

# BLOCs

## - The official handbook -

Welcome to the year 20XX. The four major factions, the Northern (red); Southern (yellow); Eastern (blue); and Western Blocs (green), are fighting World War III. Each Bloc seeks to increase its influence over the handful of neutral countries that remain. You, the commanding general, will lead your Bloc to world domination.

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### Objective:

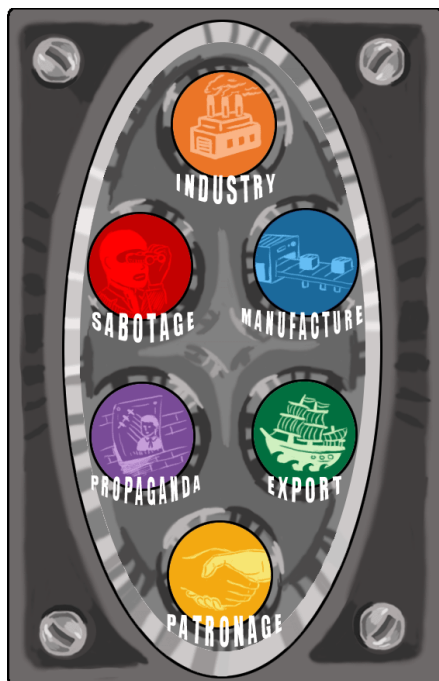
The objective of the game is to gain the most Influence Points through different Actions. Each player begins with a \$3000 budget. It is up to the player to optimize his spending and earnings to accumulate the most Influence Points in the end.

### How to Play:

Each game consists of 40 rounds. For every round, the players take turns to perform one of the six designated Actions.

The player's Action Board determines the Action performed. The player begins his turn by selecting a well with marbles in it. Moving clockwise, a marble is deposited in each subsequent well until there are no marbles left. The final well in which a marble is deposited determines the Action to be performed.





### The Actions:



#### 1. Industry:





- Color: Orange
- Industry allows the player to construct one of four types of buildings: **farms, textile factories, automobile factories, and nuclear silos**. Each type of building has its own costs and manufactures different products.
- There are also four special buildings that provide bonuses at the end of the game. A player may only construct one of each. [see page X under Bonus]

- Each player can only construct **12** buildings. Once a building is constructed, it cannot be deconstructed.
- Each nation's Industries are displayed graphically on the map. Once a building is constructed, an image of the type of building will appear on the colored slots.

Building Type	Image
Farm (F)	
Textile Factory (T)	
Automobile Factory (A)	
Nuclear Silo (S)	

## 2. Manufacture

- Color: Blue
- Manufacture creates one good for each building that a player has constructed. There are four types of goods: **agriculture (farms)**, **textiles (textile factories)**, **tanks (automobile factories)**, and **nuclear missile (nuclear silos)**.
- Goods can be used in the **Export** and **Patronage Actions**.

Good	Image
Agriculture	
Textiles	
Tanks	
Nuclear Missiles	

### 3. Export

- Color: Green
- Export sells a player's goods to neutral nations for money. Different goods have different monetary values.

Good	Export Price
Agriculture	\$250
Textiles	\$400
Tanks	\$700
Nuclear Missile	\$1200

#### 4. Patronage

- Color: Yellow
- Patronage allows the player to give packages of gifts to neutral nations in exchange for **Influence Points**. Certain combinations of packages give more **Influence Points** than other packages.

#### 5. Propaganda

- Color: Purple
- Propaganda allows the player to promote his rank on the Propaganda Meter (located right to the map on the display board).
- Each level on the Propaganda Meter awards a different amount of Influence Points, which are awarded each time the player increases his rank. If a player is already at the max level eight (Mind Control), he merely receives the max value of Influence Points again.

Level	Influence Points Awarded
None	0
Word of Mouth	1
Flyers	2
Newspaper	3
Radio	5
Television	8
Internet	13
Mind Control	21






#### 6. Sabotage

- Color: Red
- Sabotage allows a player to directly affect another player's Action Board, Influence Points, Propaganda Meter Level, or Industries in exchange for money.
  - A player may affect another player's Action Board by selecting two wells in which the contents (marbles) will be exchanged.
  - A player may decrease another player's Influence Points by three points.

- A player may decrease another player's Propaganda Meter Level by one level.
- Or, a player may destroy another player's industry. Different industries have different costs.

Sabotage	Sabotage Cost	
Action Board		
Influence Points		
Propaganda Meter Level		
Industries	Industry	Cost
	Farm	\$1000
	Textile Factory	\$2000
	Automobile Factory	\$4000
	Nuclear Silo	\$8000

### Bonuses:

Building Type	Image	Bonus
Senate		Increases Influence Points by 2x Propaganda level
Metropolis		Increases Influence Points by 3x the number of buildings a player has (excluding Bonus houses)
Bank		Increases Influence Points by 25 points

Shipyard		Increases Influence Points by the total number of goods shipped throughout the game
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## Conception:

This strategic game is loosely based on the German board game, *Puerto Rico* (2002), created by Andreas Seyfarth. Similar to *Puerto Rico*, in *BLOCs*, each player has free reign over a plot of land (a Bloc). Using this designated land, a player must strategize which actions to take in order to gain Influence Points.

Unlike normal strategic games that focus only on the timing of actions, *BLOCs* adds another layer of thought through the implementation of a *Mancala*-style Action Board. As a result, the player must base the succession of actions on the arrangement of the Action Board. This method of selection limits redundant Actions and forces players to strategize beyond a single turn.

The theme of *BLOCs* is largely inspired by the Cold War (1947-1991) between the Eastern and Western Blocs. The Cold War was largely believed to be the predecessor to World War III, so the two major factions tried to extend their control over other nations through economic interference and indirect warfare. As a result, we thought that a game built around a hypothetical second Cold War would be intriguing.

We now proudly present beta version one of *BLOCs*.