

Designed by Chen Changcai

## Introduction

Blockess is an abstract game. Players place pieces on the board, then moves or rotate them in order to capture the opposing pieces. The inspiration for the game comes from Blokus, Go, and Chess.

## **Number of players**

2

#### **Game Components**

42 pieces

1 board

#### Setup

Each player gets all the pieces of the same colour. The pieces are coloured on both sides.

## **Game Play**

The objective of the game is to remove all opponent's pieces.

Each player alternates in taking turns. During the player's turn, the player can place 1 piece on the board.

He can also perform the following for each of the friendly pieces already on the board

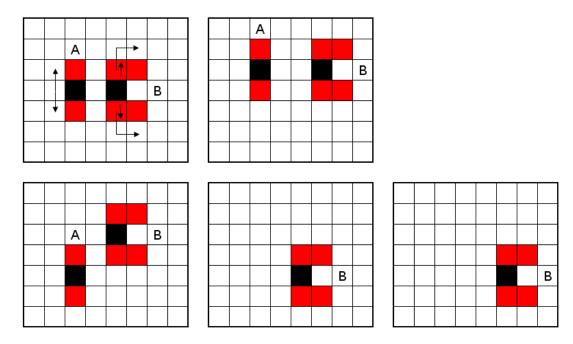
- (1) move the piece
- (2) rotate the piece
- (3) flip the piece
- (4) remain at its current location

## Rotation and flipping

The piece rotates with its black square as its axis, and can be rotated any number of right angles. After rotation, its black square must be at the same location. Similarly, if a piece is flipped, its black square must be at the same location.

#### Movement

Each piece moves according to its structure. Taking its black square as the center, the piece moves to any of the coloured square. See below for movement example. The top-left diagram shows the initial positions while the rest of the diagrams show the possible positions after the pieces have moved.



# Capture

Whenever an opposing piece is being touched at any of its side (not diagonally) by 2 or more friendly pieces, it is captured. For example, when a player moves 2 pieces and they touch an opposing piece, the opposing piece is captured. Captured pieces are remove from game.

