

BLOCK DEFENDERS

Defend your tetromino kingdom from the evil hordes.

 **1-4**
PLAYERS

 **45-70**
MINUTES

 **10+**
AGE

**TILE LAYING +
DECKBUILDING**
COOPERATIVE · CAMPAIGN



MECHANICS

Polyomino

Cooperative

Deckbuilding

Campaign

Roguelike

COMPONENTS

Player boards · polyomino tiles ·
cards · cubes · dice

GAME PLAY

Block Defenders is a cooperative game. Each player builds their own kingdom on a personal board, but everyone wins or loses together. Shared enemies need different strengths to beat, and some bonuses go only to the kingdom with the most of one tile type, so you have to divide the work.

On your turn you draw tiles from your personal deck. Every tile is a polyomino: buildings such as towers, forges and farms, or monsters. Place them as well as you can to limit the damage and set up scoring. Filled lines and well-placed buildings give you weapons to fight back with.

Between encounters you improve your deck, tailoring it to the landscape of your kingdom and the enemies ahead.

KEY FEATURES

Many replayable campaigns

Three linked encounters of 15–25 minutes. Scripted story beats meet a shuffled monster pool, so no two campaigns play out the same way.

Pick your poison

Monsters arrive in your own deck and must be placed. Monsters in your kingdom hurt only you; the common horde hurts everyone. Every placement is a choice about which damage to take.

Four boards, one fight

Each kingdom is its own puzzle, but the horde is shared. Who takes the hit, who builds the weapon and who rebuilds their deck is decided at the table.

RULES · VIDEO · P&P



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