

BLOCK ARENA

A game by
Marco Boschiero



BLOCK ARENA

Block Arena is a game of **logic** and **strategy** for 2 players.

Players **move and flip their blocks**, thus creating **paths** that **change throughout the game**, on which their **meeples** can then move.

The aim of the game is to **help** your meeple to **cross the board**, starting from **your base** and reaching **your opponent's one** (situated **at the opposite row**).

1. INTRODUCTION

1.1. GAME COMPONENTS

- 1 **squared board** 9x9 (7x7 on the other side);
- 8 **blocks** (4 light and 4 dark);
- 2 **meeples** (1 light and 1 dark);
- 2 **move-counters from 0 to 40** (1 per player).

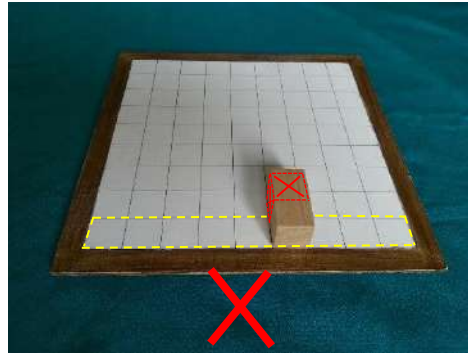
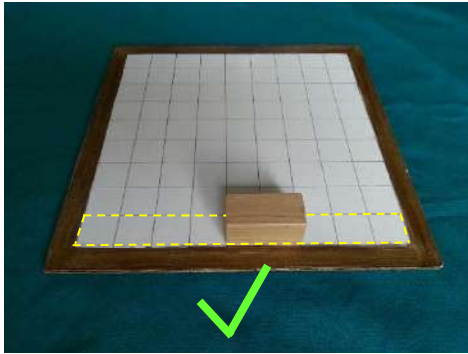


1.2. SET-UP

Players sit **at the opposite sides** of the board.

The **first player** places one of their blocks inside their **base**, that means **any square of the first row** on their side of the board, **upright or laying out**.

The **second row must not be used** in this phase.



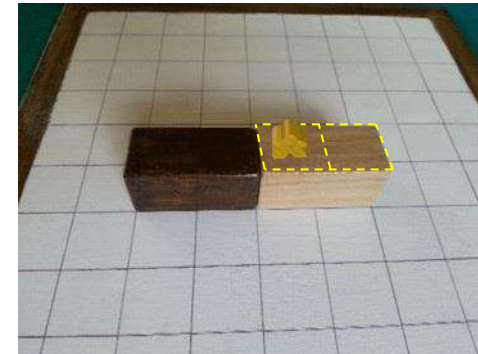
The **second player** then does the same on their side of the board. After that the first player **repeats the procedure** with another block, **alternating with the second player** until **all the blocks have been positioned** on the board.

Then, the first player **places their meeple on any one of their own blocks**, and the **second player** does the same with theirs.



1.3. BASIC CONCEPTS

- **Meeples** can only move on the blocks (so **they can never go down on the board**).
- **The blocks**, when laying out, occupy (and are composed of) **a space of two squares**. A meeple that is on a laying out block **must clearly occupy one of the two squares** of the block (see the following picture).

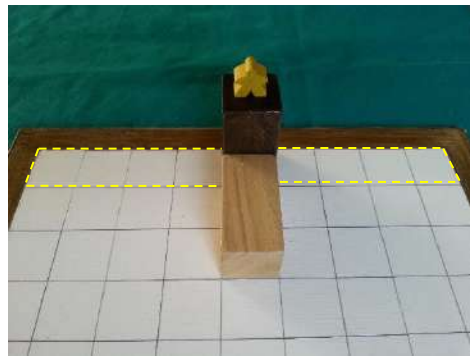
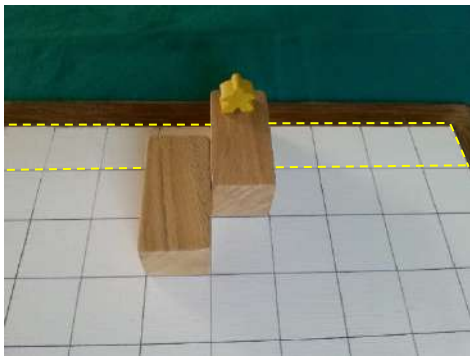


1.4. OBJECTIVE OF THE GAME

The game can be won **in two different ways**:

1) *Reaching the goal*

The **first player** that manages to make their own meeple **reach any square of the opposite base**, is the winner, **independently of the position or the colour of the block** that is carrying the meeple.



2) Reaching the moves limit

Each player, after each move they make, **increases their move-counter by 1**. After both players have reached **the limit of available moves (40 for 9x9 board or 30 for 7x7 board)**, the game ends.

Then:

- The player whose meeple is **closer to the respective goal (counting the number of squares that separate the meeple from the goal)** is **the winner**;
- **If a tie occurs**, each player counts the number of empty squares that separate **each one of their blocks** from the goal and makes the sum. The player that scores **the lowest number is the winner**;
- **In case of a further tie, the second player** is the winner.



EXAMPLE

Goals' distances

- **Light player:** $4+5+3+3 = 15$
- **Dark player:** $6+6+4+4 = 20$

*15 is the **lowest number**, so light player wins.*

2. HOW TO PLAY

2.1. TURN STRUCTURE

During their turn, **players can either:**

- Move **their meeple**;
- Move **one of their blocks**;
- Pass the turn.

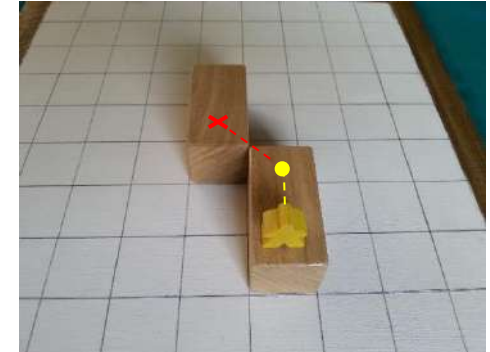
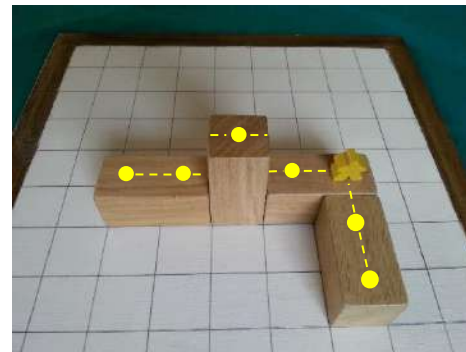
After their action, the player **increases their move counter by 1** and **passes the turn** to their opponent.

2.2. MOVING YOUR OWN MEEPLE

Meeples can move **forward, backwards, to the right or to the left** (but **not diagonally**).

MOVING ON BLOCKS OF YOUR OWN COLOUR

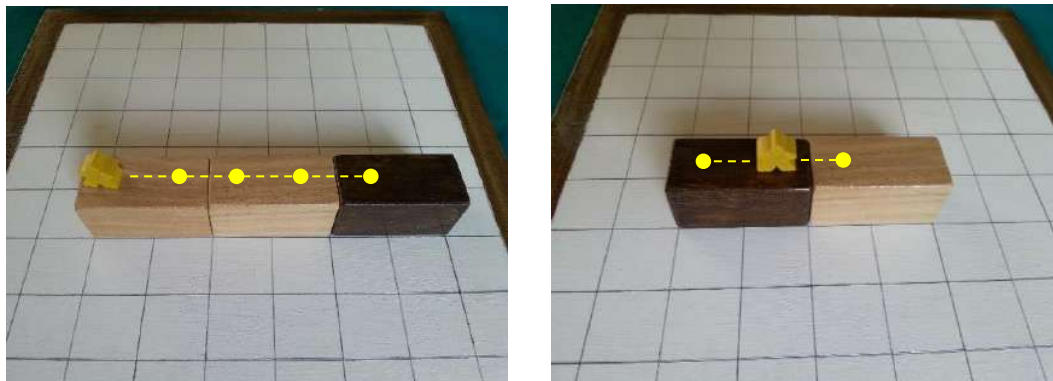
As long as the meeple moves **on blocks of their own colour**, the movement can be prolonged at will. This allows the meeple to cover **many squares with a single move** (see the following picture).



*The yellow dots show **all the possible positions** that the meeple can reach **with a single move**. The red cross shows that **diagonal movement is not allowed**.*

MOVING ON BLOCKS OF DIFFERENT COLOUR

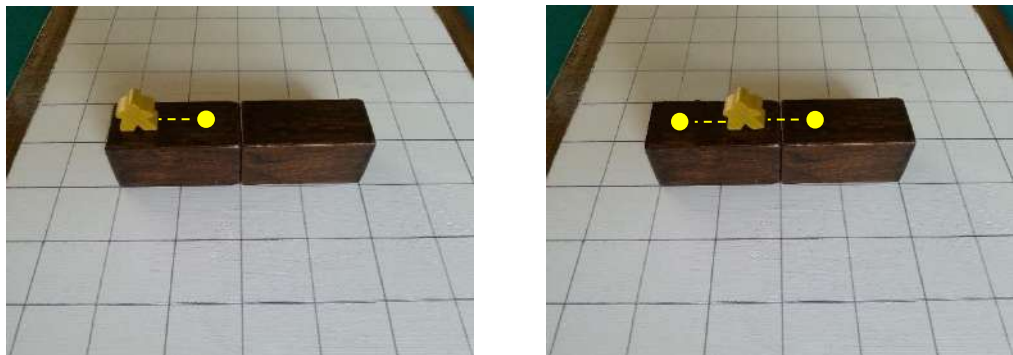
If during the movement, the meeple moves **from an own block to an opponent's block (or viceversa)**, then the movement **ends on the first square of the block of different colour** . In this way the meeple can still cover multiple squares with one move, but they have to be of its own colour. **When the colour changes, the movement stops.**



The yellow dots show all the possible positions that the meeple can reach with a single move. N.B.: why can the meeple in the second picture move on the square on the left? The answer will be explained in the following section!

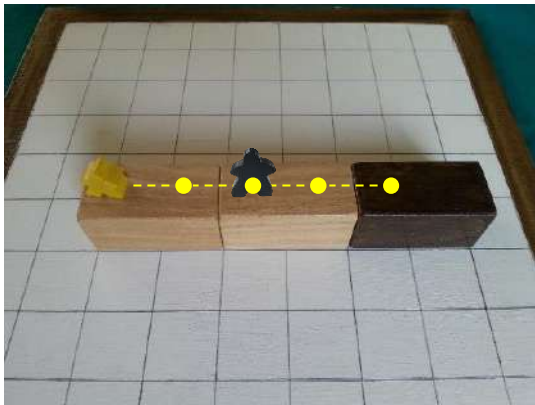
MOVING ON YOUR OPPONENT'S BLOCKS

If the meeple moves through **squares of opponent's blocks**, then the movement is limited **to a single square per turn**.



THERE IS SPACE FOR EVERYONE

A meeple **can stop on the same square** of the opponent's meeple or it **can pass over it**.

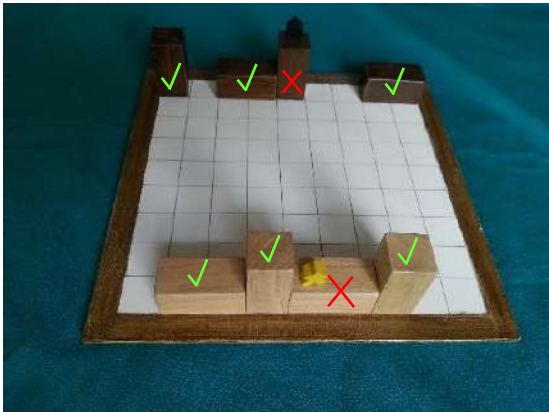


2.3. MOVING YOUR BLOCKS

Players can only move **their own blocks**, paying attention to the **core rule of Block Arena**, the most important one.

IF A BLOCK IS CARRYING THE MEEPLE OF ITS OWN COLOUR, IT CANNOT BE MOVED.

In the following picture, **the blocks that cannot be moved** by their respective owners **are marked with a red cross**. The other blocks with a green tick **can be moved** by their respective owners because **they are not carrying the meeple of their own colour**.



POSITIONS

A block can be either:



Upright



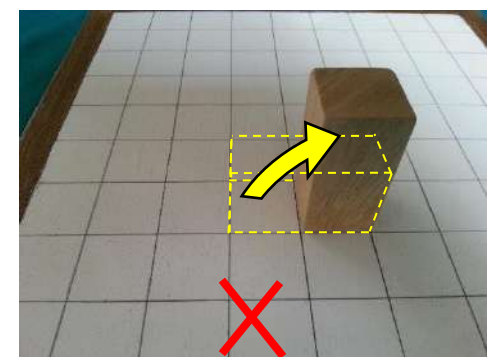
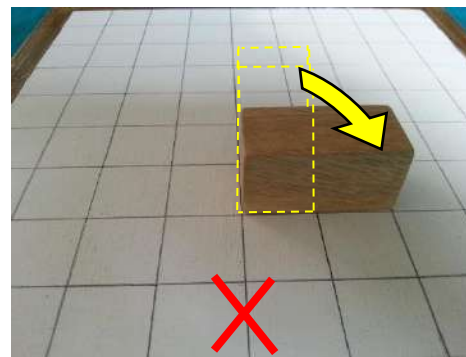
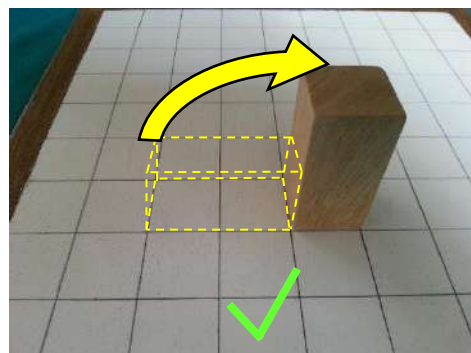
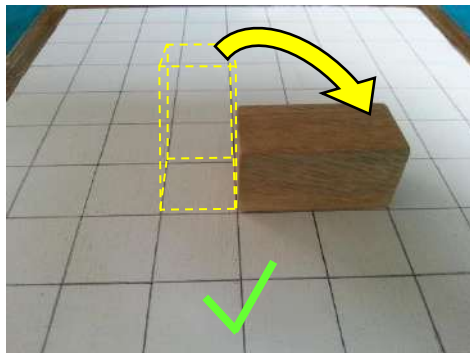
Laying out

MOVEMENTS

A block can be moved either by **flipping** or **sliding**.

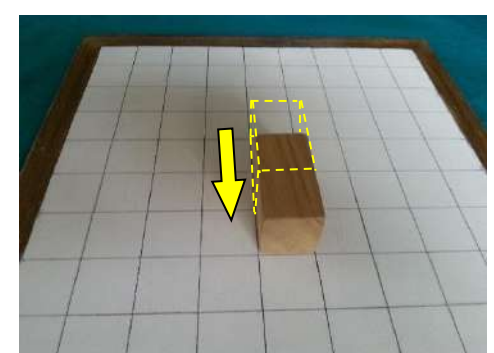
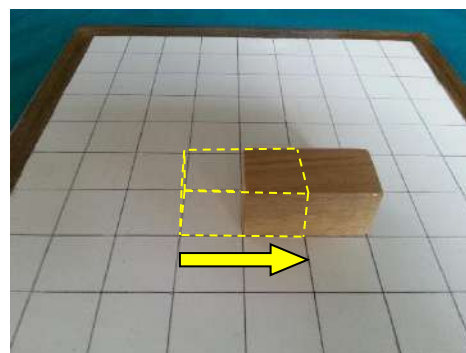
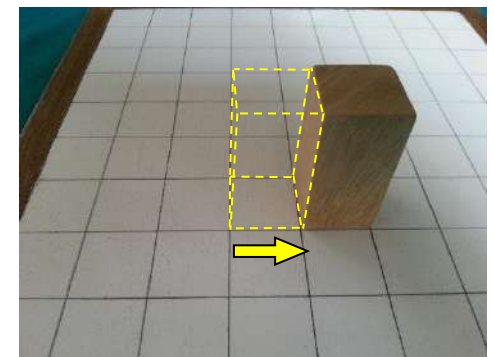
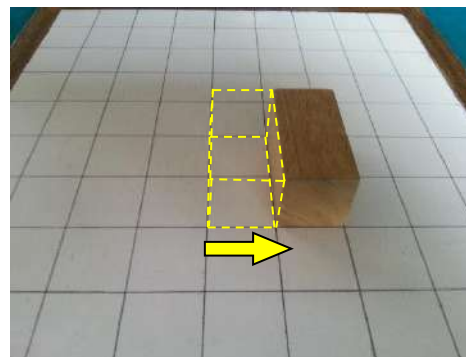
FLIPPING

The block **changes its position from upright to laying out** (or viceversa) forward, backwards, to the right or to the left. Pay attention to move the block as shown in the following pictures, **leaving empty the square(s) occupied by the block prior to the movement**.



SLIDING

The block **slides one square** forward, backwards, to the right or to the left.



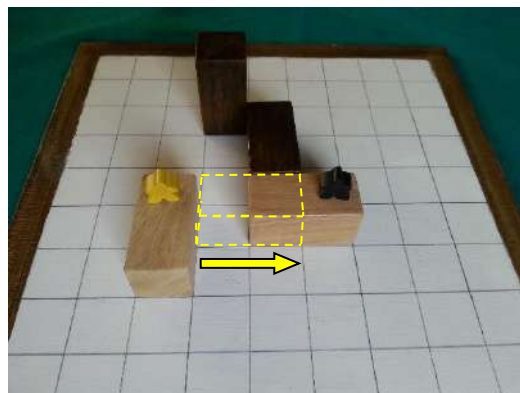
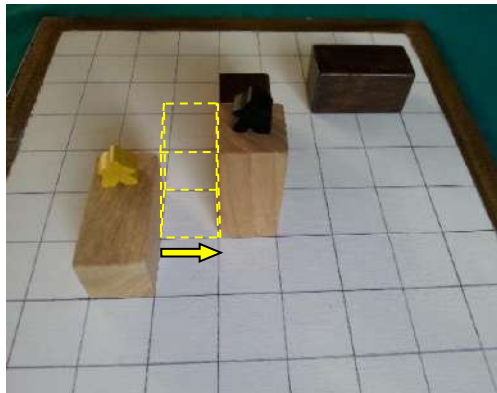
GUESTS ARE NOT WELCOMED

Do you remember **the core rule of Block Arena?**

**IF A BLOCK IS CARRYING THE MEEPLE OF ITS OWN COLOUR,
THEN IT CANNOT BE MOVED.**

What happens instead when a block is carrying **the opponent's meeples?**

In this case it can be still moved, **but only by sliding** (it cannot be moved by flipping).



Please note:

If a block is **carrying both meeples**, then **it cannot be moved** (the core rule prevails).

2.4. CLARIFICATIONS

A block:

- can be moved **only if there is enough space to do it** (the square(s) where the player wants to move it **must be empty**);
- **cannot push** the other blocks;
- **cannot rotate**;
- **cannot cross** the edges of the board.