

# Brikks

## *The tricky block stacking game by Wolfgang Warsch for 1-4 players*

### Game description

The players let differently shaped blocks fall "downwards". If one block hits an obstacle it stays in place. By use of energy points players are able to move blocks to the left or to the right, or rotate blocks. Players should try to maneuver blocks into matching gaps. The more complete a line is at the end of the game, the more points are gained. However, energy points should also be skilfully collected during the game. Whoever manages this the best wins „Brikks“

### Game preparation

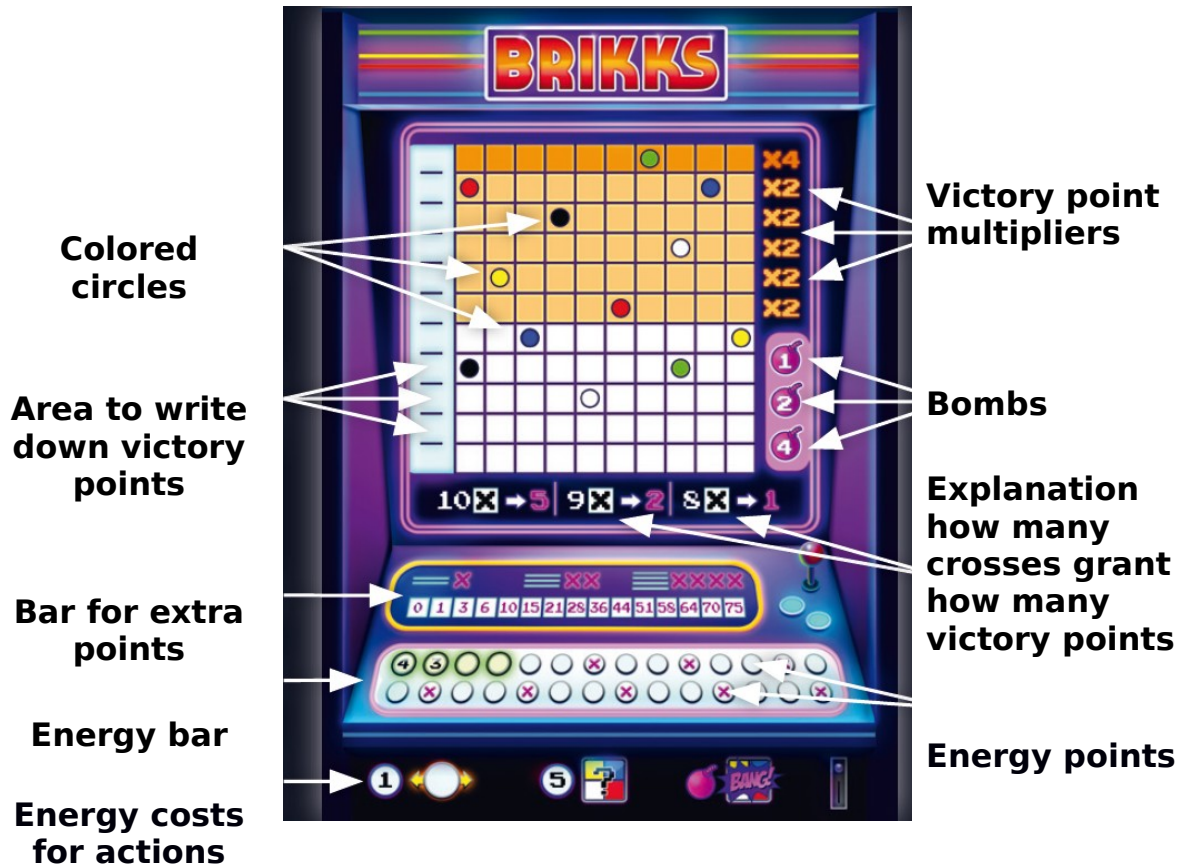
Every player gets two game sheets, a chip and a pen. On the front side of one sheet (arcade machine) the player marks blocks during the course of the game. The second sheet is turned with the backside up. This is done in order to mark the current block with the chip.

When played by two players the 3<sup>rd</sup> and 4<sup>th</sup> circle on the energy bar are crossed out (deactivated). If played by three players only the 4<sup>th</sup> circle is deactivated. The starting player gets appointed.



Beginning with the player to the right of the starting player and then counterclockwise every player chooses a block from the 1st column of the block-overview and marks it down on his bottom line. It is not allowed to choose a block that's already been chosen by another player and it is neither allowed to rotate the block. This way every player begins the game under slightly different starting conditions. Afterwards the starting player begins the game.

### The Game sheet:



### Course of the game

The starting player rolls both dice. If he is unsatisfied with the result he is allowed to roll **both** dice **once** again (it is not permitted to just roll one die). The die with the numbers determines the vertical column, while the colored die determines the horizontal line. The block that has been determined by both dice has to be used by **ALL** players.

Players mark the respective block with their chips on the overview. This block **MUST** be marked down by all players.

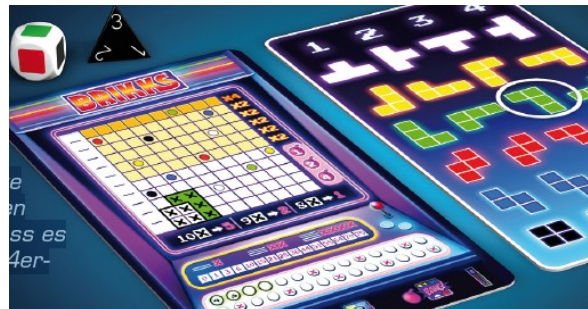
Marking down means that blocks always fall down from the top to the



bottom until they hit the bottom or get stuck on another block. Every player gets to decide where a block falls down.

At the place where a block stops falling down the player draws the outline of the block and makes a cross in every square of the block.

**Example:** Lukas rolled green and 3. This just fits him right so he does not roll again. Now, he and all the other players have to draw the green block from the 3<sup>rd</sup> column. Lukas lets the block fall down in a way that it lies half on the "black" 4-block (starting block).



While falling down, a block can be moved to the left or to the right in order to move it in a matching gap or to maneuver it through a narrow place. However, it has to fit through by width. It is not enough if a block eventually fits in a gap but would have gotten stuck on the way down. Likewise, in this case a block can be moved to the left or to the right as desired in order to move it "under" another block.

**Example:** the first yellow block would fit in to Lukas' gap but as it is two squares wide, it would not fit through the one square wide gap.



If a block gets marked down in a way that it covers a circle of the same color as the block, a player gets to activate 2 energy points on the energy bar for later use, by drawing a circle around the next two free circles on the energy bar.

**Example:** Nina marks down a white block in a way that it covers a white circle (A). As a result she can activate two new energy points on the energy bar(B).



### Energy bar and extra points bar

Energy points that have been marked by a circle around them on the energy bar have been activated and can be used for one of the following actions (afterwards they get crossed out):

- per energy point a player can move a chip on his overview one column to the left or to the right (and thereby rotate the block). This is the only possible way to rotate blocks. If, for example, someone wants to move (rotate) a block from the 1<sup>st</sup> to the 3<sup>rd</sup> column he has to cross out two energy points.
- for five energy points a player can exchange the current block for any block of his choice.

If a player draws a circle on the energy bar around an energy point that contains a pink X, he puts a cross on the yellow extra points bar (beginning on the left). By doing this, extra points are activated. At the end of the game a player gets as many extra points as the field after the last field, that's been crossed out, shows (on the extra points bar).

**Example:** Marie rolled a blue 1 during her first cast of dice. As she is not satisfied with this she casts the dice again. She rolls a 4 and red. Though she does not like this either, this result has to be used by all players. Lukas, by using two energy points and crossing them out on the sheet (A), moves the 4 two columns to the left and marks the block down according to its new orientation in column 2 (B). Since he marks a red block on a red circle he gets two new energy points (C). Thereby he has activated a pink X and gets another cross on the extra points bar (D). At the end of the game



he would get 6 extra points now.

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If a player manages to **finish 2 complete lines without a gap** by placing a new block he is allowed to put 1 cross on the extra points bar. For 3 complete lines he gets 2 crosses and for 4 complete lines he even gets 4 crosses.



**Example:** Lukas finished two lines with the red block at once. Thus he is allowed to put one cross on the extra points bar. Thereby he was able to cross out the 6 on the extra points bar and would get 10 extra points at the end of the game.

**Special case:** If a player is able to get more than 14 crosses on the extra points bar, any more crosses are lapsed. A player cannot reach more than 75 points on this bar.

Should a block in no way fit into a player's plan, the player is able to blow up the current block by using a bomb. Thereby a block has not to be used. However, the player does not get a replacement block (in this round he does not draw a block on his sheet). All in all 3 bombs are available to players during the game. When a bomb gets used (starting at the top) it gets marked as used (crossed out). If there are bombs left over at the end of the game, players get the victory points that are denoted on the bombs.

**Example:** Even by moving the red block to 2, Marie still has no use for it. She sacrifices one of her bombs and does not mark down a block for this dice roll.



## End of the game

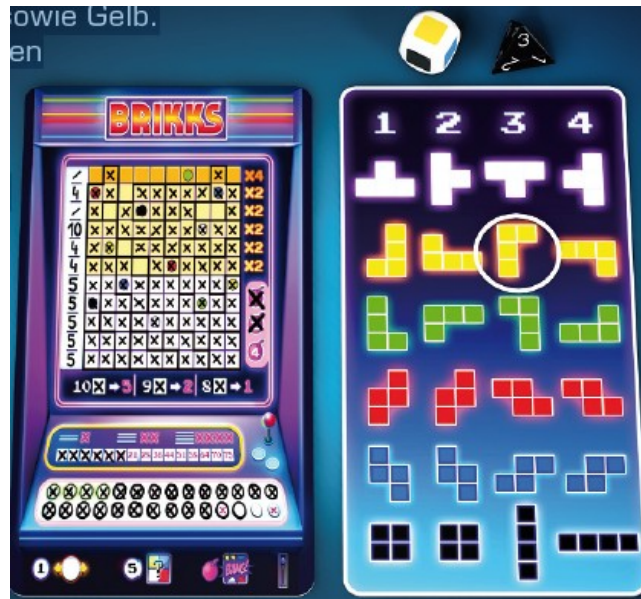
A player drops out of the game when he is no longer able to completely fit a block on his game sheet. He does not roll the dice anymore then. The other players continue the game until they are also no longer able to fit a block on their game sheet. Once the last player dropped out of the game, the points are evaluated.

<p>Every player writes down his points for every line in the light blue area on the left side of his block:</p> <ul style="list-style-type: none"><li>■ a player gets 5 points for every complete line with 10 "X".</li><li>■ for a line with 9 "X" (one gap in the row) he gets 2 points.</li><li>■ for a line with 8 "X" (two gaps) he gets 1 point.</li></ul> <p>There are no points for rows with more gaps.</p>	<p>In the orange area (evaluation lines 6 to 10) points are doubled and in the top line quadrupled.</p>	<p>Subsequently all points are added together:</p> <ul style="list-style-type: none"><li>light blue victory points bar</li><li>+ points from the yellow extra points bar</li><li>+ left over bombs</li><li>+ 1 point per 2 activated, but unused energy points from the energy points bar</li></ul>
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**Example:** A 3 and yellow have been rolled. Lukas is not able to rotate the block in a fitting way by using his energy points. He has one bomb left. He does not use it as he prefers to get 4 points for having a left over bomb. Now the game is over for him as he is not able to mark down the block.

For the lines he gets 47 points ( $5+5+5+5+5+4+4+10+0+4+0=47$ ).

In addition he gets 21 extra points, 4 points for the left over bomb and 1 point for the 2 activated and unused energy points. All in all he thus gets 73 points ( $47+21+4+1=73$ ).



### Level of difficulty

Brikks can be played on different levels of difficulty. The above mentioned base game equals level 2. If someone wants to play a slightly easier game or plays with children, he can use level 1. Someone who prefers to be challenged more can choose level 3 or even level 4:

- **Level 1:** As soon as a circle of the wrong color gets covered by a block, 1 energy point gets activated. When a block of the same color covers a circle, 2 energy points are activated.
- **Level 2:** When a block of the same color covers a circle, 2 energy points are activated.
- **Level 3:** Same rule as level 2, but if a circle of the wrong color gets covered by a block, the player loses ONE already activated energy point.
- **Level 4:** Same rule as level 2, but if a circle of the wrong color gets covered by a block, the player loses TWO already activated energy points.

It is also possible that players of a game use different levels or difficulty. For example children can play under the rules of level 1 while adults play according to level 2 or 3.

### Brikks Duel (Variant for 2 players)

A duel is not about victory points. Neither extra points are used. The goal of a duel is to stay in the game the longest (meaning: to be able to place another block).

The rules stay the same, however a player marks a square with a cross, a “mini block” so to say (an outlined X), on the opponent's sheet for every pink X he gets on the energy bar or for finishing several complete lines with only one block. This mini block has to be marked down according to the rules. For example it cannot be marked somewhere floating. However, color points can be covered by mini blocks and thereby be made unusable for the opponent.

Should a player be allowed to mark down several mini blocks in one round, the mini blocks can, at most, touch each other across corners. Mini blocks can not be marked directly next to each other. For instance 4 mini blocks can not be used to mark a 4er block on the opponent's game sheet.

Bombs are still used in the same way as in a regular game (and get much more important in this variant).

If both players are no longer able to mark down a block in the same round, then the points which the players have scored for complete rows are counted. This acts as a tie-breaker.

### **Solo game**




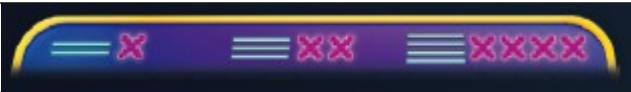

There is no way to repeat a dice-roll in a solo game. Here a player has to use the first roll. In the solo game the player starts with an additional (5th) activated energy point, right next to the 4 regular energy points a player starts a regular game with. This extra energy point is marked by drawing a circle around it at the start of the game. All other rules stay the same.

**How well a player can stack blocks is shown by the following chart. The chart outlines the points for difficulty level 1. For every higher level a player can add 5 points.**

<b>&gt; 150</b>	<b>Brikks-Master 2000!!!</b>
<b>130 - 150</b>	<b>You Bragger!</b>
<b>110 - 129</b>	<b>You should be doing this professionally!</b>
<b>100 - 109</b>	<b>Have you seen this?</b>
<b>90 - 99</b>	<b>Enjoy your success!</b>
<b>80 - 89</b>	<b>Someone has practiced!</b>
<b>70 - 79</b>	<b>Well done!</b>
<b>60 - 69</b>	<b>You can do more!</b>
<b>&lt; 60</b>	<b>Your first time ?</b>

### **Summary**



	<b>Block on circle of the same color = 2 energy points activated</b>
	<b>1 energy point = chip is moved by one column (= rotating a block)</b>
	<b>5 energy points = current block can be replaced by any other block</b>
	<b>Marked down block finishes a complete line without gaps.</b>
2 lines = X 3 lines = XX 4 lines = XXXX	
	<b>Current block does not have to be used (no replacement!)</b>