

**KLOTZ** (Gerald Schmidt & Volker Frey, 1986 )

An strategy game for 2-4 players, 12+ years.

Translated from the original German rules by Víctor M. González, April 16th , 2013.

Game contents: a 14x14 square grid board, 24 cylindrical blocks (twelve 1-blocks, four 2-blocks and eight 3-blocks), four square blocks, and four small colored tiles.

Set-up: the supplied colored adhesive labels must be applied to the four square blocks. At the beginning of the game, place the square blocks, color face up, on the corresponding colored fields in the middle of the board. The 24 cylindrical blocks must be placed as follows:

[illegible]

Meaning: 1 = 1-block, 2 = 2-block, 3 = 3-block.

The four small colored tiles are placed on the four board corners. Players choose colors and agree on who'll be the starting player.

Game goal: players try to move their square blocks into their corresponding corner fields. Equally important, they try to prevent their opponents from doing this, blocking their square blocks.

Game play: the cylindrical blocks are moved according to their size, i.e., 1-, 2- and 3-blocks are displaced exactly one, two and three fields per move, respectively. The square blocks are moved exactly four fields.

At any rate, blocks must be moved their respective number of fields.

Diagonal moves are not allowed. Only orthogonal moves, horizontal or vertical, are possible. Once per turn, the block direction of movement can be rotated 90°; back-and-forth moves during the same turn are not allowed. Jumping over other blocks is also not allowed. If a cylindrical block finishes its movement in a field occupied by a square block, this is captured. A captured square block is removed and brought back to its starting position in the middle of the board. Cylindrical blocks can't be captured, square blocks cannot capture each other. There's no obligation to capture.

On his turn, a player must move his square block four fields, or else he takes his small colored tile, places it on a cylindrical block, and move the stacking the corresponding number of fields. At the turn's end, the tile remains on the block, marking that this particular block can only be moved by the owner of the colored tile. Other players are not allowed to move this block. The owner of the block, during any of his future turns, can move his cylindrical block, or else place his colored tile on any other free cylindrical block and move this, or else move his square block. An owned cylindrical block remains so until the colored tile is removed from it.

The colored corner squares may not be occupied or traversed. The four colored inner squares can't be occupied but they may be traversed.

When the game is played by less than four players, one or more colored inner fields will be empty at the start of the game. These fields will remain empty during the course of the game.

Game end: the winner is the first player to **directly** move his square block into the corresponding corner field.

Tactics: by skillfully moving the round blocks, a player can create a path to move his square block out from the inner fields. But beware, an opponent's square block can also escape with the cooperation of other players.

He who cares only for his own square block, will lose the game faster that he thought.