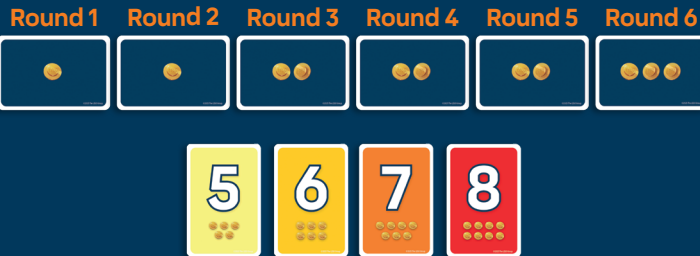


# How to Play With Challenge Cards

## CHALLENGE CARD SETUP

Pick six Challenge Cards, one for each round: two 1s, three 2s, and one 3. Place these six Challenge Cards in a row above the Shape Card piles, coin side up. Don't look at the front of the Challenge Cards yet.



## PLAY A ROUND WITH CHALLENGE CARDS

Follow the rules on the front of this rulebook, but note these changes:

There are 4 actions in each round:

- A Reveal Challenge Card**
- B Choose Shape Cards**
- C Build model**
- D Get Challenge Points and Shape Points**

**A Reveal Challenge Card**  
Reveal the first Challenge Card in the first round, the second card in the second round, and so on. The Challenge Card applies to all teams in that round.

**B Choose Shape Cards**  
As before, each team chooses a Shape Card.

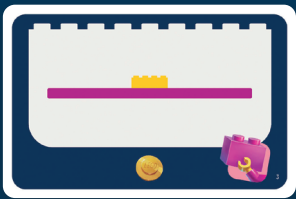
**C Build model**  
All players need to ensure their team follows the Challenge Card. Players call out if they see another team breaking the challenge.

If a team **breaks the challenge**, the **BUILDER** must take the model apart, place the LEGO® bricks in front of them, and start over.

**D Get Challenge Points and Shape Points**  
Only the team that shouts "DONE!" can get Challenge Points:

- If the team that shouted "DONE!" has **built their model correctly**, they get the Challenge Points for that round and **keep the Challenge Card**. As before, **ALL** teams that have built their models correctly get Shape Points and keep their Shape Cards.
- If the team that shouted "DONE!" has **built their model incorrectly**, no teams get Challenge Points. **Discard** the Challenge Card. **ALL** teams that have built their model correctly still get Shape Points.

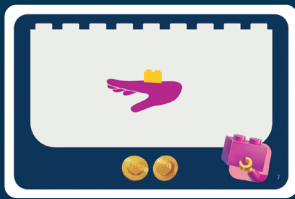
EASY



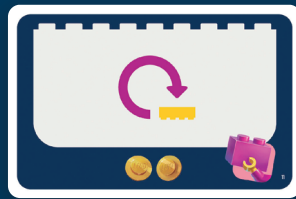
A part of the **model** must be touching the table at all times.



The **INSTRUCTOR** may not say "ON".



The **BUILDER** must, at all times, have a 1x2 brick on the back of one hand.

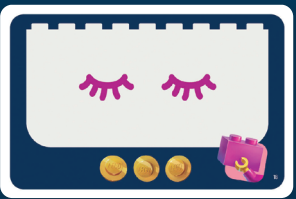


The **BUILDER** must build with the LEGO® bricks upside down. The knobs should point downward.

HARD



The **BUILDER** may not use their thumbs.



The **BUILDER** must keep their eyes closed at all times.



The **model** must contain a maximum of four colors.



The **INSTRUCTOR** may not say any numbers. It's okay to show numbers in other ways.



The **BUILDER** may only use one hand.



The **INSTRUCTOR** must hold the model in their hands while the **BUILDER** is building.



The **BUILDER** must hide the model under the table so no one can see it.



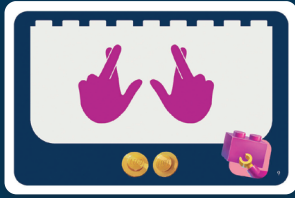
The **INSTRUCTOR** may not see what the **BUILDER** is building.



The **model** must contain a minimum of four colors.



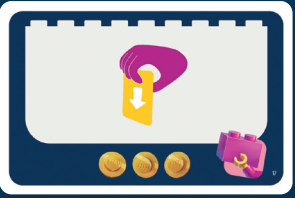
The **INSTRUCTOR** may not say the name of any color.



The **BUILDER** must keep two of their fingers crossed on both hands.



The **INSTRUCTOR** may only speak when the **BUILDER** holds their empty hands in the air.



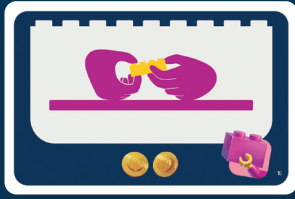
The **BUILDER** must use one hand to hold the Shape Card upside down while showing it to the **INSTRUCTOR**. The **BUILDER** may not, of course, see the shape on the card.



The **INSTRUCTOR** may not speak at all. Remember: The **INSTRUCTOR** may not touch the bricks, and no pointing.

If it's not possible to do what is stated on the Challenge Card, feel free to take another one.

We recommend placing this overview next to the Challenge Cards.



Both of the **BUILDER'S** hands must be touching the table at all times. This can be any part of the hands, except the arm or wrist.



The **INSTRUCTOR** may only say "YES" or "NO". The **BUILDER** may ask as many questions as they want.

Game concept: Luca Bellini.  
Illustrations: AMEET.

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# RULEBOOK

In *Brick Like This!* teams race to build models out of LEGO® bricks. The team with the most points at the end of six rounds wins!

Each team has two players:



Don't want to read the rules? Watch the rules video!



Add the **Challenge Cards** into play for even more fun!

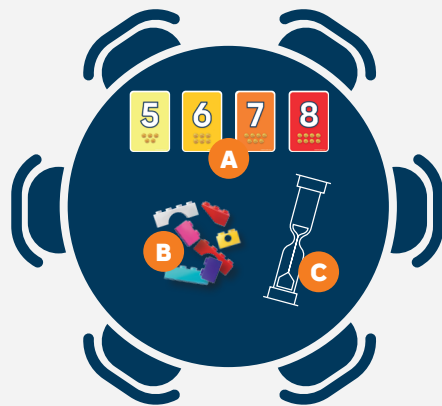


## 1 Set Up

- A** Separate **the Shape Cards** by number: 5, 6, 7, and 8. Shuffle each pile and place them with the number side facing up.
- B** Place **the LEGO® bricks** where everyone can reach them.
- C** Place the **30-second sand timer** next to the game.

We recommend team members sit next to each other rather than across from each other.

Contents: 48 LEGO bricks, 92 Shape Cards, 20 Challenge Cards, 1 sand timer (30 seconds), and this rulebook.



## First Time Playing?

Try a test run! Everyone takes a Shape Card and builds the model shown. Got it? Place these cards at the bottom of the correct Shape Card piles.

## 2 Team Up

Choose **teams of 2 players**. Up to 4 teams can play. If there are **both kids and adults** playing, we recommend making teams consisting of one kid and one adult.



Each team chooses an **INSTRUCTOR** ...



... and a **BUILDER** for the first round.

After each round, we suggest team members **swap roles**.

### 2 or 3 players?

Play the kid-friendly variant for 2-3 players (see page 5).

### 5 or 7 players?

One team will have 3 players, who will take turns instructing, building, and observing.

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## 3 Play a Round

The game is played in **6 rounds** with all teams playing at the same time.

There are **3 actions** per round:

- A CHOOSE SHAPE CARDS**
- B BUILD MODEL**
- C GET SHAPE POINTS**

### A CHOOSE SHAPE CARDS

A Shape Card displays **the shape** a team must build as a model with the LEGO® bricks:



Each team chooses a Shape Card with **5, 6, 7, or 8 on the back**. This number shows the minimum number of **bricks** needed to build the model, and the number of **Shape Points** awarded for a correctly built model. Note that Shape Cards of value 5 have outlines of the bricks.

The **INSTRUCTOR** from each team **takes the top card** from one of the Shape Card piles, but does not look at it yet.

**For the first round**, the team that contains the oldest player selects their Shape Card first. The remaining teams take their Shape Cards in a clockwise order. **In the next five rounds**, the team that shouted "DONE" will be the first team to take a Shape Card. The remaining teams then take their Shape Cards in a clockwise order.

### B BUILD MODEL

When the final **INSTRUCTOR** has chosen a Shape Card, they say "GO"! The **INSTRUCTOR** from each team now looks at their chosen Shape Card and immediately gives directions to the **BUILDER** on how to put the model together. And the builders start building!

**The first team** that believes they've completed their model **shouts "DONE!"** and flips the sand timer to put pressure on the other teams. This team must stop building, put their model down, and may not yet review it. The other teams now have **30 seconds** to finish building their models. When the sand timer runs out, all teams must stop building.

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All teams should **follow these rules**:

- Only the **INSTRUCTOR** may look at the Shape Card. The Shape Card may not be revealed until all teams are finished building.
- The **INSTRUCTOR** and the **BUILDER** may speak to each other, but no pointing.
- Only the **BUILDER** can touch the LEGO® bricks.
- The **INSTRUCTOR** may tell the **BUILDER** to take only the bricks that the **INSTRUCTOR** thinks are needed for the model. And the **BUILDER** may take only the bricks they are instructed to take. Return unused bricks to the pile.

If a team **breaks any of these rules**, the **BUILDER** must take the model apart, place the bricks in front of them, and start over.

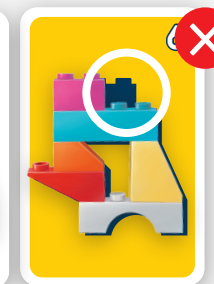
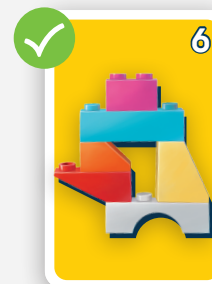


### C GET SHAPE POINTS

After the timer runs out and teams have stopped building, each team places their model on their Shape Cards to see if it matches up. Show it to the other teams.

**Correct model:**  
All teams with a correct model get their **Shape Points**.

These teams **keep** the Shape Card to keep track of their points. We suggest keeping your points hidden.



**Incorrect model:**  
Teams with an incorrect model don't get Shape Points.

These teams should **discard** their Shape Card.

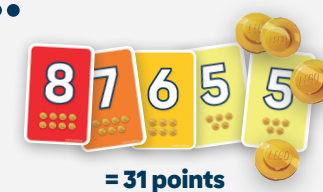
Each team then takes their model apart and returns the bricks to the pile.

Now it's time for another round. We suggest team members swap roles after each round.

## 4 And the Winner is...

The game ends after six rounds. Each team counts their points and the team with the most points wins!

In the event of a tie, the tied teams share the victory!



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## 2-3 Players? Try the Kid-Friendly Variant!

In this variant you play with the same rules, but you compete together against the clock instead of other teams. You still use the Shape Cards and the LEGO® bricks, but not the sand timer. You can also add the Challenge Cards.

Set a timer for **10 minutes** and score as many points as possible.

If there are 3 players, take turns as **INSTRUCTOR**, **BUILDER** and **OBSERVER**, switching roles after each round.

## Tips For Kids

New or younger players may choose to play with Shape Cards of values **5 and 6** only.

New or younger players may use a brick to **measure** the size of shapes during their turns as **INSTRUCTOR**.



## Play With the Challenge Cards

The **optional** Challenge Cards add a bit of a challenge and a lot of fun! Play a couple of times before adding Challenge Cards to the game.

The **20 Challenge Cards** (see the back of this rulebook) offer different challenges, such as build with your eyes closed, or instruct the builder without speaking. In each round, a new Challenge Card is revealed. This challenge **applies to all teams**.

The coins on the card indicate **the difficulty** of the challenge. They also indicate how many **Challenge Points** the card is worth.



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