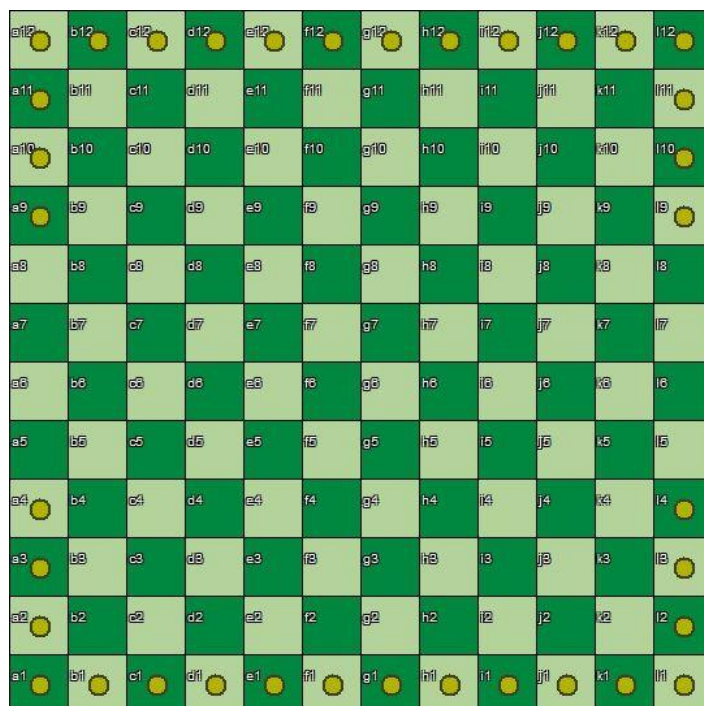


Bloki

2013, Matteo Perlini, <https://boardgamegeek.com/thread/941775>

Bloki is a territorial game for 2 players: White and Black. It is played on a 12x12 square board.

Each player has four Queens. White drops all his Queens in his drop-zone. After that, Black do the same in his drop-zone.



White's drop-zone: a4, a3, a2, a1, b1, c1, d1, e1, f1, g1, h1, i1, j1, k1, l1, l2, l3, l4.

Black's drop-zone: a9, a10, a11, a12, b12, c12, d12, e12, f12, g12, h12, i12, j12, k12, l12, l11, l10, l9.

Players take turns moving their pieces with the White going first.

On the turn, each player has to move two different Queens. Queens move exactly as the Chess Queen, i.e. any number of cells horizontally, vertically or diagonally.

When a Queen leaves a square, the player place a neutral stone in that square.

A Queen cannot move to a square occupied by a Queen or a neutral stone.

Capture. It possible to capture only neutral stones, no Queens.

In Bloki, captures are custodian, i.e. a neutral stone is captured when sandwiched between two friendly Queens (horizontally, vertically or diagonally).

You can capture only as a consequence of a move. So, if you move your Queen sandwiching a neutral stone between another friendly Queen, that neutral stone is capture.

You first move your Queen and only then you place the neutral stone.

(Example. You have two Queens in a1 and a5: you move Q from a1 to a4, then you move Q from a5 to a6. Now you don't capture the stone in a5 because when you moved Q to a6 that stone wasn't already there.)

Goal. The game ends up when a players cannot move 2 of his own Queens on his turn. The other player wins in this case.

No draws are possible in Bloki.