

BLOCKED

Blocked is a fun and challenging tile based game of building sequences of blocks while blocking your opponent from making sequences of their own.

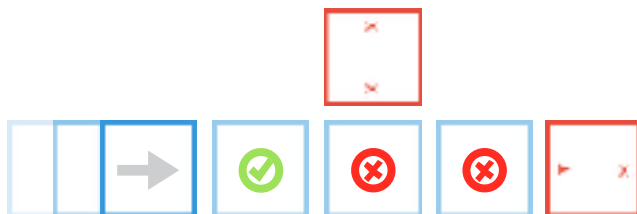
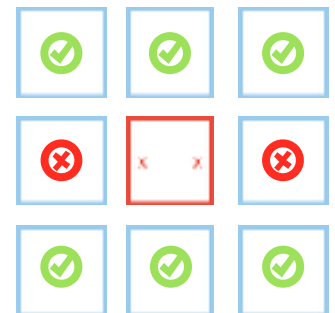
Blocked is designed to be played on a standard scrabble board. The print page should be printed out on a standard 8.5"x11" paper.

Rules

Blocked tile contain three type of edges.

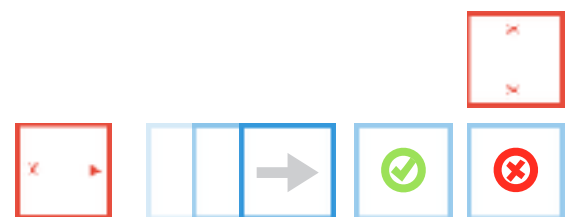
Blocking Edges - Are marked with an "x" indicating any player can place a tile in the space directly adjacent to it is considered and illegal move and you can't place a tile in that space.

A Blocked Edge never block diagonally only horizontally and vertically.



Pull Edges - Are marked with an arrow ">" pointing inwards towards the center of the tile. A pull edge causes the next closest tile in that row to move horizontally or vertically towards the pull tile until it reaches the first illegal space.

Push Edges - Are marked with an arrow ">" pointing away from the center of the tile. A push tile causes the next closest tile in that row to move horizontal or vertically away from the push tile until it reaches the first illegal space.



Both **Push** & **Pull** tiles can be placed in spaces that would normally be considered illegal (i.e. directly next to an Block edge) as long as after their push or pull pull action is resolved, the space it occupies is no longer considered illegal.

Setting Up The Board

Each player picks a color tile. Each player places their tiles face down in a pile next to them. There should be a separate pool of tokens for each player. Each player receives a scrabble tray to hold their active tiles.

How To Play

Each player picks a random tile from their pool. The tile with the most blocked edges goes first. In the case of a draw redraw a tile until a winner is selected.

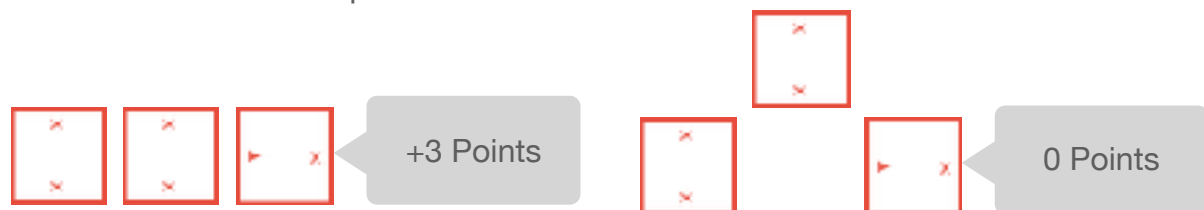
After selecting who goes first, each person loads their scrabble tray with 5 random tiles from their face down tile pool.

A turn consist of playing a single tile from their tray of active tiles in any legal placement. After placing their tile they draw a new tile so that their tray contains 5 tokens.

The game ends when a player runs out of tiles to place or there are no more legal spaces for a player to play.

The Score

Points are only totaled at the end of the game. Points are gained when any two matching color tokens are directly adjacent to a token of the same color. Diagonal tokens do not count as points.



The player with the most points win.

Thoughts

Bonus Runs: I'm considering adding extra points for longer sequences of tiles.

- 5+ connected tiles are worth an extra point as a whole
- 10+ connected tiles are worth an extra 2 points as a whole
- 20+ connected tiles are worth an extra 3 points as a whole
- 25+ connected tiles equal an instant win

Corner Tiles: I don't have any tiles where x or push join in a corner. This makes it challenging to connect two staggered rows together. I have to play test this.

Overwhelming Board: It's worth noting that the board feels a bit busy because A: scrabble text on tiles is annoying and the current tokens use borders which makes them feel busier than necessary. If the game is produce i'd make the tokens solid and no text in the background.

