

Block defenders - rules

About the game

In Block Defenders you the players each control a barony in a fantasy kingdom. The kingdom is beset by enemies, and through three levels, you must use blocks to develop your baronies and work together to protect the kingdom.

Players: 1-4

Time: 45-75

Age: 8+

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Setup

1. Choose a story to play. Each story consists of three level cards. The white cards are easier than the grey ones.
2. Each player shuffles their landscape cards and draws 18. Then place the rest of the cards back in the box for now.
3. Each player takes the enemy and building cards listed on the level 1 story card. Then shuffle those with the 18 landscape cards to form their draw deck.
4. Give each player a barony board and place four markers on the icons at the bottom of each track. Place your decks to the right of the boards.
5. Find the bosses mentioned on the campaign card. Place them face up between the players.
6. Place the landscape blocks (tetrominoes) in colour sorted piles within easy reach of all players. Do the same for the enemy and the building blocks.
7. Place a dice on your board to show the starting defense noted on the campaign card.



Sample setup (with Danish components).

How to play

Each level in Block Defenders is placed over two main phases; the build phase and the combat phase. In addition, between each level there is a short development phase.

In the build phase, all players take their turn simultaneously revealing cards from their decks and placing the pictured block in their baronies. You continue play until all players have either run out of cards in their decks, or have placed a block that exceeds the top and final line in their barony. Then you proceed to the combat phase.

In the combat phase you take turns using your gathered weapons to defeat enemies - this can be enemies drawn from your deck or the bosses.

In the development phase between levels, you can improve your decks.

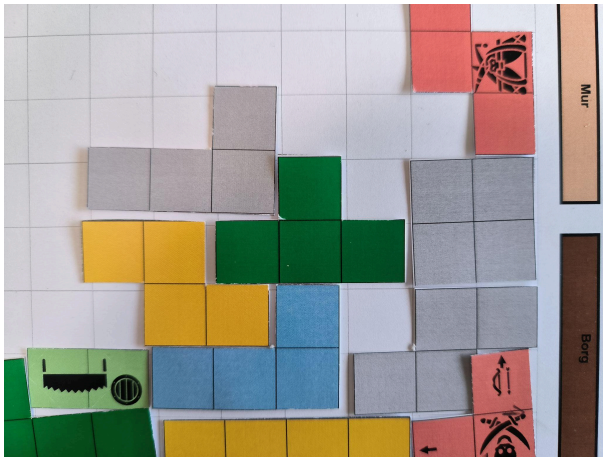
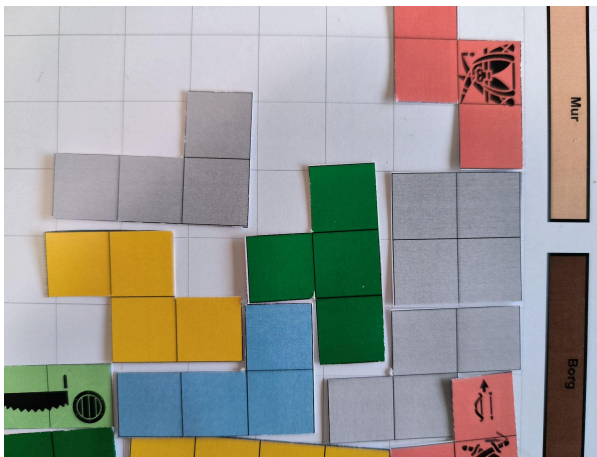
The build phase

In the build phase the players simultaneously reveal the top card from their decks, take the pictured block, and then place it in their barony.

When placing a block, the following rules apply:

- Imagine the block drops from the top and moves toward the bottom. You are allowed to shift the block left or right and you can rotate it, but only if there is room for it. (See image below).
- You may rotate the block left or right, but you are not allowed to flip it to change its basic orientation. So a block shaped as a right angled "L" cannot be flipped to be a left angled one.
- If you place a block that exceeds the top line in your barony, do not draw any more cards in this phase.

In addition, the following rules apply in the build phase.



Examples of illegal (top) and legal placement of the green T-block.

Placement of cards

When you draw a landscape card, place it face up below the draw deck. When drawing a building, place the card face up to the left of your board. Any enemies drawn should be placed face up above your board. This is to remind you of the effects of the blocks at the end of the phase.



Example of how to place cards. Enemies (cards with red block shapes) above the barony sheet, buildings to the left, and cards with landscape blocks below the draw deck.

The Reserve

You may place a building or landscape block in reserve above your draw deck instead of playing it, but enemy blocks cannot be reserved. If a block is already in reserve, you must

place it in your barony immediately after placing a new block there and before drawing the next card. .

Block effects

If a block has an effect that triggers when placing, do it before drawing the next card.

Completing lines

If you finish a line, immediately gain one weapon corresponding to the landscape you have the most spaces of in that line. If you are tied, you choose. Note that buildings or enemies do not count as landscape, but do count towards finishing lines.

Areas in the Barony

Some parts of your barony are marked as being the castle or the wall. This is relevant for some bosses, but does not have an effect in and of itself.

Simultaneous turns and cooperation

Players should try to take turns simultaneously. You are allowed to talk about possible placements, what bosses you might go for, and so on, but each player has final say in their barony.

The combat phase

The combat phase has four steps:

1. Activate buildings
2. Activate enemies
3. Attack enemies
4. Enemies attack

Activate buildings

Start the combat phase by gaining the end bonus of all the buildings in your barony. Note that a building placed in reserve does not activate its bonus.

Activate enemies

Then resolve the effect of all enemies placed in front of you, and finally of any bosses that affect player baronies. Now you are, hopefully, ready to fight.

Attack enemies

When attacking, take turns - starting with the youngest player - to defeat an enemy or a boss. The following rules apply:

- To defeat an enemy or boss, look at how much life it has shown with weapons icons (see below). For each life, you must move the corresponding counter below the next line on the track. Gold - the blue track - can be used to hire mercenaries and counts as any colour.
- After defeating an enemy, remove it from play.
- If an enemy has more than one icon, one player must defeat them all without help.
- You are allowed to attack enemies placed above another player's board.
- If for some reason you don't want to defeat an enemy yet, you are allowed to pass and then fight later in the phase.

Continue taking turns until all enemies have been defeated or until you cannot defeat anymore.

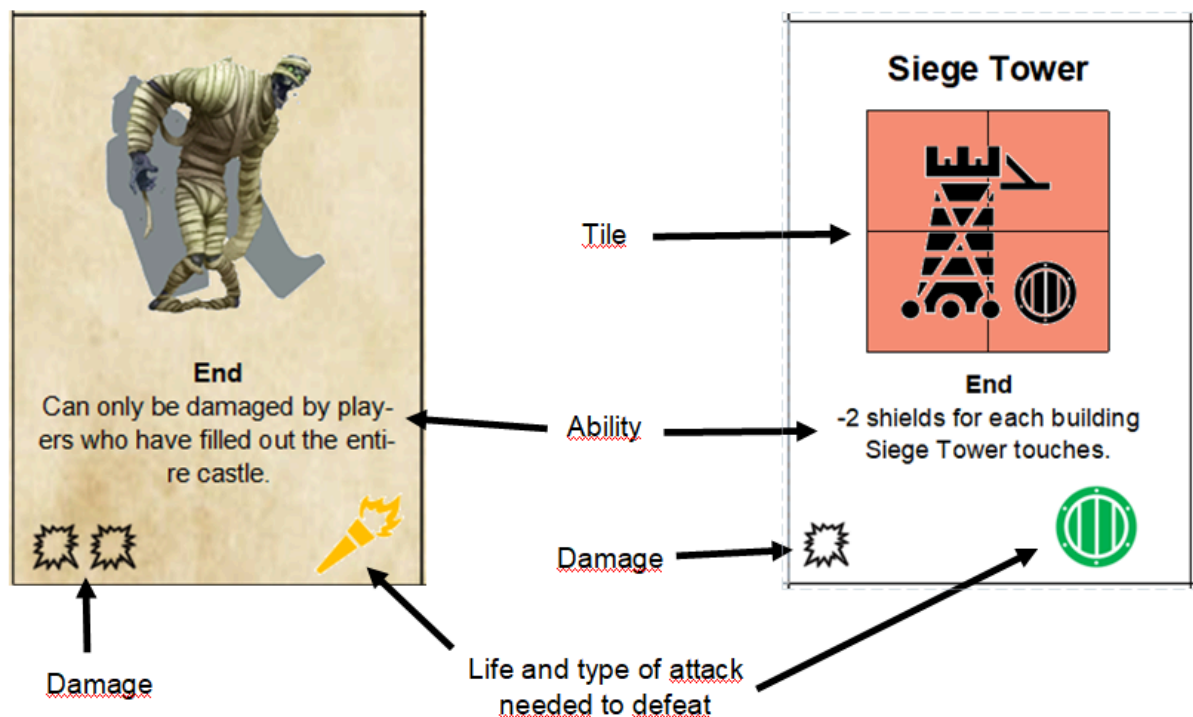
Enemies Attack

Now first the bosses and then other enemies attack and deal damage.

Bosses deal their damage to all players shown by explosions. For each explosion, reduce each player's defense by one. .

Enemies placed above a barony only affect that player. They can deal a small amount of damage, but mostly they return to that player's deck for the next level.

If any player is reduced to zero defense, they are eliminated and all players lose the game. If no player has been eliminated, continue to the next level. If you defeat all bosses on the third level and survive, you win the game.



Break down of boss and enemy cards. If an enemy has no life unless a condition is met (such as Catapult), it's type of life will be shown on the block.

The Development Phase

Between level 1 and 2 and 2 and 3, the players can upgrade their decks. The back of the level card just played will tell what and how much can be changed. Players are allowed to look at the next level card to see what enemies they face.

Examples of development choices:

- Add one of the following building cards to your deck. You may remove a non-enemy card from your deck, if you want to.
- Add a landscape card to your deck. You may remove another non-enemy card, if you want to.

Other Rules

Winning and losing

If a player is reduced to zero defense at any point, all players lose the game. If you defeat all bosses in the final level and survive when any remaining enemies attack, you win the game.

Difficulty

You can adjust the difficulty in three ways:

For a more challenging game, start at 5 defense.

For a slightly easier game, start at 7 or 8 defense.

For an easier game, you can also play with the rule that defeating the bosses on level 3 is an immediate victory.