

BLOCK IT!

Rules of the game

Preparation

Equipment: 1 board of 25 squares, 25 coloured cards, 25 riders, 12 blocks and a special die.

The cards are made up of 4 mini squares in 4 different colours. Push the stems of the riders through the middle of the cards. The coloured side should be up. Every time you start the game, place the cards at random on the 25 squares of the board; the intersections should not be covered by single-colour mini squares.

A bird's eye view of the game

- Pick your colour and place the three corresponding blocks in front of you (2 blocks each for 3 or 4 players).
- The aim of the game is to place all your blocks on the board. A block can be placed as soon as you succeed in constituting a square in your own colour at the intersection of four cards.
- The youngest player starts by throwing the die and carrying out its instructions: turn the card to the right or the left (by a quarter or a half-turn) or swap two cards. It's up to you to decide which card you'll turn to the right or to the left or which cards you'll swap. But if you swap cards, you cannot turn them as well !
- As soon as you succeed in assembling a square in your own colour, you put one of your blocks in the centre. You've done it - your first block is in place!
- If, when it's your turn, you see that a square has already been assembled in your colour, you may claim it by putting your block in the centre (before throwing the die). These four cards can no longer be turned or moved except in case a player throws an Anti-Blok (see Special situations).
- Taking turns in throwing the die, the players follow its instructions. The player who succeeds in placing his blocks on the board has won the game!

Special situations

- **Anti-Blok:** When the die is cast and a red cross turns up, the player can pick up one of the blocks already placed (if any) and hand it back to its owner. He once more casts the die and follows the instructions. If he throws another red cross, it's the next player's turn.
- **Turn 2x:** 1+1. If the die shows 2 x left (or right), the player can choose to turn two different cards 1 time each, though always in the given direction.

How exciting variations can be

For one player:

- Try to get rid of as many blocks as possible (all colours) taking 20 turns.
- Try to place as many blocks as possible (all colours) within a set space of time (e.g. within 15 minutes).
- Try and position 3 blocks of one and the same colour taking a minimum of turns.

For 3 to 4 players:

If the game finishes too quickly, you may try to position 3 (instead of 2) blocks. You can also add a certain time limit, for example 30 minutes. But in that case an extra rule should be added: a card cannot immediately be turned again if it has just been turned.

Enjoy the game!!

The Game Master

