

# 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:

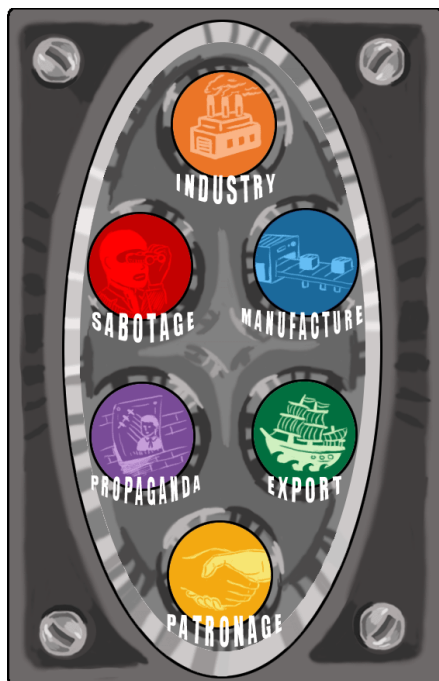
The objective of the game is to gain the most Influence Points through different Actions. Each player begins with a \$1500 budget. It is up to the player to optimize his spending and earnings to accumulate the most Influence Points in the end.

### How to Play:

Each game consists of 30 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:




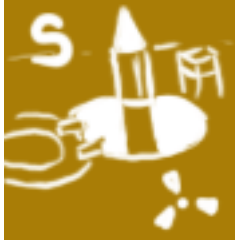


#### 1. Industry:

- 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. *Be warned, if you attempt to construct a building for which you do not have enough money, then you will be forced to end your turn with no changes.*
- 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	Cost	Image
Farm (F)	\$500	
Textile Factory (T)	\$1000	
Automobile Factory (A)	\$2000	
Nuclear Silo (S)	\$4000	

## 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.
- If you attempt to export more of a type of good than you have, then you will simply export all of that type of good.

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.
- If you attempt to give more of a type of good than you have, then you will simply give all of that type of good.
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#### 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) at a cost of \$100.
- 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.
  - Action Board: Exchanges the contents (marbles) of two random wells of a selected player's Action Board.
  - Influence Points: Decreases a selected player's Influence Points by three.
  - Propaganda Meter Level: Decreases all other players' Propaganda Meter Levels by one level.

Sabotage	Sabotage Cost
Action Board	\$1000
Influence Points	\$1200
Propaganda Meter Level	\$5000

## Bonuses:

Building Type	Price	Image	Bonus
Metropolis	\$5000		Increases Influence Points by 3x the number of buildings a player has (excluding Bonus houses)
Senate	\$5000		Increases Influence Points by 2x Propaganda level
Bank	\$5000		Increases Influence Points by 25 points

Shipyard	\$5000		Increases Influence Points by the total number of goods exported 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*.