

# Game Rules

1. Roll the die to determine who goes first

2. Play proceeds clockwise from the first player.

3. The active player rolls one die (D4) to determine how many MARKERS may be placed down.

4. Only one marker can be placed on a tile per turn.

- Place markers one at a time, resolving effects

- If a tile is face down upon marking, turn the tile over and REVEAL it. Resolve the effects.

- If each tile along the top REVEALED row has at least one marker on it. The next row up is open for play.

5. Once any player has two markers on a tile, that tile is considered LOCKED.

6. Bids/Investments - One marker each turn may be either placed into a tier bid, or moved from bids to tier investments.

# Block Tiles



## Clean Block

A clean block's point value increases based on its position. Every **two rows** above the bottom, it's value increases by one point. **Row 3 = 2pts**, **row 5 = 3pts**



## Crumble Block

Select any revealed block tile and remove it from the playspace entirely.



## Move Block

Select any revealed tile and move it to an open space on any active tier.

**If no open spaces exist-BULLDOZER:**

- Remove a revealed tile from the playspace; then move a revealed tile into the REMOVED tile's previous position.

**If less than 3 rows are active**

- Bulldoze an unrevealed tile in row 3.



## Trade Block

Swap the position of any two revealed block tiles.

**If less than 3 rows are active**

- Exchange the position of an unrevealed tile in row 3 with any other revealed tile.



## Unblock Block

Select a marker placed upon any block tile and remove it from the playspace.

# BLOCK GO BLOCK

## A Strategy

## Game for

## 2-6 Players

## Come Visit Our Block



## In The Set

- 4 tiered board sections
- 6 sets of 30 player markers
- 2 four sided dice (D4)
- Base tile set containing
- 1 gold bordered clean block
- 4 clean block tiles
- 4 sets of block tiles (5 each)

## Objective

Earn the highest score.

## Set-Ting Up

### 5-Standard

- Place the board sections in height order as seen here.
- Place 4 clean tiles along the bottom tier facing up.
- 3 Tiles Shuffle all remaining 5 Tiles tiles and place them 7 Tiles face down in the 9 Tiles configuration shown.

- Short stack uses less tiles and is a fast 2-4 player version of the game. After setting up the board, deal each player 3 block tiles(HOLDINGS) Once per turn, a player may either:
  - Crumble an UNREVEALED block and replace with a block from their HOLDINGS.
  - Place one Holding in an available open space.

## BALOCK & BALOCK

## Investments



- Once per turn a player may choose to either
- Place a BID on an active tier
- OPTION to move a bid to a different active tier.

- An ACTIVE tier is a tier that has REVEALED blocks upon it.
- Bidding and Investing on a tier can be both advantageous and dangerous.
- Bids and Investments increase the TIER BONUS.
- Investments also add into a player's score

## Tier Scoring

When all of the block tiles are locked, the game is complete and its time to calculate the player's final scores.

Scoring is calculated as follows:

- Lock a block = 1 point + 1 point for capturing opponent markers also on that block.
- Investments = 1 point each
- Holdings = 1 point each
- Tier Bonus = See tier bonus section

Warning: Blocks are not candy, do not eat!

## Tier Bonus

Tier score determines which player won each tier.

Tier Bonus is only added to the player's score if they win the tier.

The Tier Bonus is increased by players bids and investments.

Tiers are worth 3 points each multiplied by their position upwards.

- Tier 4 = 12 points
- Tier 3 = 9 points
- Tier 2 = 6 points
- Tier 1 = 3 points

In the event of a tie upon a tier:

Divide the tier bonus by the number of players who tied for that tier, rounding up.

Each of those players is awarded the result.

Tier Bonus = Tier Value

+1 point per bid

+1 point per investment

## Custom blocks

Block 2 Block was designed with players and customization in mind. There are a great many variant rulesets which make the game a new, yet familiar experience. We invite you to come join the community of players and we hope you have fun and enjoy.

## facebook.com/block2blockgame