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Fix Mount-Flix Building Block Board Game



Specifications

- 33 building blocks
- 4 ladders
- 84 plug pins
- 2 figures with footing discs
- 1 set of instructions with sample illustrations
- 1 Mount-Flix cardboard box as a DIY store

Instructions

Fix Mount-Flix ® – the building game for two!



Who can build the fastest mini tower and defeat their opponent?

- title = Fix Mount-Flix ®
- authors: Sandra, Guido, Marvin and Fabian Niemeyer
- game version: Sep. 3, 2025
- players = 2 per set (add more sets for more players)
- age = 5+
- play time = 30-45 minutes
- material content per set for two players=



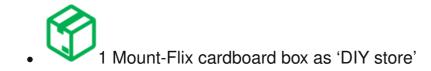






• 2 figures with footing discs





Goal of the Game

- Build a tower with two stories.
- Place a bridge on top to reach the opponent's tower.
- Move your figure across the bridge block.



Setup:

- Playing area: at least 24"/60cm x 9"/21 cm.
- plus Mount-Flix box used as building supplies store.

How to play

• Start: Both roll the die., higher number begins. then take turns rolling.

Take any combination of building materials according to your dice luck, the product values are as follows:

- \rightarrow 1 die pip = 1 plug pin
- \rightarrow 2 dice pips = 1 building block
- \rightarrow 3 dice pips = 1 ladder



three special rules:

Joker

• you roll a 1, and in your last turn you also had less than 3.

- shout: "Joker!"
- roll again,
- add both last numbers together,
- if the second roll is a 6, change to the robber rule

Robber Happy Hour (the 6)

- you roll a 6 → Shout: "Robber Happy Hour!"
- roll again,
- new number x 2 = that many pieces you may take,
- you may even take them from any opponent(s)!
- important: If the opponent's figure is already in the tower, you must push it back first (see movement).

Moving Figures

- per die face: 2 ladder steps up or 1 block forward,
- Joker and Robber rolls also count for movement,
- during Robber Happy Hour: You may push back the opponent's figure → only by the simple number of steps/blocks,
 - o only after the figure is back down may you steal building material.

Building

- For block connection = use 2 pins,
 - \circ if a slot is already filled \rightarrow the second pin goes to your (next) opponent,
- tower = 2 stories, each floor with:
 - 4 vertical blocks (pillars),
 - connect them with at least 4 horizontal blocks (recommended as upper walkway),
 - 1 ladder,
- you may start building with at least 3 blocks + 4 pins.

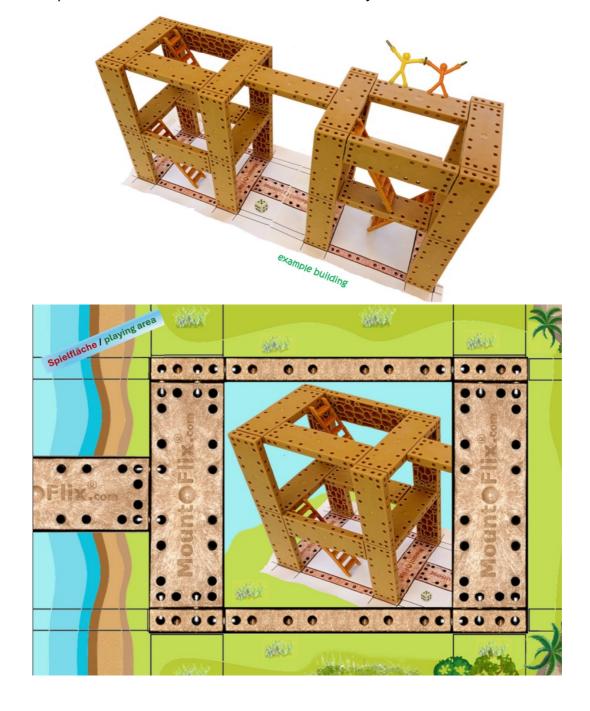
Winning

You win if you:

- 1. finish your tower (2 floors + ladders),
- 2. build a bridge to the opponent's tower (floating allowed),
- 3. reach the bridge with your figure as first one.

Optional plug recommendation:

- keep 2 free peg slots (x) in vertical blocks for upper story;
- therefore, if possible attach horizontal blocks sideways.





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FAQs

Q: How do I win the game?

A: You can win by completing your tower (2 floors + ladders), building a bridge to the opponent's tower (floating allowed), and being the first to reach the bridge with your figure.

Documents / Resources



<u>Fix Mount-Flix Building Block Board Game</u> [pdf] Instruction Manual Building Block Board Game, Block Board Game, Board Game

References

User Manual

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Block Board Game, Board Game, Building Block Board Game, Fix Mount-

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