foremen cannot point, gesture or touch the blocks.
   (It’s a race so GET MOVING! By the way, the Crew can talk to the Foreman and there is no rule against looking
   at the other Crew’s structure…but be careful, it could help…it could hurt.)
6. The Foreman of the first Crew to complete the structure shouts “DONE!” and immediately ALL construction
   stops for both Crews.
   (Don’t shout too soon! See FAIL INSPECTION below!)
7. The Crew that did NOT finish their structure now performs a Building Inspection of the opposing Crew’s structure.
   A Building Inspection compares the structure to the Blueprint. Does it match the Blueprint?
   PASS INSPECTION: If the structure passes inspection, the Crew that built the structure wins the round,
   rolls the die and advances their pawn forward.
   FAIL INSPECTION: If the structure fails inspection, the Crew that built the structure must roll the die
   and move their pawn backward.
   (Hey! If you’re gonna be really “picky”…remember, they will soon be inspecting YOUR structure! Think Golden Rule!)
8. Only one pawn moves to complete each round (forward or backward). The space LANDED UPON determines the
   style of play for the next round. If a pawn lands on a Special Space the next round is played in that special way!
   (See section on SPECIAL SPACES.)
9. The Crew that advances around the board and reaches the DONE! space first WINS THE GAME!