

THE KOOKY STRATEGY GAME THAT WILL DRIVE YOU CLINICALLY INSANE!

>MAPS >NEWS >DISCUSSION [HTTP://WWW.GRIDBLOC.COM](http://www.gridbloc.com)

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# GRIDBLOC

*(or how to waste all day with just a few sheets of paper and colored pencils!)*

GridBloc™ is a brain-bending strategy game that pits runner against blocker, brother against sister, you against them all! The runner zips around the game board collecting points while the blocker tries to GridBloc the runner by putting up walls. Round one is over when the runner is trapped, but the game isn't over yet. Players switch roles to play again. The winner is the one who scores more points.

**WHAT ARE YOU WAITING FOR?**



page 01

# BASIC OR ADVANCED GAME?

**Basic Games** are between two players and no special powers are allowed. **Advanced Games** have special Powers for runners and blockers and/or two or more players. If all players agree to an advanced game, see *Playing With Power* on page 4.

## PLAYING A BASIC GAME

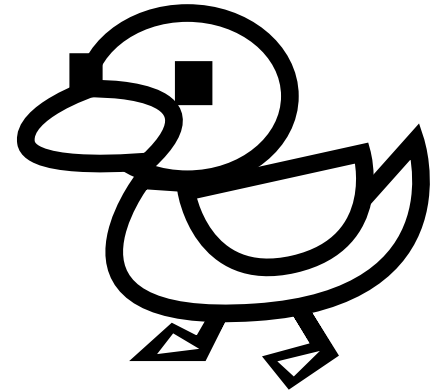
### 1. THE GAME BOARD.

There are several gameboards in this book. Some are simple, some quite challenging. The gameboard contains a Start Space, marked with a star, and an arbitrary set of existing walls, called “original walls”. Additionally, there are blank gameboards you can prepare with your own “original walls” and Start Space after you are familiar with the game.



### 2. BASIC GAME PLAY.

Player One will block in the first round, and Player Two will run first. Choose either a prepared or blank game board. On a blank gameboard, Player One places as many or as few “original walls” wherever they desire.



Round one begins when the first runner takes the first step off the Start Space. The runner may move up, down, left, right, or in any diagonal direction to any adjoining grid tile that is not blocked by a wall. The runner takes one step per turn.

The runner may not pass through a wall, but may move around a wall as described in *diagram 1*. After the runner has moved, it is the blocker’s turn to place one wall. All walls must follow the grid lines of the game board as described in *diagrams 2 and 3*.

Game play alternates between runner and blocker. Round one is over when the runner has been trapped by the blocker and can no longer score additional points.

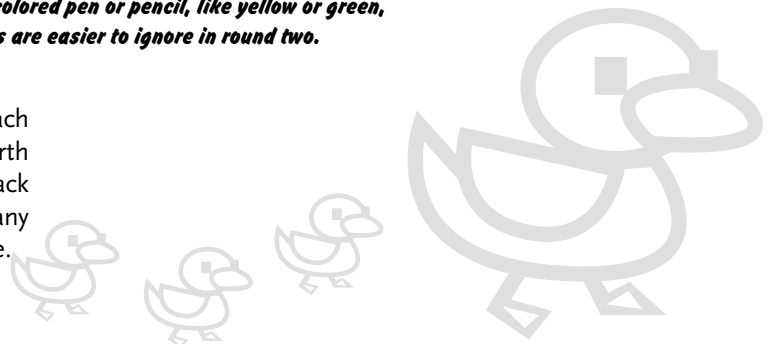
Players switch roles for Round Two. Original walls are “reset” as in *diagram 6* so that all non-original walls placed by the blocker during the first round are **removed or ignored**, and all tiles are reset to allow scoring. Only original walls remain. Play for the second round is the same as in the first. Like Round One, Round Two ends when the runner has no hope of reaching unscored tiles.

**TIP:** It is a good idea to use a light colored pen or pencil, like yellow or green, to place the first walls, as light colors are easier to ignore in round two.

### 3. BASIC SCORING

The starting tile has no point value. Each tile on which the runner lands is worth one point per round. A runner may back track onto a previously scored tile at any time, but the tile is only scored once.

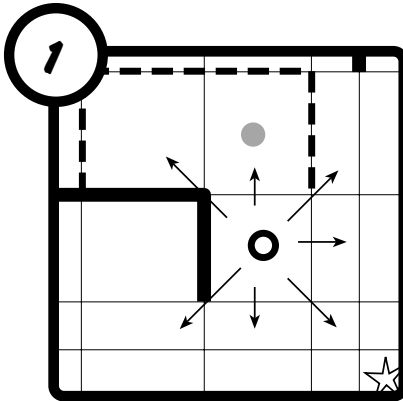
The game is over when both players have played one round as blocker.



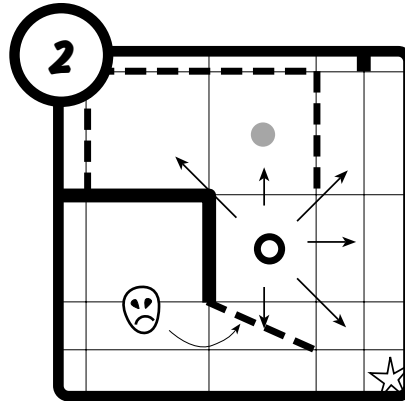


# BASIC GAME PLAY DIAGRAMS!

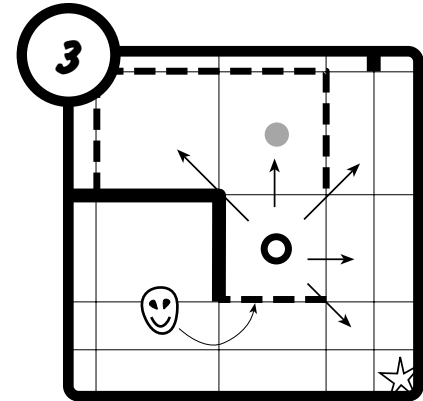
*Basic Games* are between two players and no special powers are allowed.



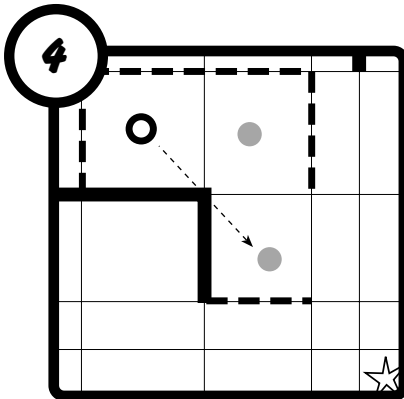
Walls block moves. In this example, **original walls** are solid, **placed walls** are dotted. The filled circle represents a previously scored tile.



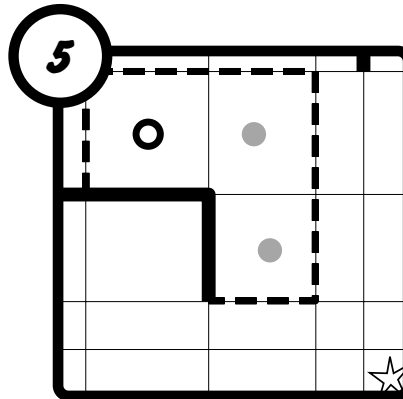
All wall segments must follow the grid lines of the game-board.



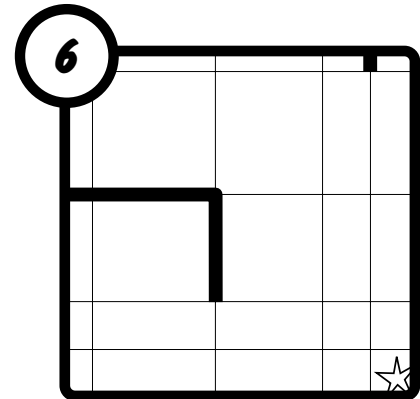
The Blocker places one wall along one side of a tile, changing the runner's valid moves.



The runner moves at a diagonal.



And the runner is trapped, with no NEW tiles to touch! Players then change roles and start the next Round.



Round 2 starts with the same "original walls" setup by the first blocker because round 1's placed walls are ignored in round 2.

# PLAYING WITH POWER!

***BASIC!***

***ADVANCED!***

***SUPER ADVANCED!***

***XTRA-SUPER ADVANCED!***

In addition to the basic game play, there are several advanced game play options. Any or all of these options may be used, if all players dare to plan and all players dare to agree before the game begins. All styles of Advanced Games may be played until runner is trapped, or for set amount of time, or for a set number of turns.

## **ADVANCED GAMES**

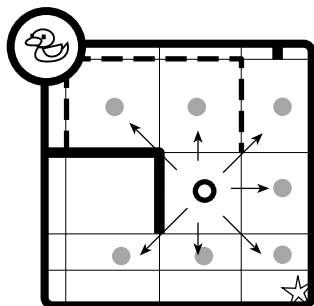
### ***SPECIAL RUNNING POWERS***

If all agree, players can choose to play with character powers. Any player may be any character, and all players may be the same character. The runner may use character powers on the first turn, or at any time in the game during the runner's turn until all the powers are used up. All advanced runners, except Cheetah, can use their powers even after being completely enclosed, or **GridBloc**-ed, if they have not already been used up. Please enjoy the list of characters and their super powers, as well as diagrams of their movement on the following pages.

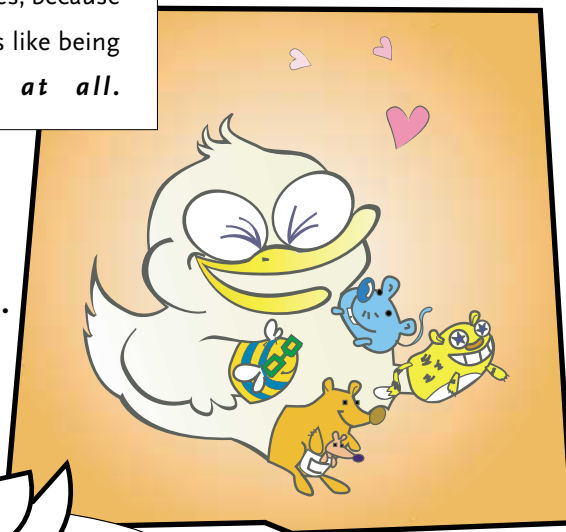
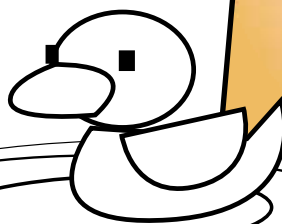


# DUCK

Duck is a baby character with no special powers. Poor, poor Duck. Maybe someday you will run fast or knock down walls or be able to do any of the miraculous things those other characters do. For now, dream of the possibilities, because being Duck is like being *nothing at all.*



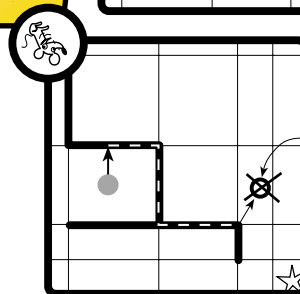
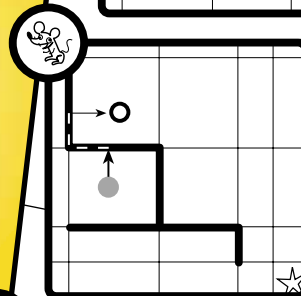
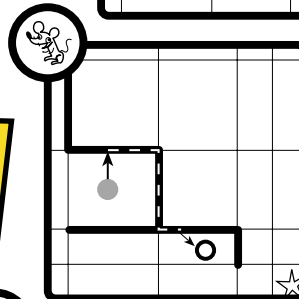
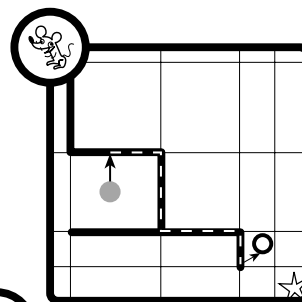
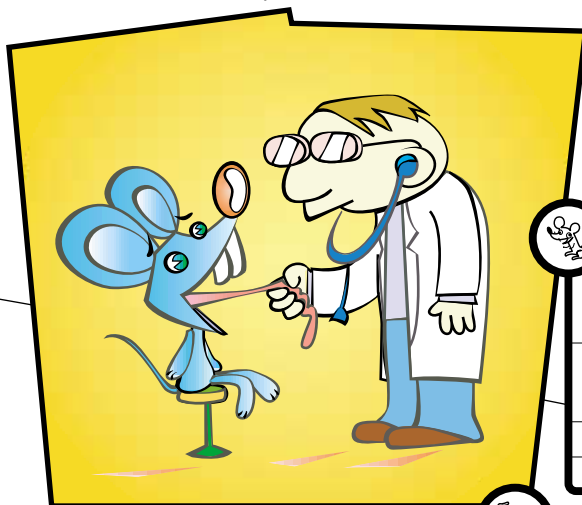
Duck moves one space in any unobstructed direction.



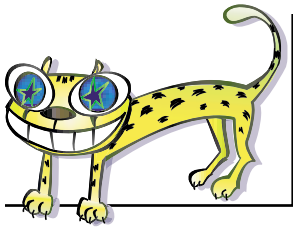


# MOUSE

**Mouse** can move within walls. During the runner's turn, Mouse may sneak into and out of the walls. Mouse may move into any direct wall (excluding the outer edge bounding walls when scrolling is off), travel along continuous wall segments, and pop out into any tile directly edged by the wall. Mouse may not move into or out of the ends of a wall. Mouse can sneak into the walls *twice* per round.

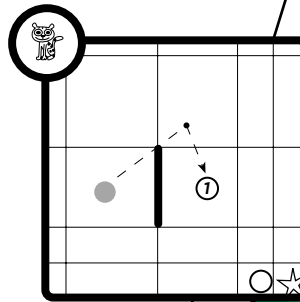
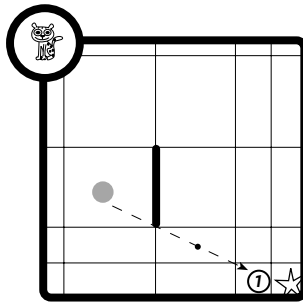
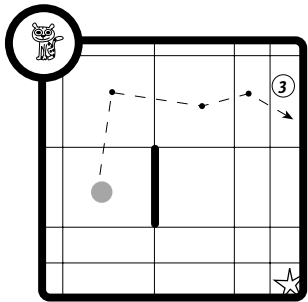


Mouse moves into wall and may exit into any directly edged tile (not diagonals).

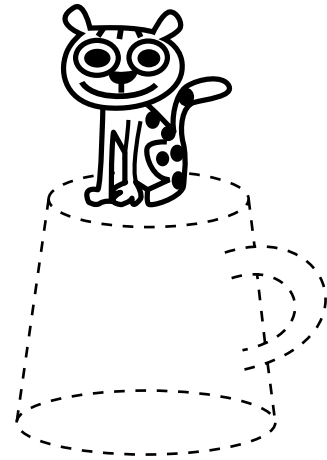


# CHEETAH

Cheetah can run from danger or for fun, but never from himself. During this runner's turn, Cheetah may take extra steps. All extra steps may be used at once, or used a few at a time. Despite the breakneck speeds involved, super-agile Cheetah may turn corners. Only the square upon which Cheetah stops is scored. Cheetah gets *five* extra steps per round.



Some potential Cheetah moves and how many extra steps they use.



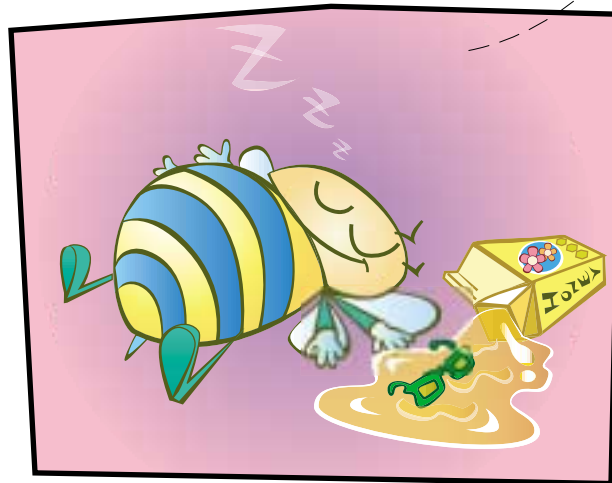
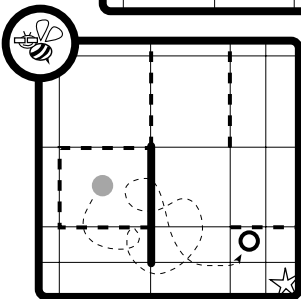
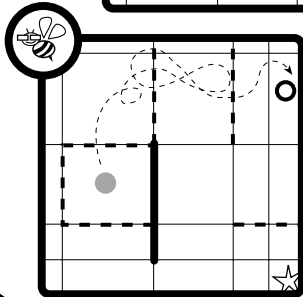
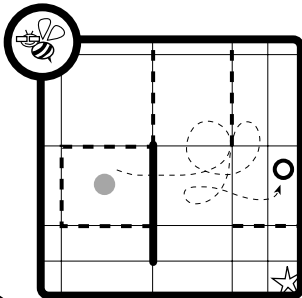




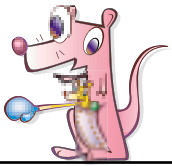
# BEE



Bee can fly. During the runner's turn, Bee may, instead of taking a step to an adjacent tile, fly to any tile on the board. Because this is such an extra special power, and because he is usually lazy or drunk, Bee can do it only **once** per round.



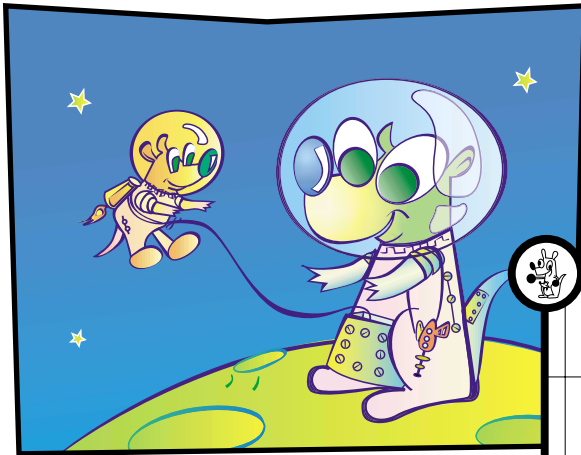
Bee flies to any other tile regardless of walls, even after being blocked in.



# KANGAROO

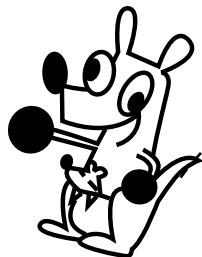
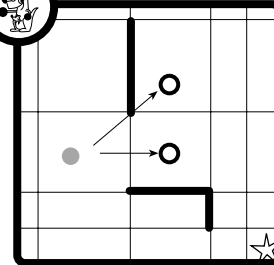
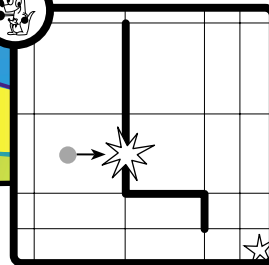
**Kangaroo** can knock down walls. During the runner's turn, Kangaroo may pass through an adjacent wall by first knocking it over and then passing through in any regular direction, including diagonally. Kangaroo may only knock down a wall directly edging the current tile, and must pass through the new opening to complete his move.

Kangaroo may knock down *two walls* per round.



Kangaroo first kicks down a wall...

...then Kangaroo moves through the gap in a normal way.

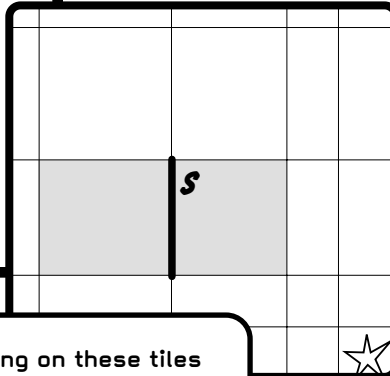


# SPECIAL BLOCKING POWERS!

If all players agree, the blocker may possess one or more of the special blocking powers. Player One will act as blocker in the first round. All other players will be runners in the first round. If blocking powers are available and not yet exhausted, the blocker may use them at any time during their turn only.

1

**STICKY WALL.** When placed, Sticky Wall sets a trap on the tiles directly edged by the wall. If the runner moves onto one of these tiles, they will get stuck and lose their next turn. The blocker may not place a sticky wall adjacent to the runner's current tile. Cheetah may not leap past the sticky wall, but is stopped by it. Sticky Wall is sticky only *ONCE* per round.



Sticky Wall influence. Landing on these tiles will cause that runner to lose one turn.

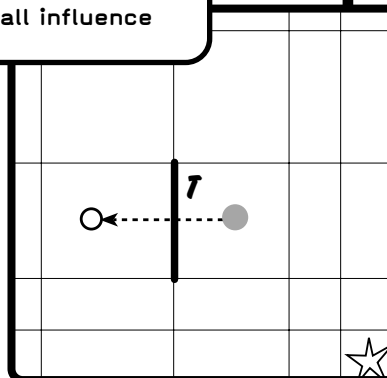
2

**MULTIPLE WALLS.** Place *more than one* wall per turn which may or may not touch each other. How many walls and how many times? That is up to all players. Something like "every 5th blocker turn, place one extra wall" or "every two runner back-tracks give the blocker one extra wall, useable now or later as the blocker wants" are typically kooky examples.

3

**TRAPDOOR WALL.** When placed, Trapdoor Wall automatically sucks the runner through the wall to the tile on the opposing side of the wall. A teleporter wall may be placed on the runner's current tile to immediately force the runner to a new tile. If this tile has not been scored will the runner gain its point. Trapdoor Wall works only *ONCE* per round.

Trapdoor Wall influence



# SUPER ADVANCED GAMES!

Land on a **SPECIAL TILE**, and the runner gets all kinds of bonuses, ore penalties. All special tiles are worth no points to the runner except multi-point tiles, which have the stated point value. Whenever a runner lands on a special tile, those newly acquired powers are available on the runner's next turn, except multi-point tiles, which are scored immediately. If the tile conveys powers to the blocker, the blocker may use those powers immediately on their turn. Special tiles are marked on the gameboard with a T1 or T2 in locations chosen by Player 1.

All rounds will use the same special tiles in the same locations. Examples of special tiles include:



**EXTRA POINT TILE** scores greater than one point when touched. How many? *You decide!*

**REPLENISHING TILE** scores more than once per round. Simply decide how many turns to replenish: 1, 3, 25...?

**SUBTRACTING TILE** deducts one or more points when touched. How many? Still up to you!

**CHARACTER TILE** conveys a single instance of a character trait to the runner. Which one? We don't know, *do you?*

**BLOCKER TILE** conveys additional powers to the blocker, like another Sticky Wall, or a two-tile distant Teleport Wall...

**STEALTH TILE** allows the runner to conceal their move until *AFTER* the blocker has gone. Use it next turn or later.

**MAGIC COMBO TILE** conveys any combination of the special tiles. Which ones? Who could ever figure that out?

**WORMHOLE TILE PAIR** transports the runner back and forth between two spots on the board.

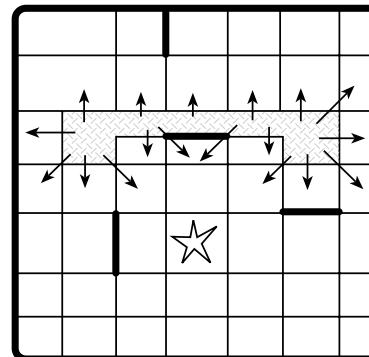
**START OVER TILE** send the runner back to the start tile. Immediately and before the blocker's or next runner's turn.

**TIME-MACHINE TILE** sends the game back X number of turns. All blocker and runner moves are removed immediately.

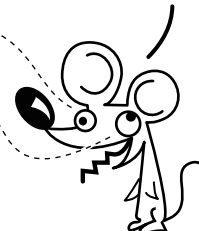
**MOATS** are identified by their gray cross hatch pattern. If there is no pattern, the tile is a normal tile.

The runner earns no points for jumping in the moat, but can swim to any tile adjacent to the moat. Jumping into the moat is one turn, and climbing out is the next turn.

p.11



(squeak)  
Valid moves from moat.  
(squeak)



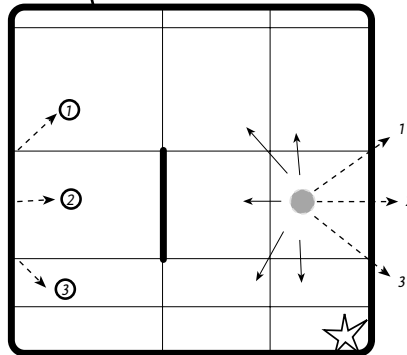
# XTRA SUPER ADVANCED GAMES!

## *Allow Open-Edge Scrolling!*

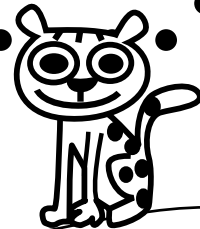
Just when you thought you knew up from down, open-edge scrolling comes along and throws you for a loop. The runner steps off the board and gets transported to the opposite side. Magical?

Unfair? Look at the figure below and decide for yourself.

The runner moves right from the right-most column of the gameboard and lands in the left-most column. When the blocker places a wall on the edge, it appears on both sides of the gameboard. You say your head doesn't hurt yet? Think about how the runner can move to any corner from any other corner in a single step.



Valid SCROLL moves in an  
"open" or "scrolling" game.



# XTRA SUPER ADVANCED GAMES!

## Three or More Players!

**THREE OR MORE CAN ALSO PLAY. HERE'S HOW!**

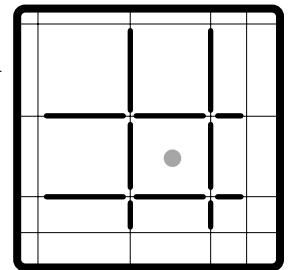
For multiplayer games, everybody is a runner, except for the one buddy who is a blocker. All runners start at the same start tile. Runner one moves, then runner two, and so on. All the runners take their turn before the blocker places any walls. After all the runners have moved, the blocker may place a number of walls equal to the number of runners. If there are three runners, the blocker places three walls on every turn, even after one or more of the runners becomes blocked in.

**THE TWO WALL RULE!** The Blocker may place a }  
maximum of two walls on one runner per turn.

Every runner gets a full compliment of his special powers during a round, but each tile may be scored only once per round, regardless of which runner scores it. When round one ends, runner one becomes the blocker, the other runners each moves up one in turn order, and the blocker becomes the last runner. Play continues until every player has played one round as blocker.

All other special features remain valid for games with multiple runners.

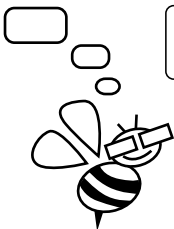
Each player subtracts all points scored against them as blocker from the total points they scored as runner.



**Blocker can place only two of these walls per runner per turn!**

**THE PLAYER WITH THE HIGHEST SCORE WINS!**

1, 2...



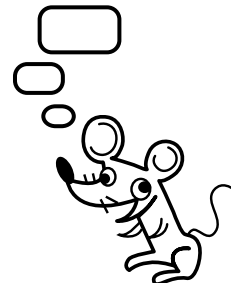
3 or more!



**TIP:** Set the Original Wall Density very low during game setup or players will quickly become trapped.



**TIP:** The Blocker may focus on one runner or place walls evenly among runners, according to their own strategy.

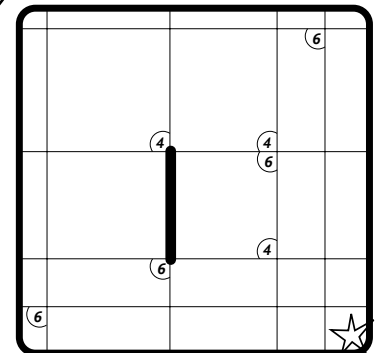


# XTRA SUPER ADVANCED GAMES!

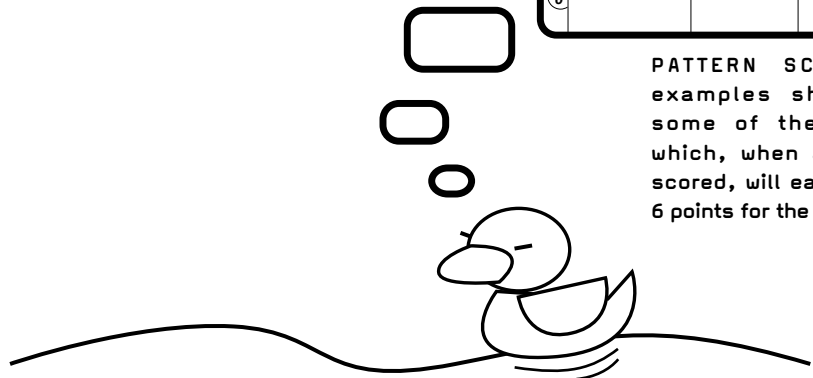
## Pattern Scoring!

Pattern Scoring allows the runner to earn bonus points by completing a pattern of annotated tiles. These patterns may be any number of geometric or irregular shapes. Notice that some tiles contain a number in one or more corner. Landing on ALL the tiles that contain, say, a “4” in their lower left corner will earn the runner 4 bonus points. Some tiles may be part of more than one pattern, but each pattern will be worth different bonus points.

In multiplayer games, a runner looking to score a pattern bonus may wish to touch a tile even if that tile has already been scored by another runner. The bonus goes to the first runner bold enough to land on every tile in the pattern.

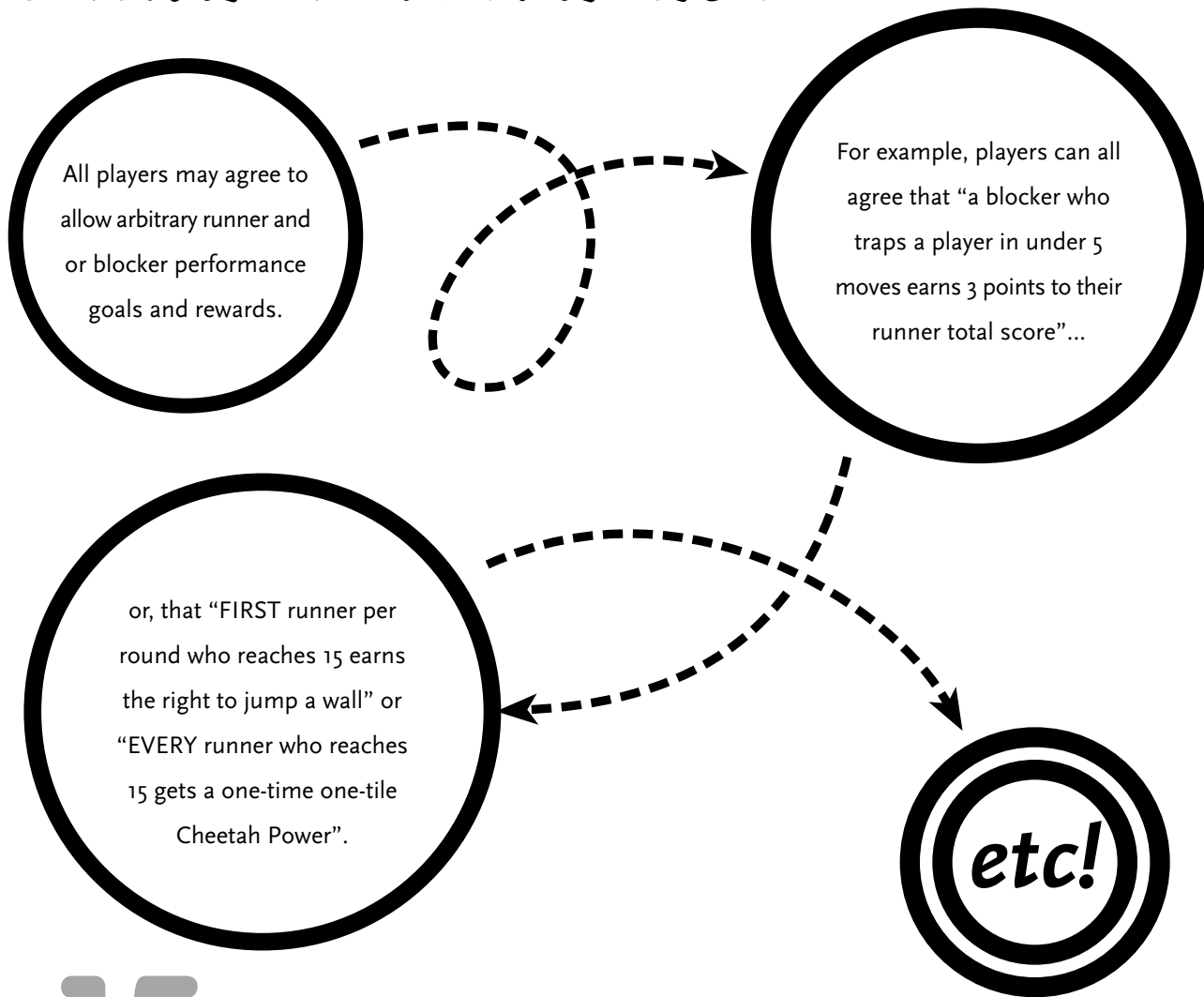


PATTERN SCORING examples showing some of the tiles which, when all are scored, will earn 4 or 6 points for the runner.



# XTRA SUPER ADVANCED GAMES!

## *Benchmark Rewards!*





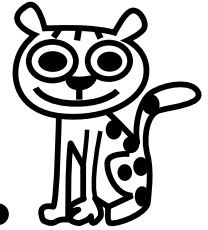
# WINNING AND SCORING

## *Winning an Advanced Game!*

A round is over when the runner(s) have been enclosed or time-based or total-moves based constraints are met, whichever comes first. Remember that in advanced games the runner may still score in a contained area of multiple tiles, if one of the tiles is a Replenishing Tile. The **match** is over when all players have played one round as blocker.

At the beginning of each round, all special tiles are reset, and the starting tile has no point value. A runner may back-track onto a previously scored tile at any time, but the tile is only scored once, except in advanced games using special tiles. If special tiles are allowed, they may score multiple points or multiple times, as indicated by their particular power.

You won!



## *Advanced Match Scoring!*

There are three winners in a three or more player match or in a tournament.

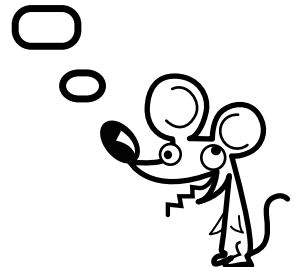
**GridRunner** has the highest running aggregate across all games.

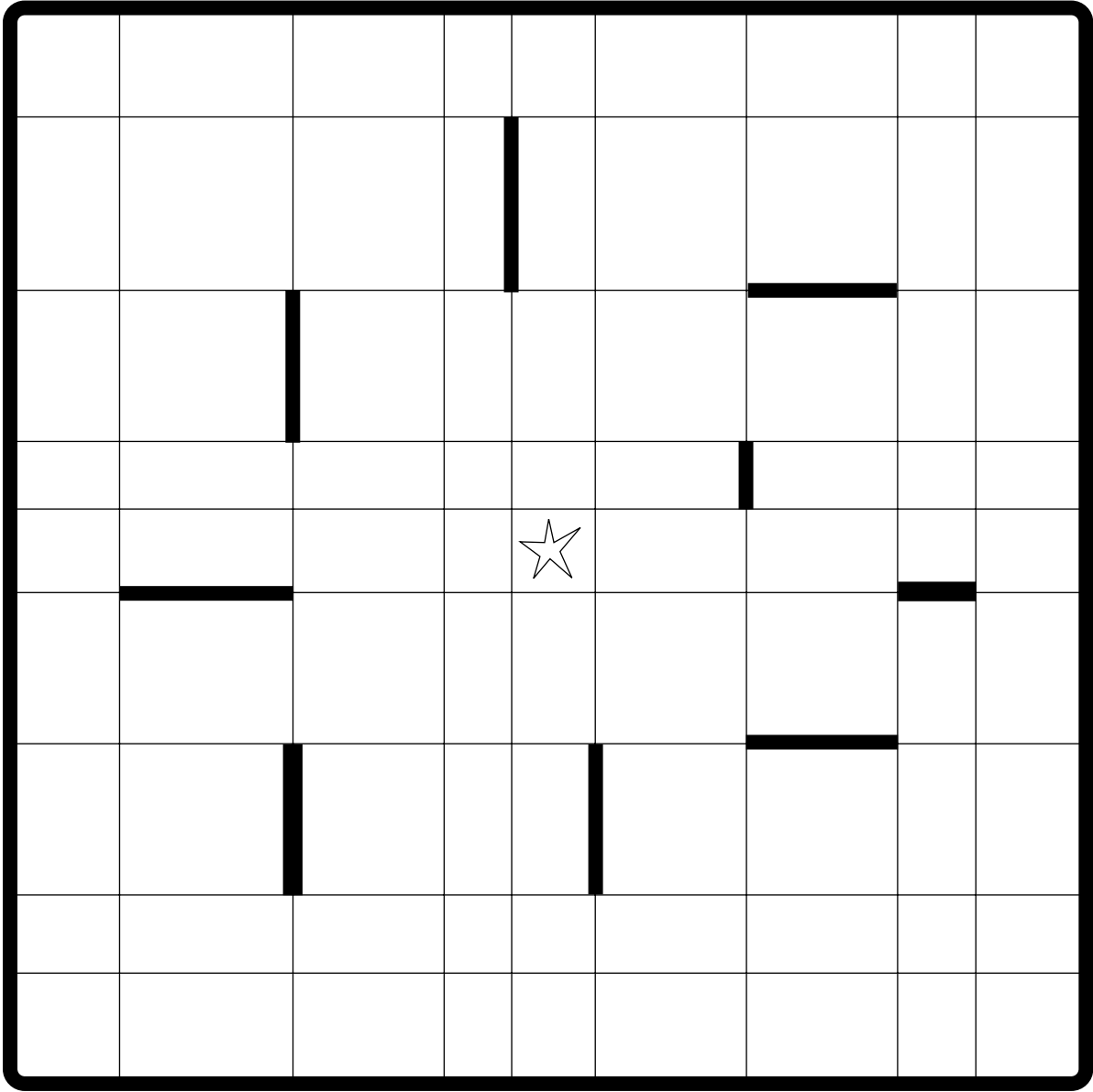
**GridBlocker** has the lowest number of runs scored against them.

The match score is each players' GridRunner score minus their GridBlocker score. The Highest match score is the **GridChamp**.

*(all others are GridChumps!)*

I won!





## MATCH OPTIONS

### ☐ BASIC

Runners move single tile, and blocker places one wall per turn.



### ☐ ADVANCED

#### RUNNER OPTIONS

multiple players may be same character.

**P1**



**P2**



**P3**



**P4**



#### BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

**P1**

**P2**

**P3**

**P4**

### ☐ SUPERADVANCED

**P1** chooses locations for **T1** and/or **T2**.

**T1**

Which Special Tile?

**T2**

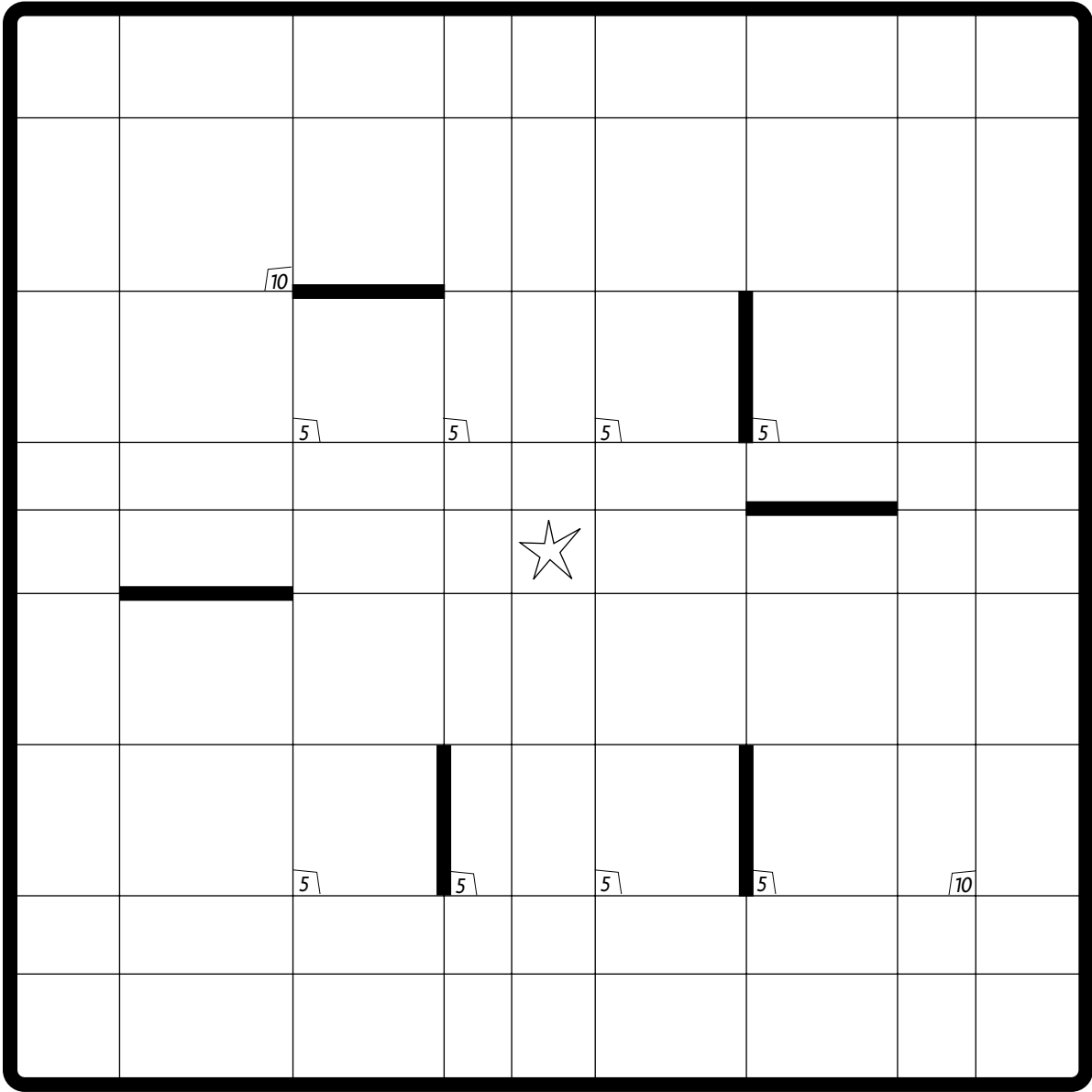
Which Special Tile?

### ☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
<b>P1</b>	0	+	+	+	=	-	=
<b>P2</b>		+	0	+	=	-	=
<b>P3</b>		+	+	0	=	-	=
<b>P4</b>		+	+	+	0	=	-





## MATCH OPTIONS

### ☐ BASIC

Runners move single tile, and blocker places one wall per turn.



### ☐ ADVANCED

#### RUNNER OPTIONS

multiple players may be same character.

**P1**



**P2**



**P3**



**P4**



#### BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

**P1**

**P2**

**P3**

**P4**

### ☐ SUPERADVANCED

**P1** chooses locations for **T1** and/or **T2**.

**T1**

Which Special Tile?

**T2**

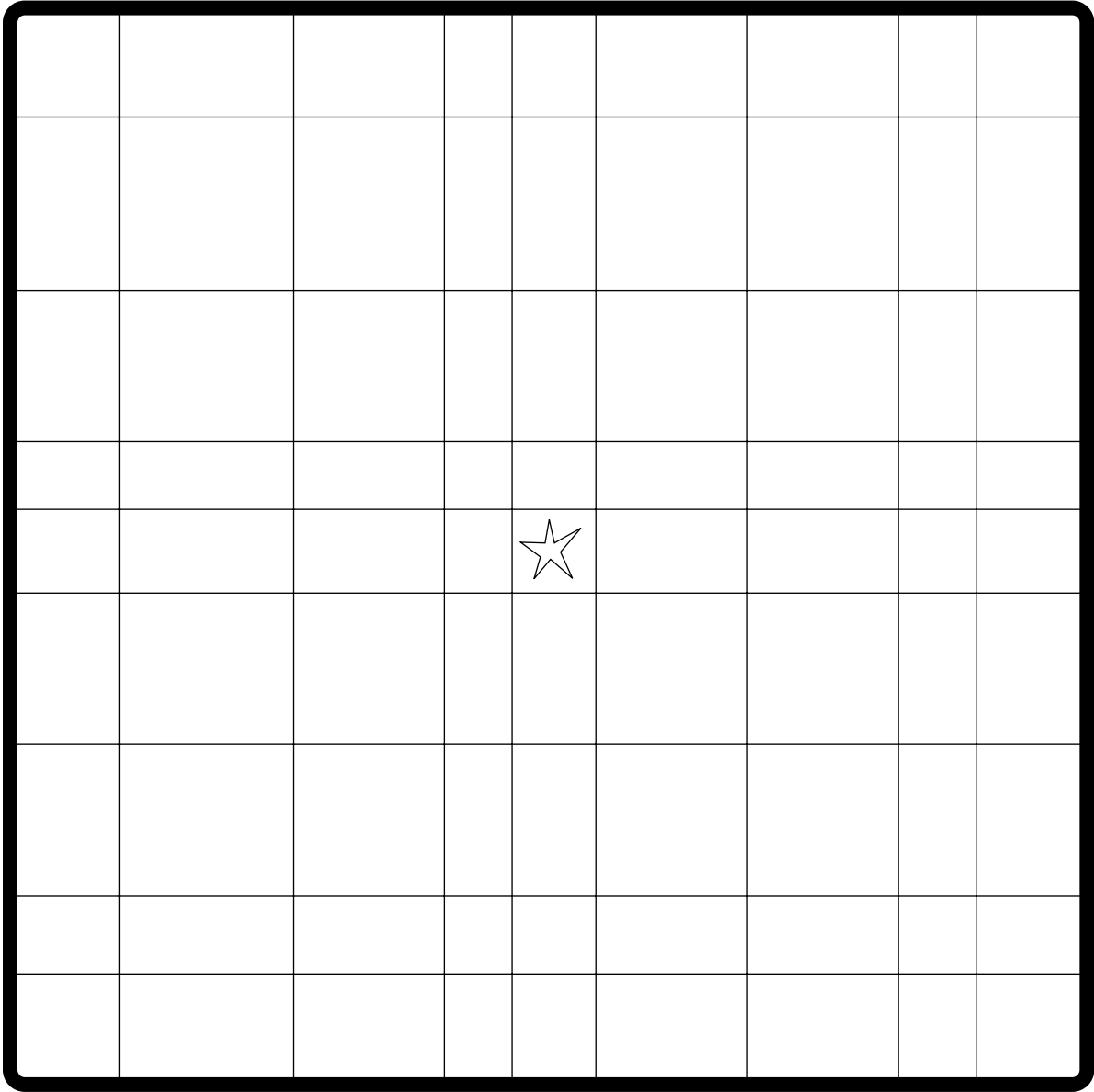
Which Special Tile?

### ☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
<b>P1</b>	0	+	+	+	=	-	=
<b>P2</b>		+	0	+	=	-	=
<b>P3</b>		+	+	0	=	-	=
<b>P4</b>		+	+	+	0	=	-





MATCH OPTIONS

☐ BASIC

Runners move single tile, and blocker places one wall per turn.







☐ ADVANCED





RUNNER OPTIONS

multiple players may be same character.





P1







P2



P3



P4



BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

P1

P2

P3

P4

☐ SUPERAADVANCED

P1 chooses locations for T1 and/or T2.

T1

Which Special Tile?

T2

Which Special Tile?

☐ XTRASUPERAADVANCED

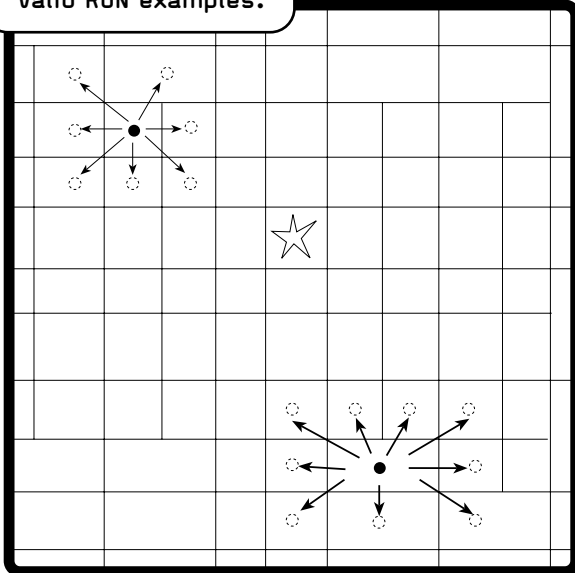
- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
P1	0	+	+	+	=	-	=
P2		+	0	+	=	-	=
P3		+	+	0	=	-	=
P4		+	+	+	0	=	-

# ADVANCED MAPS! - map01

## *Different Size Tiles*

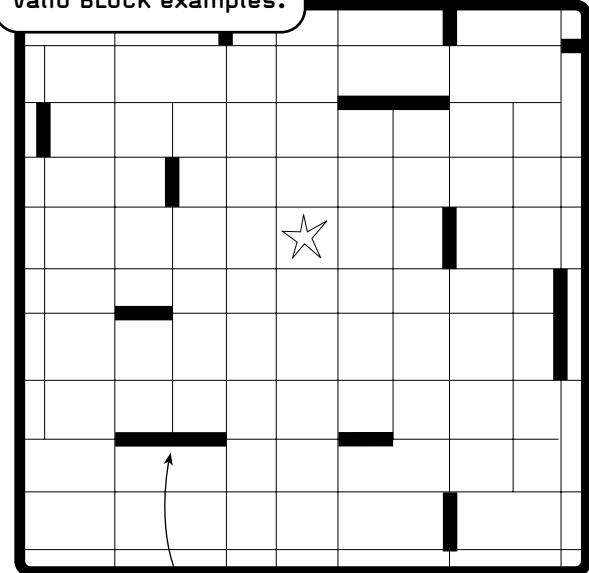
Valid RUN examples.



In Advanced Maps with tiles of different sizes, **Runners** may still move to any directly adjacent tile in one turn.

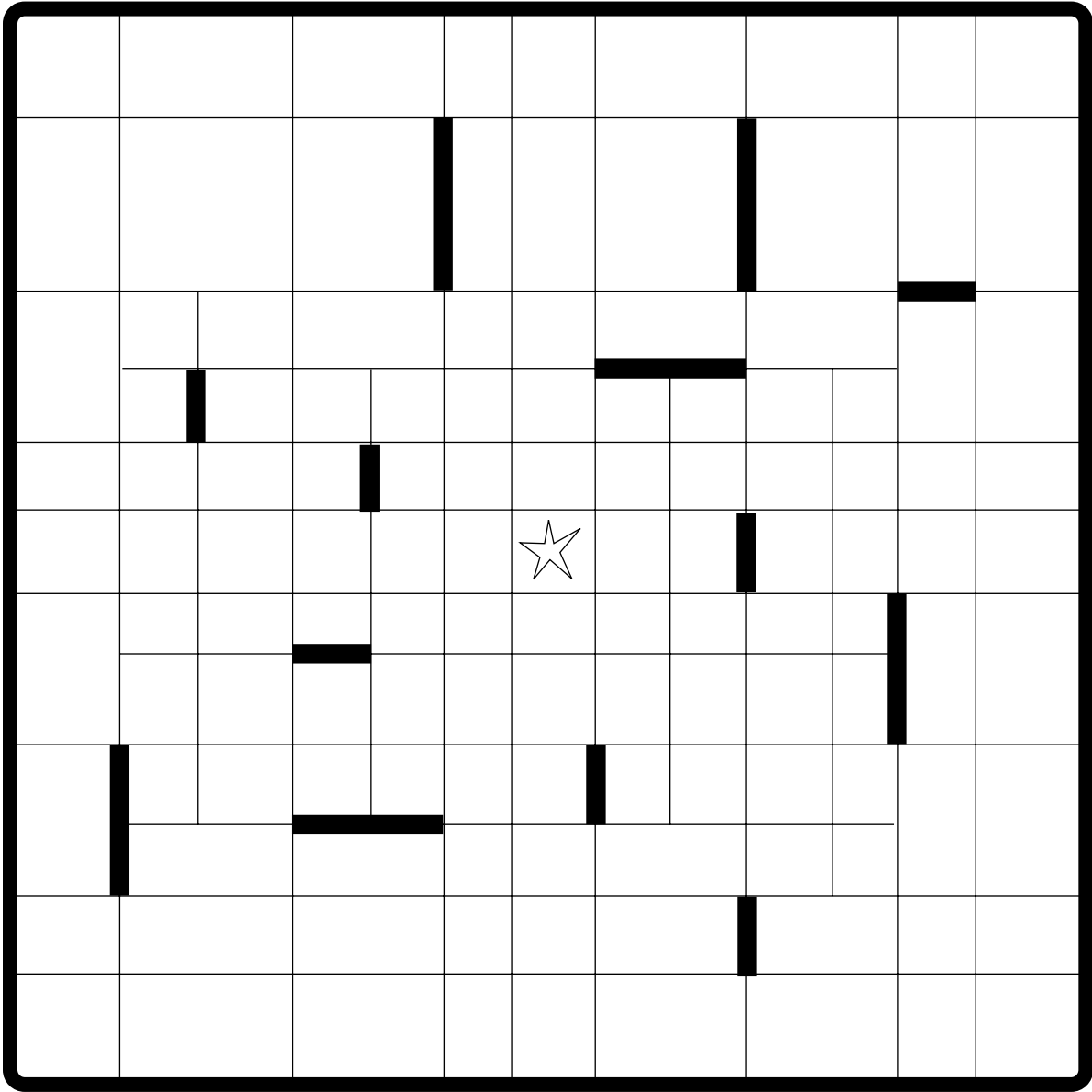
A big tile directly adjacent to smaller tiles will potentially offer more exits. Notice, however, that a single block along a big tile wall will close more exits as well.

Valid BLOCK examples.



In Advanced Maps with tiles of different sizes, **Blockers** may still place a wall along the full side of one tile, even if the tile is a big tile and the wall effectively blocks two smaller-tile sides.

All the walls shown above are valid walls placeable in one Blocker turn.



## MATCH OPTIONS

### ☐ BASIC

Runners move single tile, and blocker places one wall per turn.



### ☐ ADVANCED

#### RUNNER OPTIONS

multiple players may be same character.

**P1**



**P2**



**P3**



**P4**



#### BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

**P1**

**P2**

**P3**

**P4**

### ☐ SUPERADVANCED

**P1** chooses locations for **T1** and/or **T2**.

**T1**

Which Special Tile?

**T2**

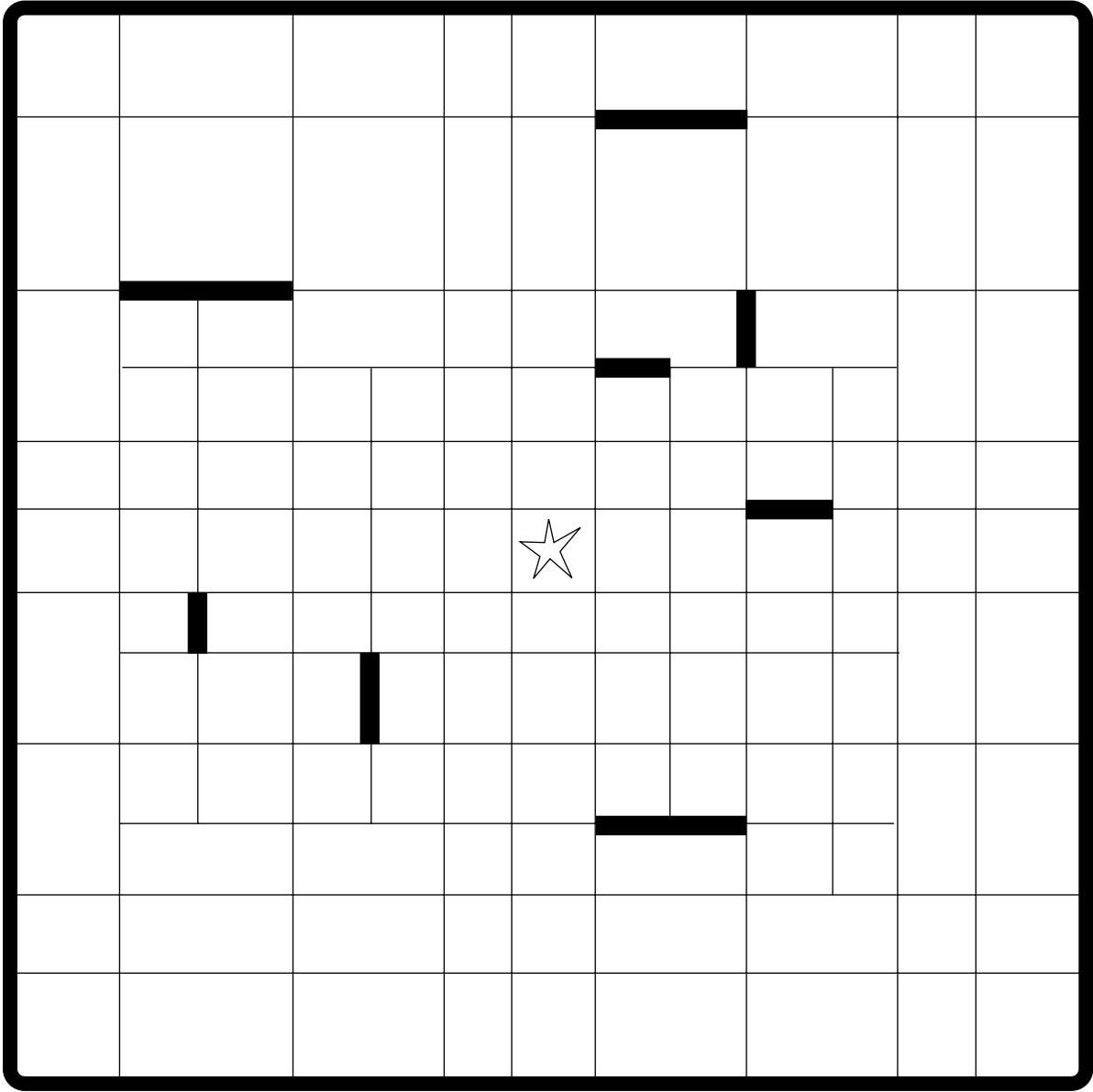
Which Special Tile?

### ☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
<b>P1</b>	0	+	+	+	=	-	=
<b>P2</b>		+	0	+	=	-	=
<b>P3</b>		+	+	0	=	-	=
<b>P4</b>		+	+	+	0	=	-





MATCH OPTIONS

☐ BASIC

Runners move single tile, and blocker places one wall per turn.



☐ ADVANCED

RUNNER OPTIONS

multiple players may be same character.

P1



P2



P3



P4



BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

P1

P2

P3

P4

☐ SUPERADVANCED

P1 chooses locations for T1 and/or T2.

T1

Which Special Tile?

T2

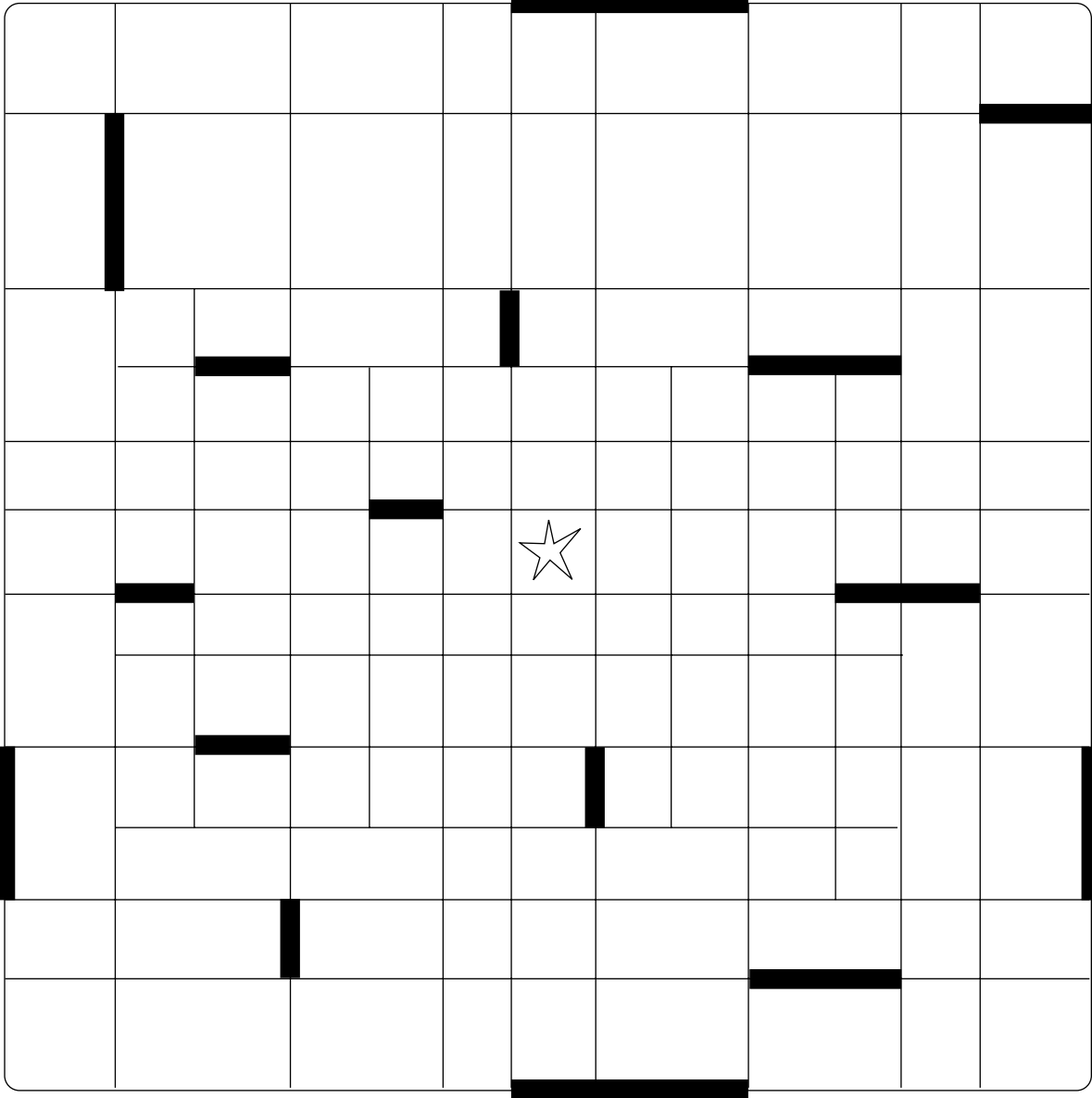
Which Special Tile?

☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
P1	0	+	+	+	=	-	=
P2		+	0	+	=	-	=
P3		+	+	0	=	-	=
P4		+	+	+	0	=	-

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
<b>P1</b>	0	+	+	+	=	-	=
<b>P2</b>		+	0	+	=	-	=
<b>P3</b>		+	+	0	=	-	=
<b>P4</b>		+	+	+	0	=	-



	ROUND 1		ROUND 2		ROUND 3		ROUND 4		TOTAL RUN	TOTAL BLOX	FINAL SCORE
P1	0	+		+		+		=	-		=
P2		+	0	+		+		=	-		=
P3		+		+	0	+		=	-		=
P4		+		+		+	0	=	-		=

MATCH OPTIONS

BASIC

Runners move single tile, and blocker places one wall per turn.



ADVANCED

RUNNER OPTIONS

multiple players may be same character.

P1



P2



P3



P4



BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

P1

P2

P3

P4

SUPERADVANCED

P1 chooses locations for T1 and/or T2.

T1

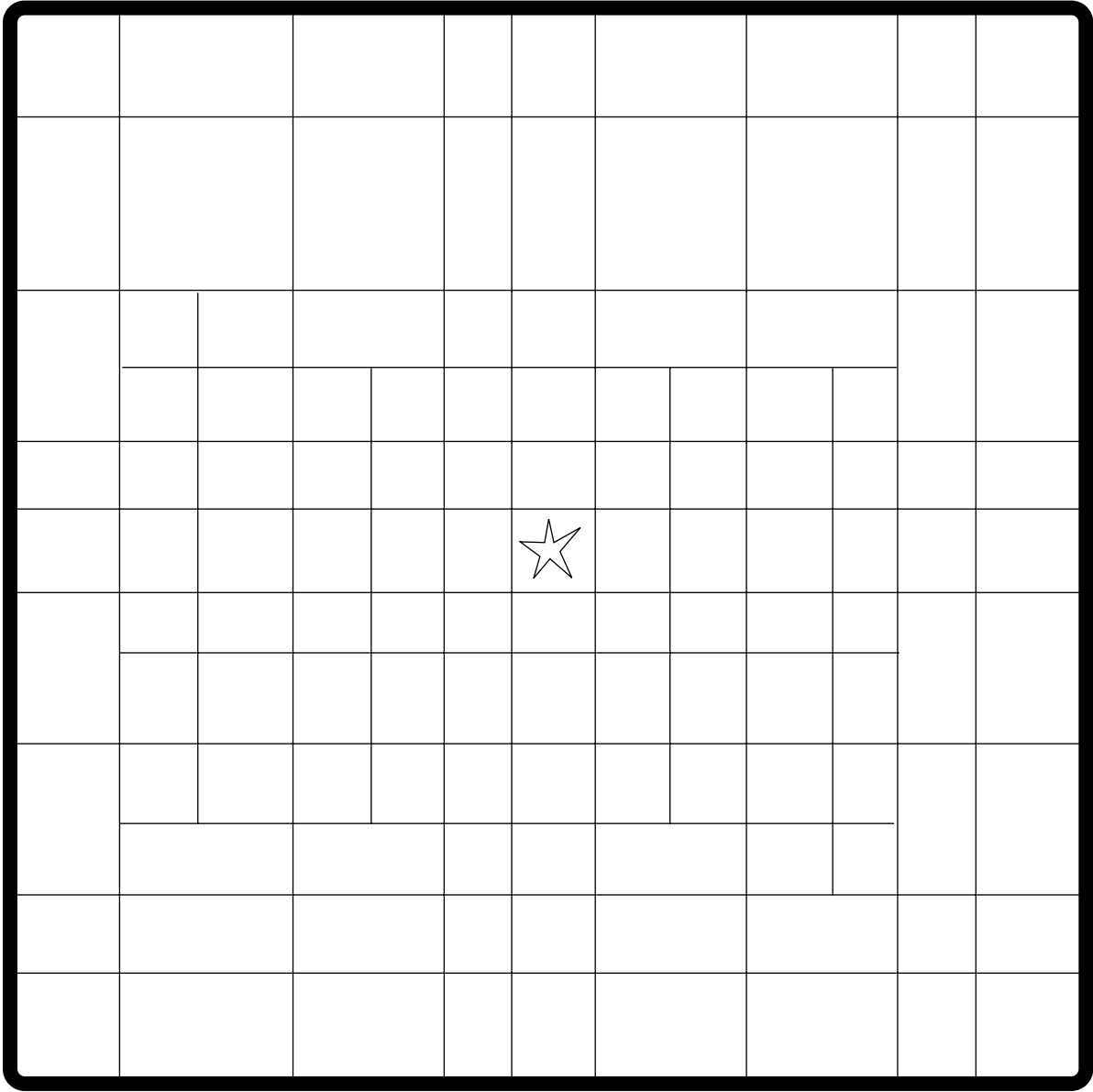
Which Special Tile?

T2

Which Special Tile?

XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards



MATCH OPTIONS

☐ BASIC

Runners move single tile, and blocker places one wall per turn.



☐ ADVANCED

RUNNER OPTIONS

multiple players may be same character.

P1



P2



P3



P4



BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

P1

P2

P3

P4

☐ SUPERADVANCED

P1 chooses locations for T1 and/or T2.

T1

Which Special Tile?

T2

Which Special Tile?

☐ XTRASUPERADVANCED

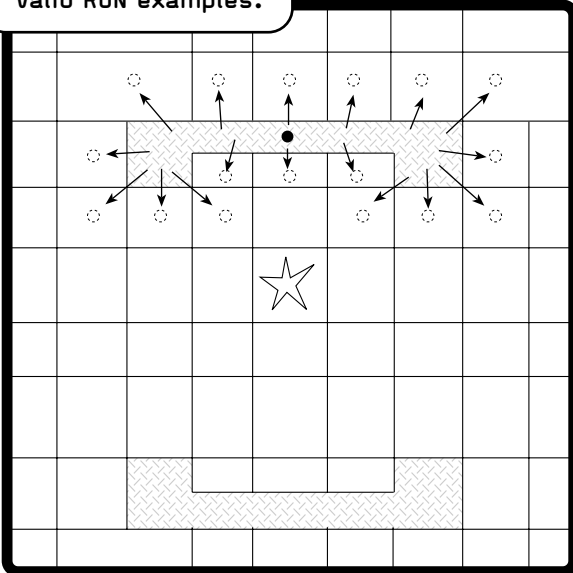
- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
P1	0	+	+	+	=	-	=
P2		+	0	+	=	-	=
P3		+	+	0	=	-	=
P4		+	+	+	0	=	-

# ADVANCED MAPS! - map02

## Moats!

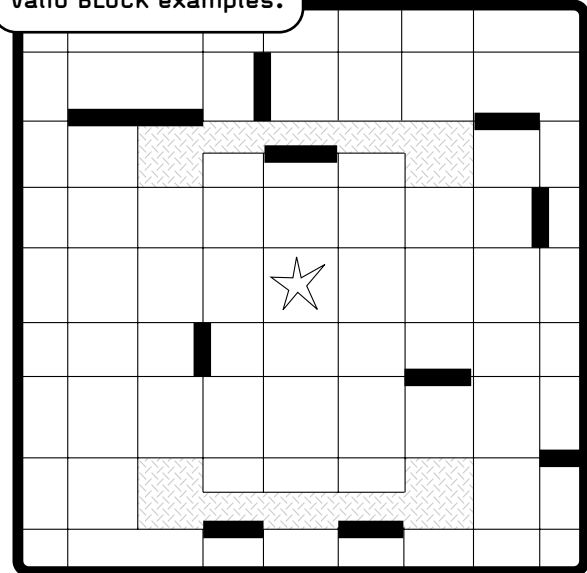
Valid RUN examples.



In Advanced Maps with “moats,” marked with a cross-hatch pattern, **Runners** may still move to any directly adjacent tile from the moat *after waiting one turn in the moat*.

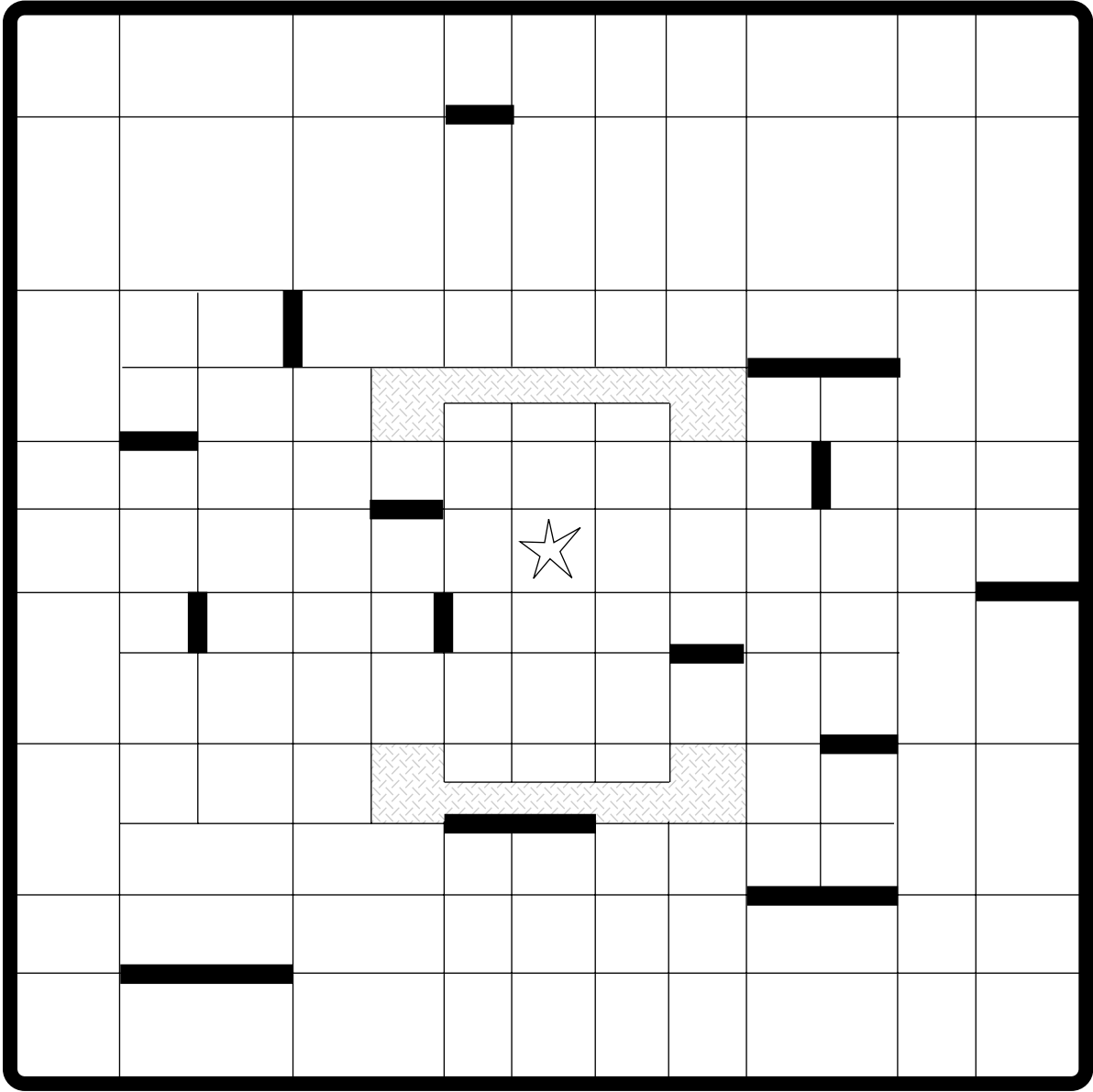
A moat differs from a big tile in two ways. First, a runner must wait a turn in the moat before exiting, effectively costing the runner a turn in exchange for more exit options. Second, a block cannot be placed along the entire edge of a moat in one turn the way it could be along the edge of a big tile. Blocks must still be placed along a single tile's edge.

Valid BLOCK examples.



In Advanced Maps with “moats,” **Blockers** cannot place a wall along the the entire single edge of a moat in one turn the way a wall could be placed along the edge of a big tile. Blocks must still be placed along a single tile's edge.

All the walls shown above are valid walls placeable in one Blocker turn.



## MATCH OPTIONS

### ☐ BASIC

Runners move single tile, and blocker places one wall per turn.



### ☐ ADVANCED

#### RUNNER OPTIONS

multiple players may be same character.

**P1**



**P2**



**P3**



**P4**



#### BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

**P1**

**P2**

**P3**

**P4**

### ☐ SUPERADVANCED

**P1** chooses locations for **T1** and/or **T2**.

**T1**

Which Special Tile?

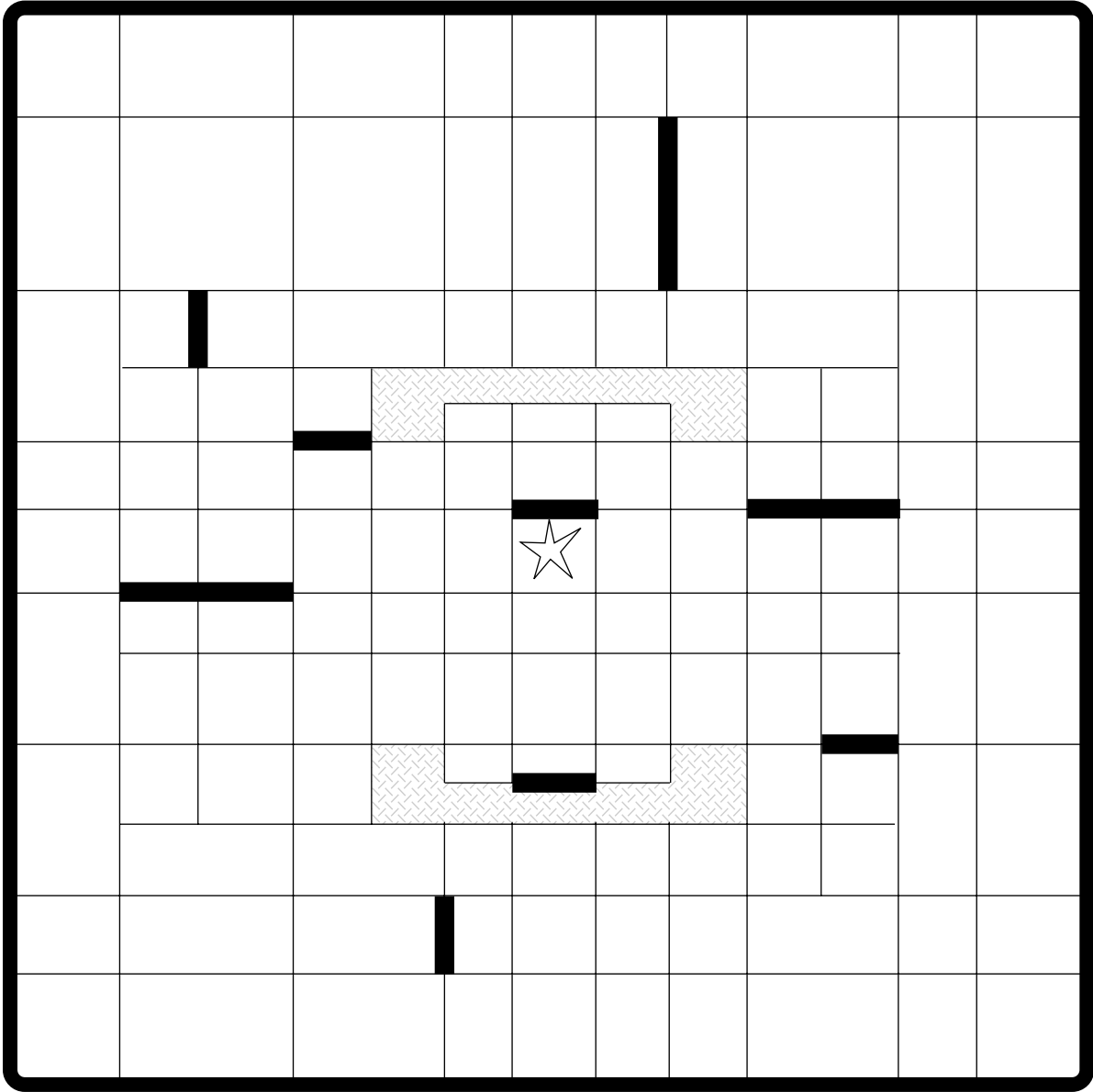
**T2**

Which Special Tile?

### ☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
<b>P1</b>	0	+	+	+	=	-	=
<b>P2</b>		+	0	+	=	-	=
<b>P3</b>		+	+	0	=	-	=
<b>P4</b>		+	+	+	0	=	-



MATCH OPTIONS

BASIC





Runners move single tile, and blocker places one wall per turn.











ADVANCED





RUNNER OPTIONS

multiple players may be same character.

P1

P2

P3

P4

BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

P1

P2

P3

P4

SUPERADVANCED

P1 chooses locations for T1 and/or T2.

T1

Which Special Tile?

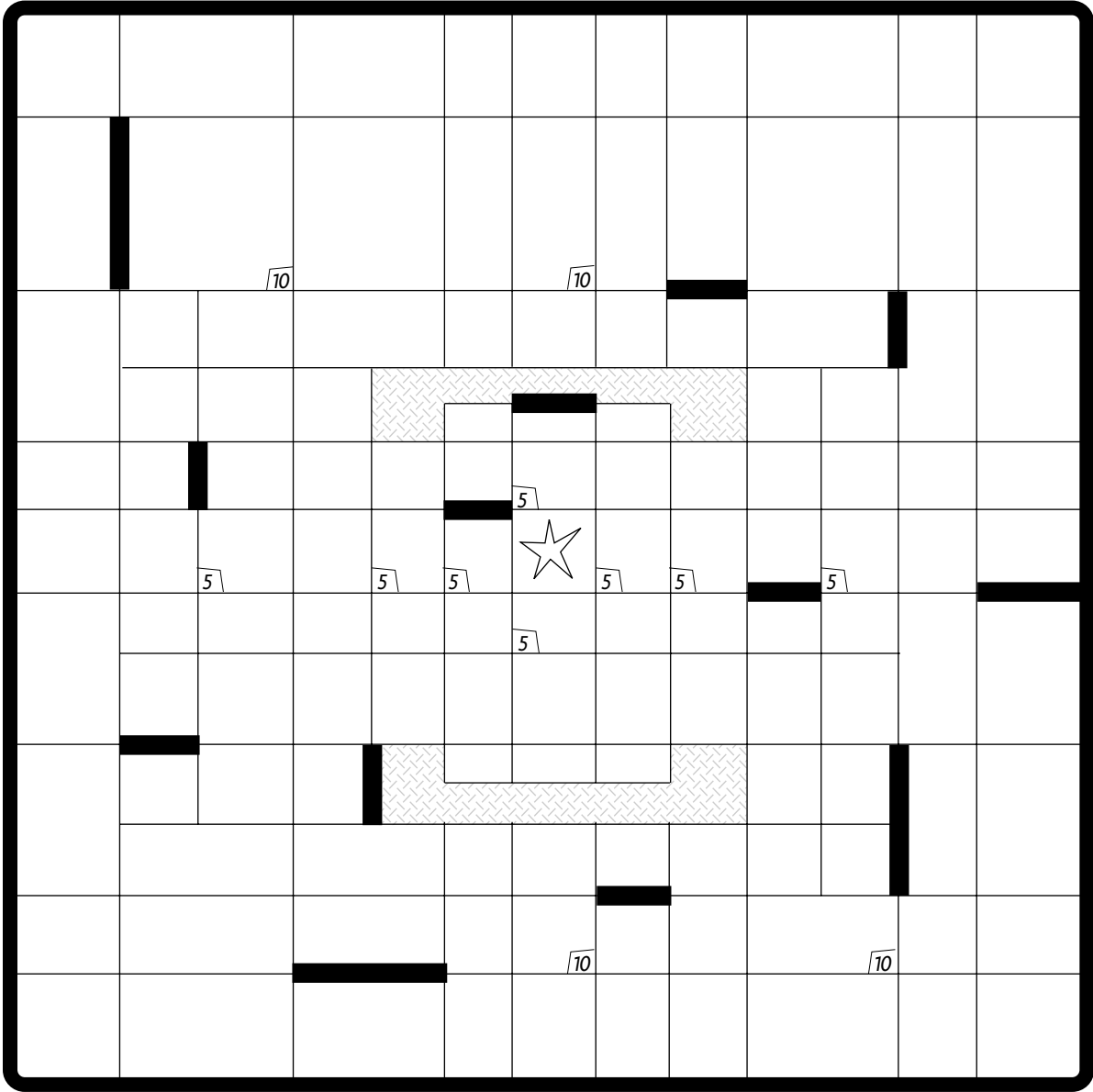
T2

Which Special Tile?

XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
P1	0	+	+	+	=	-	=
P2		+	0	+	=	-	=
P3		+	+	0	=	-	=
P4		+	+	+	0	=	-



## MATCH OPTIONS

### ☐ BASIC

Runners move single tile, and blocker places one wall per turn.



### ☐ ADVANCED

#### RUNNER OPTIONS

multiple players may be same character.

**P1**



**P2**



**P3**



**P4**



#### BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

**P1**

**P2**

**P3**

**P4**

### ☐ SUPERADVANCED

**P1** chooses locations for **T1** and/or **T2**.

**T1**

Which Special Tile?

**T2**

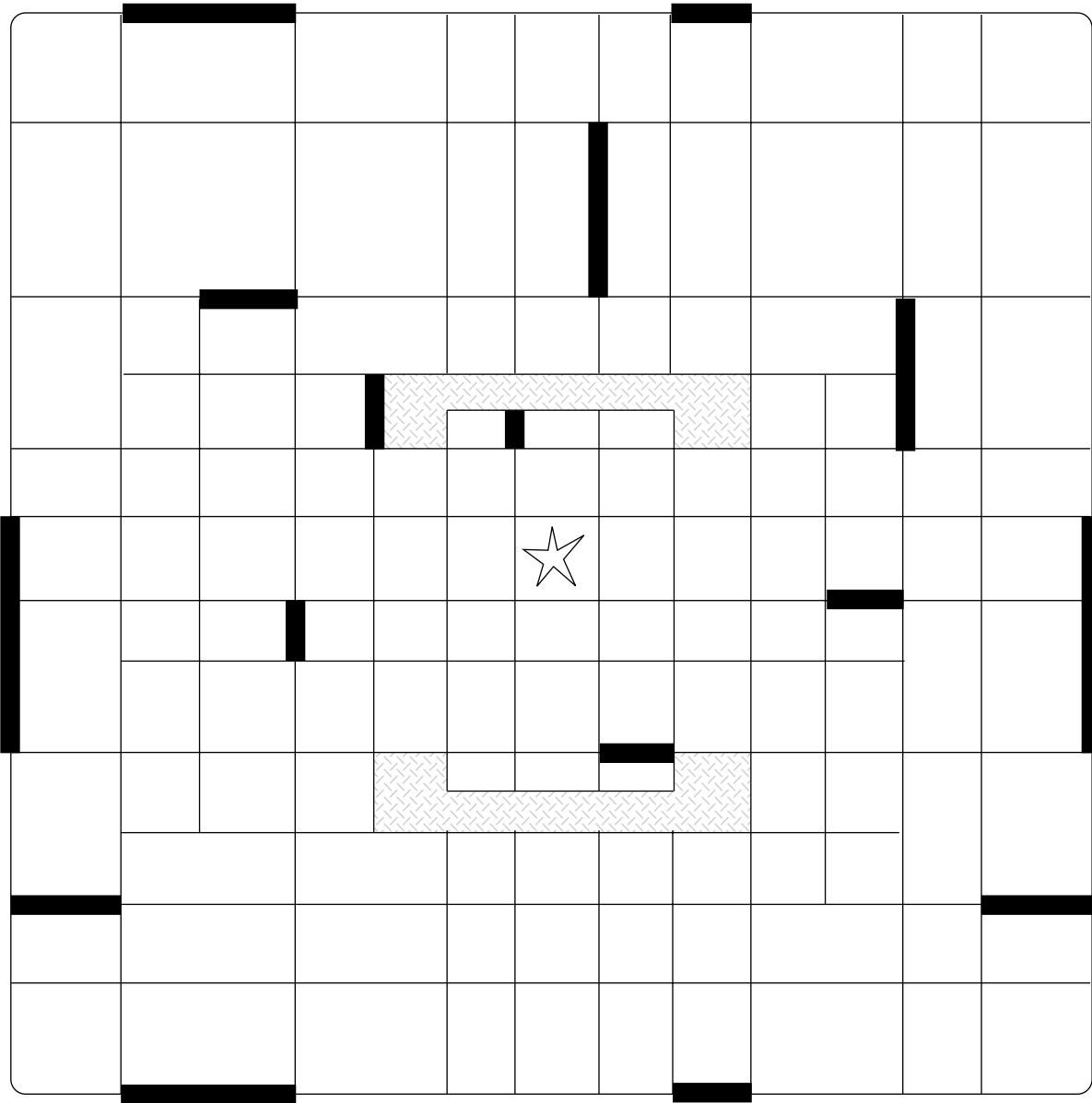
Which Special Tile?

### ☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
<b>P1</b>	0	+	+	+	=	-	=
<b>P2</b>		+	0	+	=	-	=
<b>P3</b>		+	+	0	=	-	=
<b>P4</b>		+	+	+	0	=	=





	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
P1	0	+	+	+	=	-	=
P2		+	0	+	=	-	=
P3		+	+	0	=	-	=
P4		+	+	+	0	=	-

## MATCH OPTIONS

### ☐ BASIC

Runners move single tile, and blocker places one wall per turn.



### ☐ ADVANCED

#### RUNNER OPTIONS

multiple players may be same character.

P1



P2



P3



P4



#### BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

P1

P2

P3

P4

### ☐ SUPERADVANCED

P1 chooses locations for T1 and/or T2.

T1

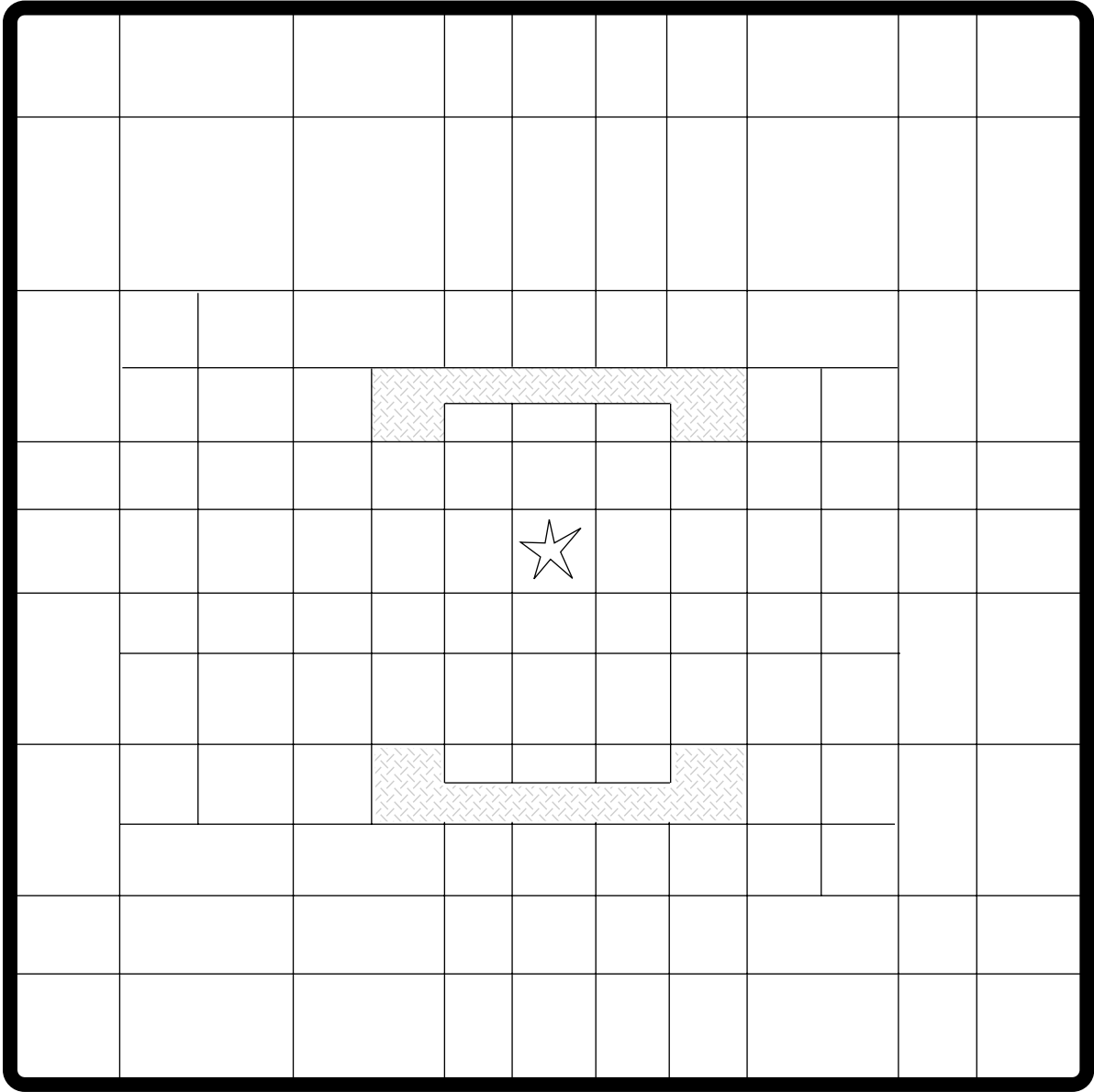
Which Special Tile?

T2

Which Special Tile?

### ☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards



MATCH OPTIONS

☐ BASIC

Runners move single tile, and blocker places one wall per turn.



☐ ADVANCED

RUNNER OPTIONS

multiple players may be same character.

P1

P2

P3

P4

BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

P1

P2

P3

P4

---

---

---

---

☐ SUPERADVANCED

P1 chooses locations for T1 and/or T2.

T1

T2

---

---

Which Special Tile?

Which Special Tile?

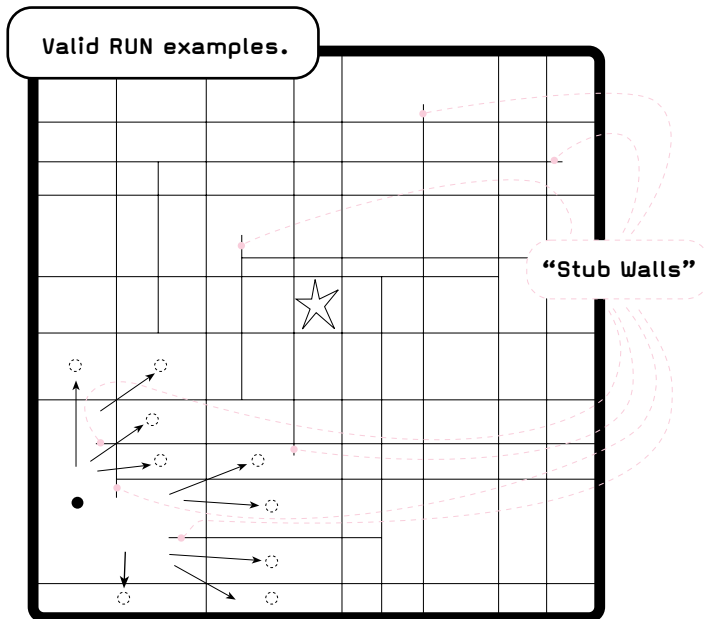
☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
P1	0	+	+	+	=	-	=
P2		+	0	+	=	-	=
P3		+	+	0	=	-	=
P4		+	+	+	0	=	-

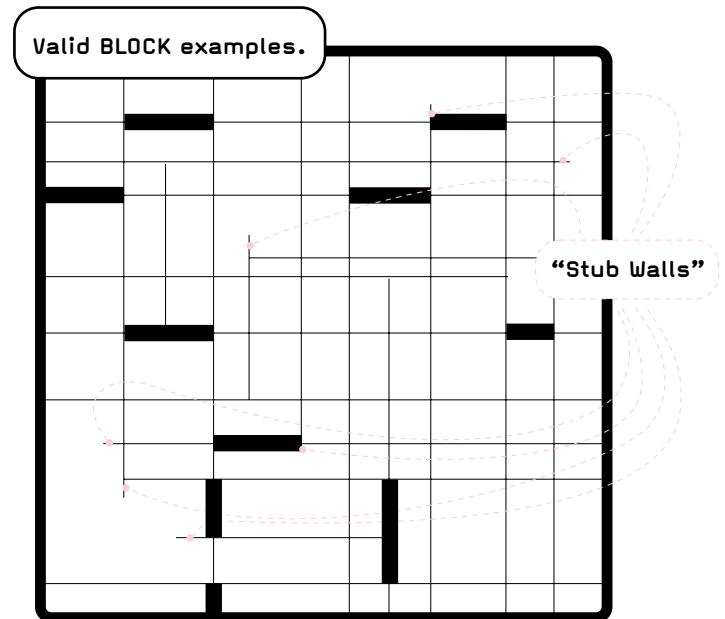
# ADVANCED MAPS! - map03

## Stub Walls!



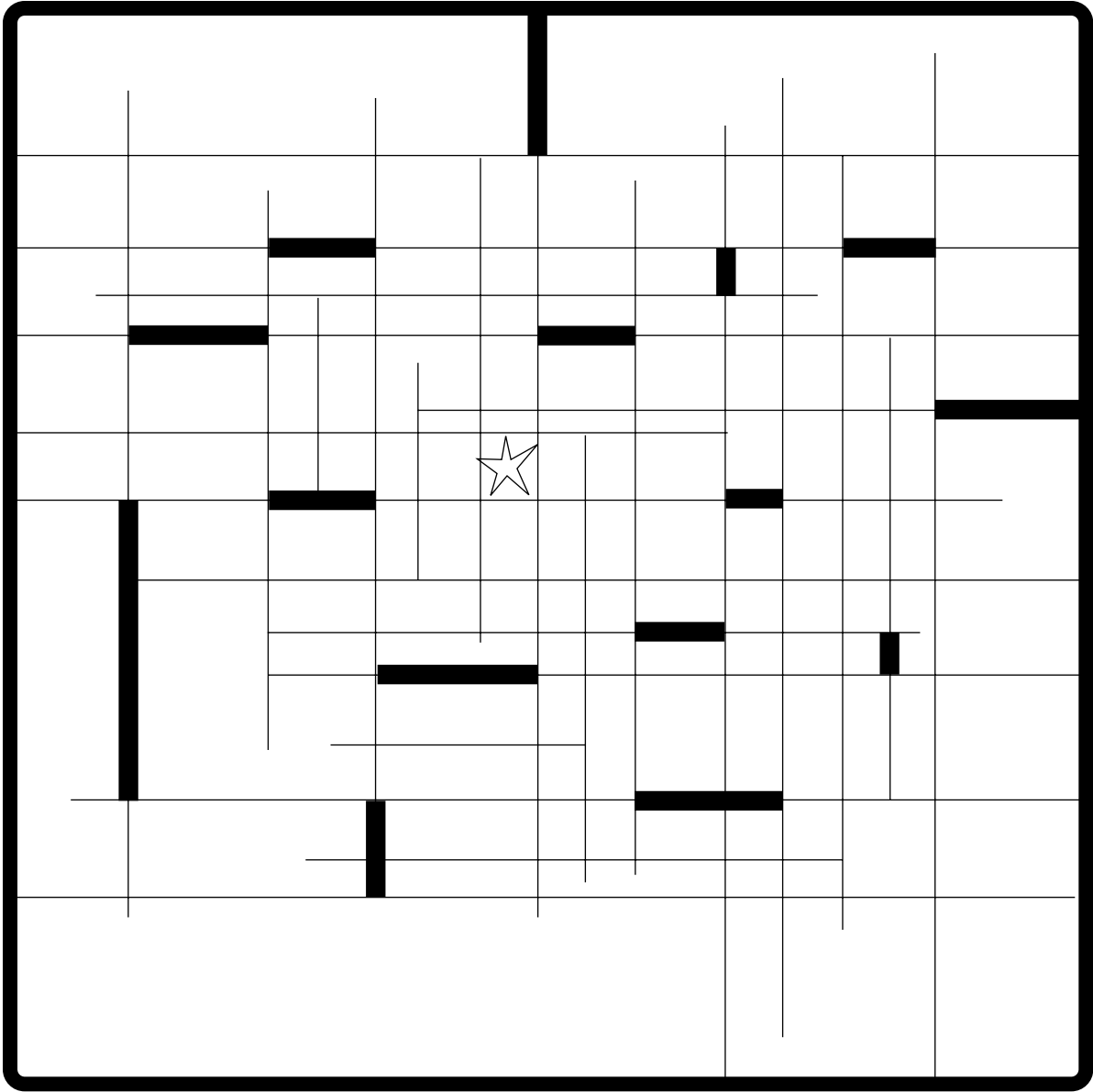
In Advanced Maps with tiles of different sizes and "stub walls," **Runners** may still move to any directly adjacent tile in one turn.

Stub Walls are little walls which extend past the intersections into the adjacent tile space. Walls drawn along the perpendicular tile edge must stop at the stub walls. This means that some big tiles will not allow a single placed wall to be added in a single blocker turn that blocks multiple small tile edges. If no stub wall is present, however, then the big tile edge can be blocked in one blocker turn.



In Advanced Maps with tiles of different sizes and "stub walls," **Blockers** may still place a wall along the full side of one tile, even if the tile is a big tile and the wall effectively blocks two small tile sides, *unless the full side is interrupted by a stub wall, in which case the blocker's wall must stop at the stub wall.*

All the walls shown above are valid walls placeable in one Blocker turn.



## MATCH OPTIONS

### ☐ BASIC

Runners move single tile, and blocker places one wall per turn.

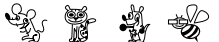


### ☐ ADVANCED

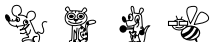
#### RUNNER OPTIONS

multiple players may be same character.

**P1**



**P2**



**P3**



**P4**



#### BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

**P1**

**P2**

**P3**

**P4**

### ☐ SUPERADVANCED

**P1** chooses locations for **T1** and/or **T2**.

**T1**

Which Special Tile?

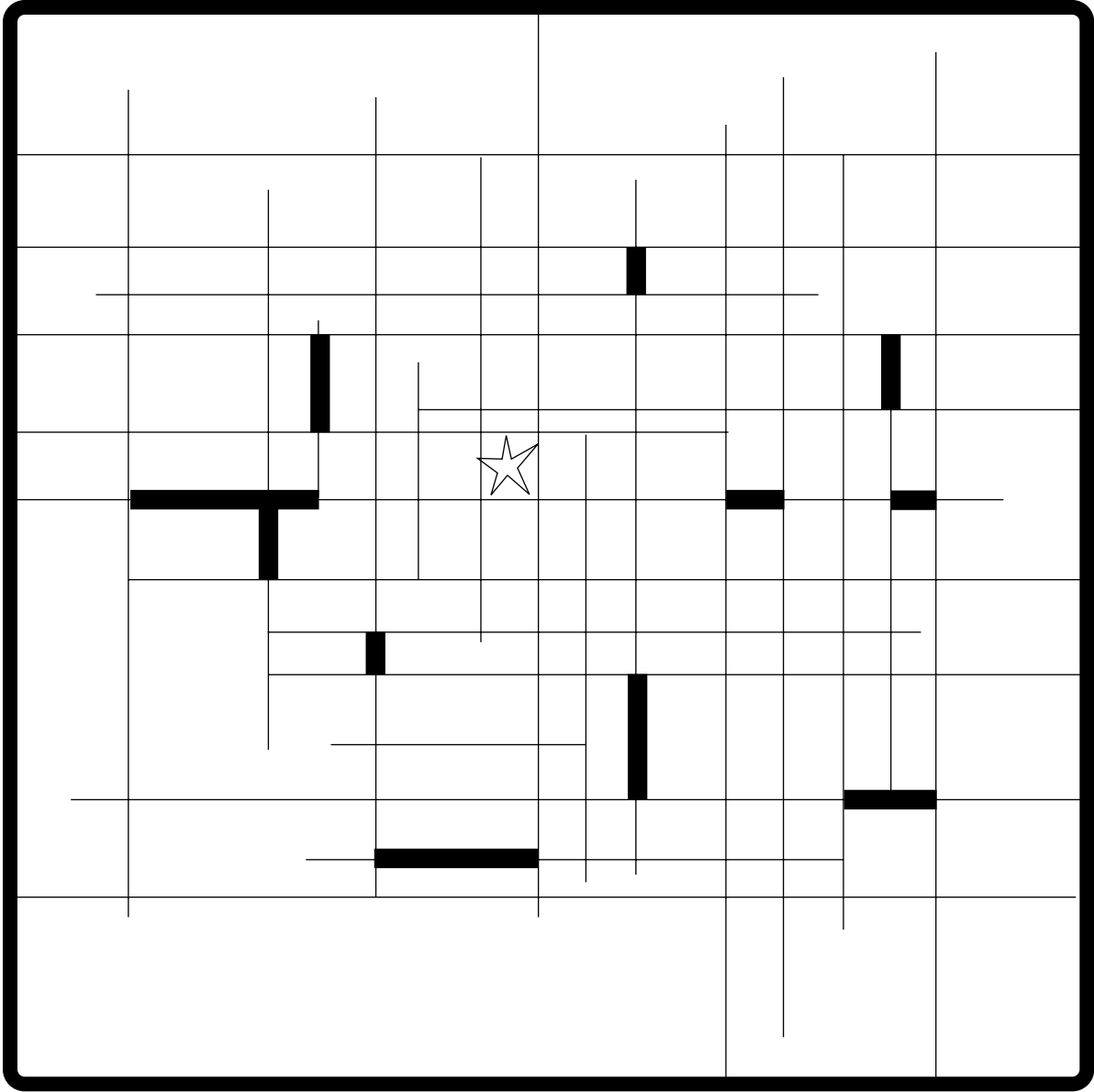
**T2**

Which Special Tile?

### ☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
<b>P1</b>	0	+	+	+	=	-	=
<b>P2</b>		+	0	+	=	-	=
<b>P3</b>		+	+	0	=	-	=
<b>P4</b>		+	+	+	0	=	-



## MATCH OPTIONS

### ☐ BASIC

Runners move single tile, and blocker places one wall per turn.



### ☐ ADVANCED

#### RUNNER OPTIONS

multiple players may be same character.

**P1**



**P2**



**P3**



**P4**



#### BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

**P1**

**P2**

**P3**

**P4**

### ☐ SUPERADVANCED

**P1** chooses locations for **T1** and/or **T2**.

**T1**

Which Special Tile?

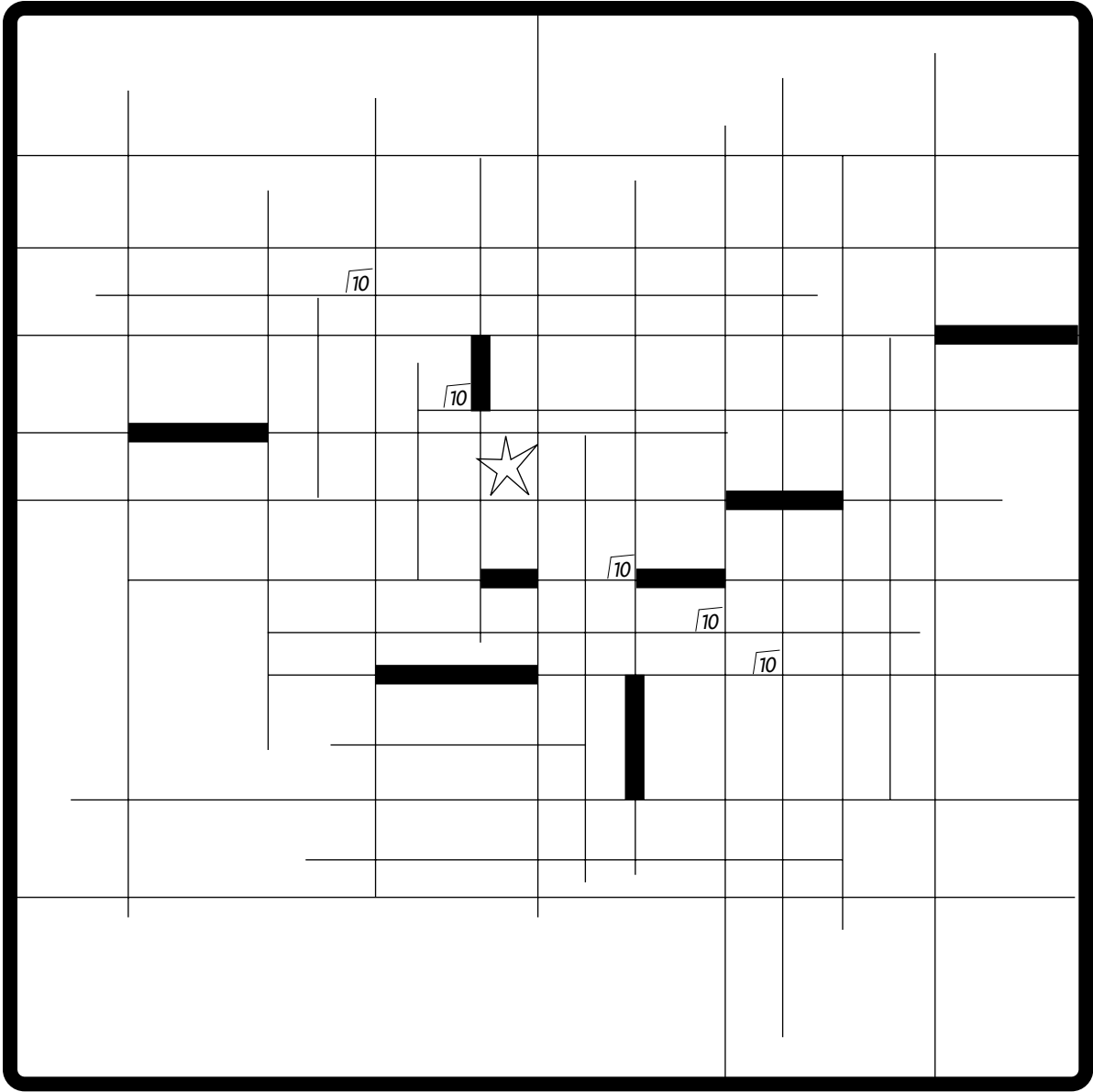
**T2**

Which Special Tile?

### ☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
<b>P1</b>	0	+	+	+	=	-	=
<b>P2</b>		+	0	+	=	-	=
<b>P3</b>		+	+	0	=	-	=
<b>P4</b>		+	+	+	0	=	-



MATCH OPTIONS

☐ BASIC

Runners move single tile, and blocker places one wall per turn.



☐ ADVANCED

RUNNER OPTIONS

multiple players may be same character.

P1



P2



P3



P4



BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

P1

P2

P3

P4

☐ SUPERADVANCED

P1 chooses locations for T1 and/or T2.

T1

Which Special Tile?

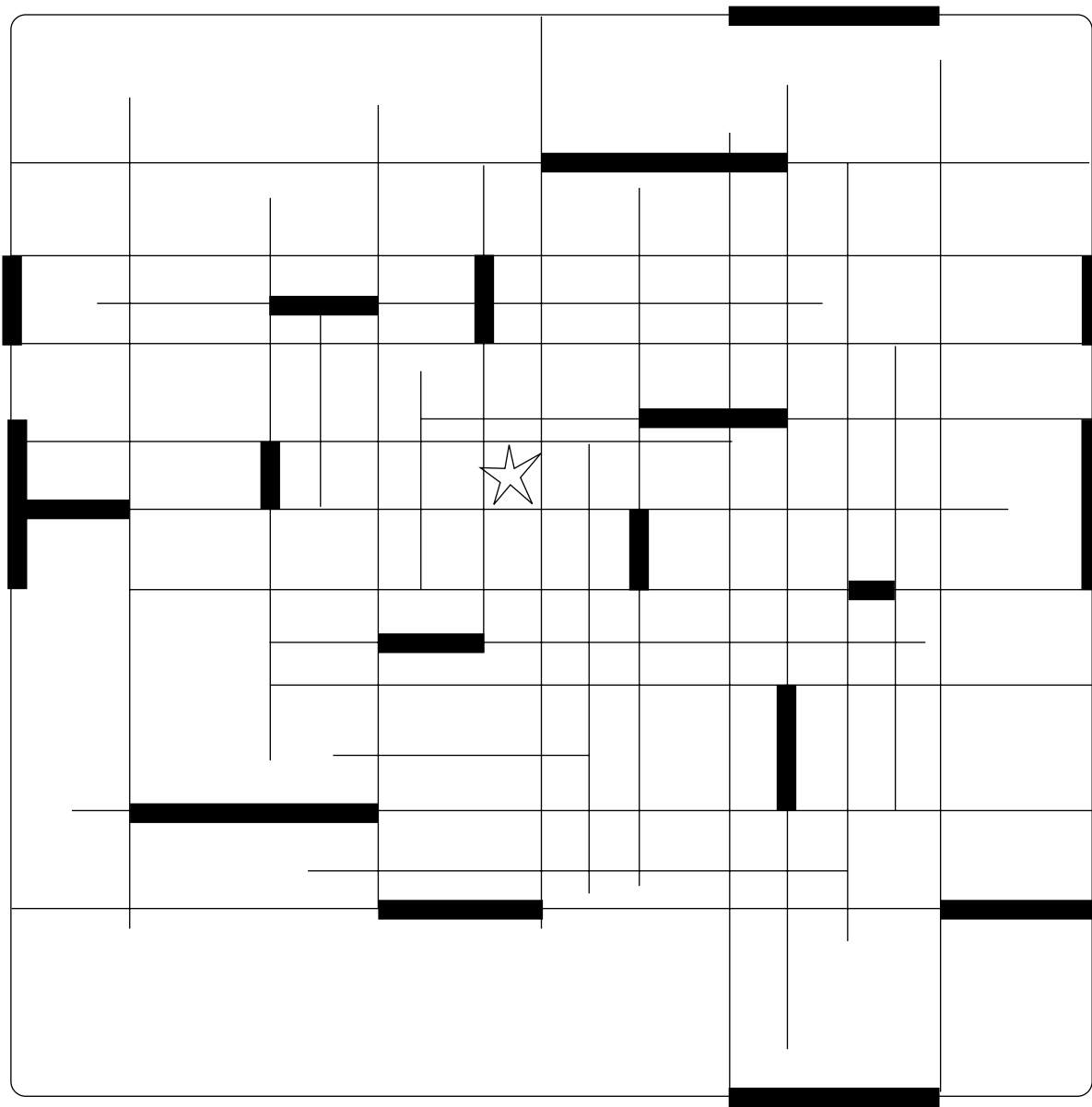
T2

Which Special Tile?

☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
P1	0	+	+	+	=	-	=
P2		+	0	+	=	-	=
P3		+	+	0	=	-	=
P4		+	+	+	0	=	-



## MATCH OPTIONS

### ☐ BASIC

Runners move single tile, and blocker places one wall per turn.



### ☐ ADVANCED

#### RUNNER OPTIONS

multiple players may be same character.

**P1**    

**P2**    

**P3**    

**P4**    

#### BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

**P1** \_\_\_\_\_

**P2** \_\_\_\_\_

**P3** \_\_\_\_\_

**P4** \_\_\_\_\_

### ☐ SUPERADVANCED

**P1** chooses locations for **T1** and/or **T2**.

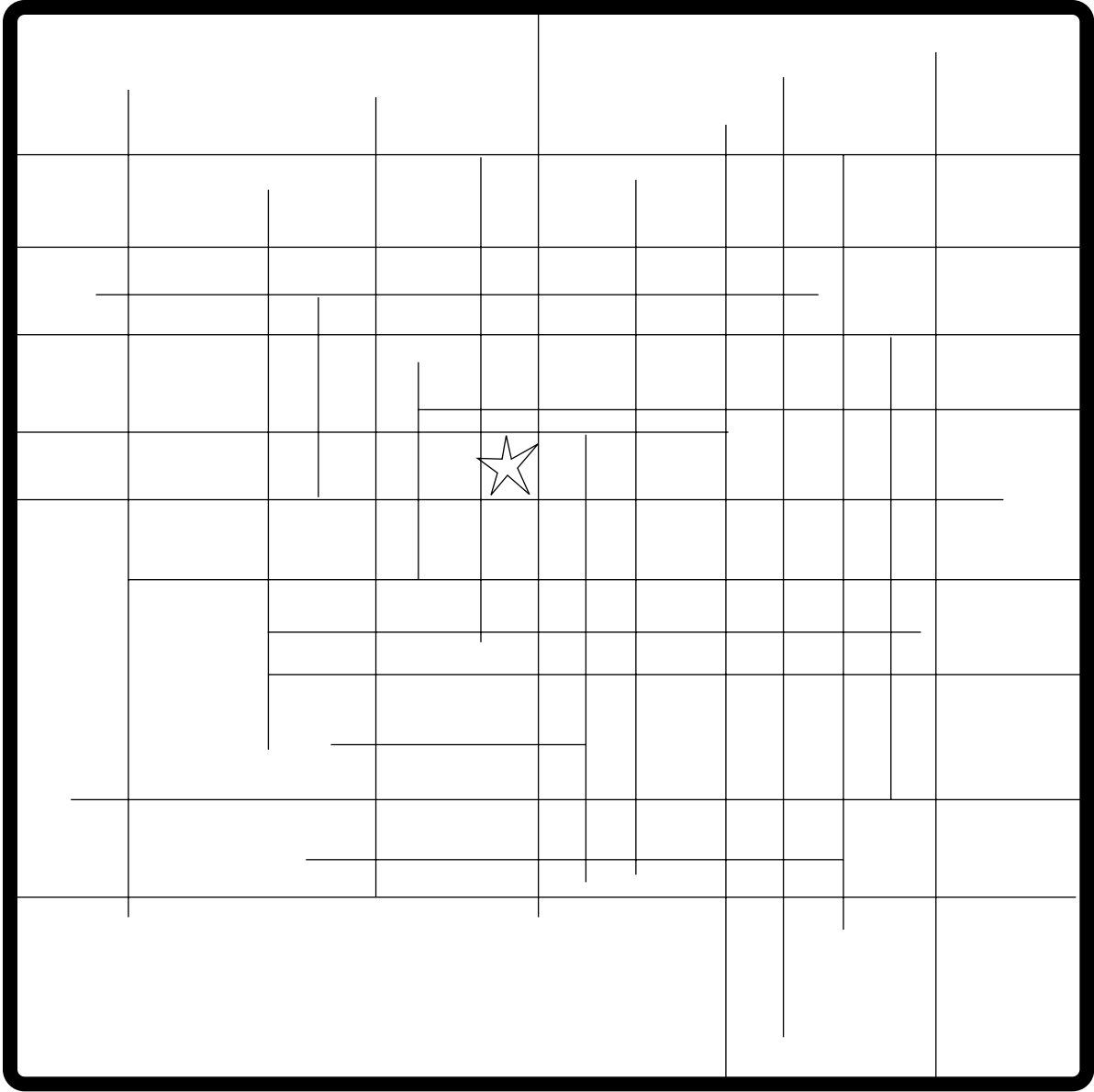
**T1** \_\_\_\_\_  
Which Special Tile?

**T2** \_\_\_\_\_  
Which Special Tile?

### ☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
<b>P1</b>	0	+	+	+	=	-	=
<b>P2</b>		+	0	+	=	-	=
<b>P3</b>		+	+	0	=	-	=
<b>P4</b>		+	+	+	0	=	-



## MATCH OPTIONS

### ☐ BASIC

Runners move single tile, and blocker places one wall per turn.



### ☐ ADVANCED

#### RUNNER OPTIONS

multiple players may be same character.

**P1**



**P2**



**P3**



**P4**



#### BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

**P1**

**P2**

**P3**

**P4**

### ☐ SUPERADVANCED

**P1** chooses locations for **T1** and/or **T2**.

**T1**

Which Special Tile?

**T2**

Which Special Tile?

### ☐ XTRASUPERADVANCED

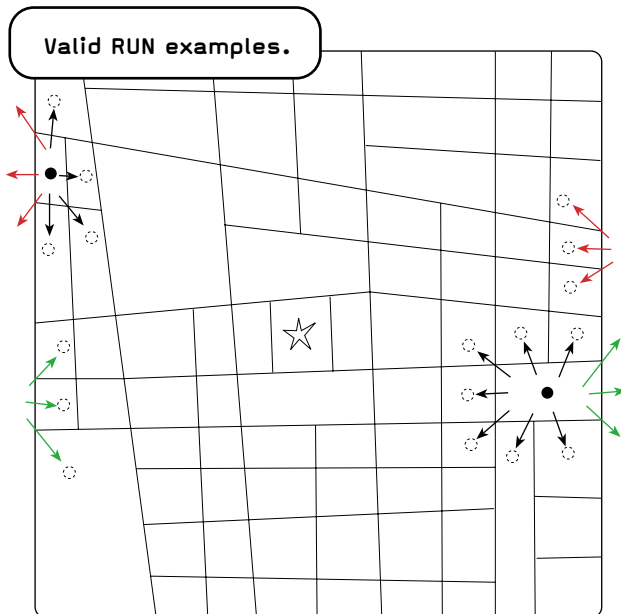
- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
<b>P1</b>	0	+	+	+	=	-	=
<b>P2</b>		+	0	+	=	-	=
<b>P3</b>		+	+	0	=	-	=
<b>P4</b>		+	+	+	0	=	-



# ADVANCED MAPS! - map04

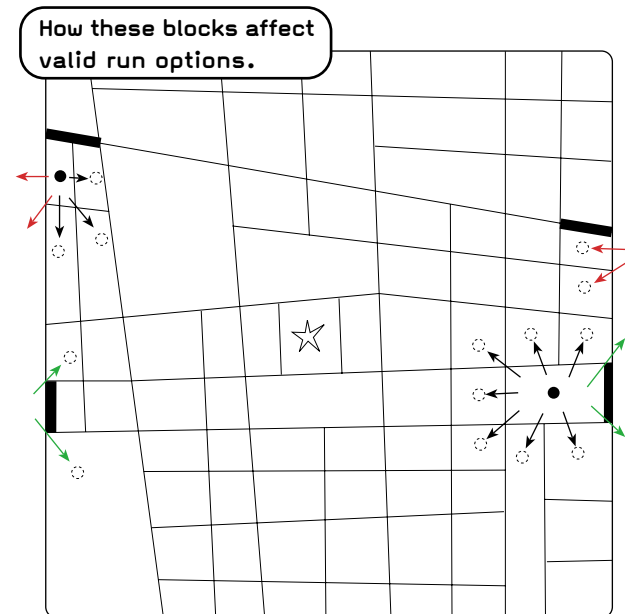
## Angled Walls with Scrolling!



In Advanced Maps with angled tiles, **Runners** may still move to any directly adjacent tile in one turn.

In games with “Open Edges” or “scrolling,” *and angled wall-lines which are continuous across the playing surface*, moves at angles and across the “edge” to the far side are treated as if space is “compressed” so that continuous lines remain continuous and if walled serve as a solid wall. This is illustrated in the next diagram. When running across the edge, if the wall is continuous, simply imagine the angled wall as horizontal or vertical and run accordingly.

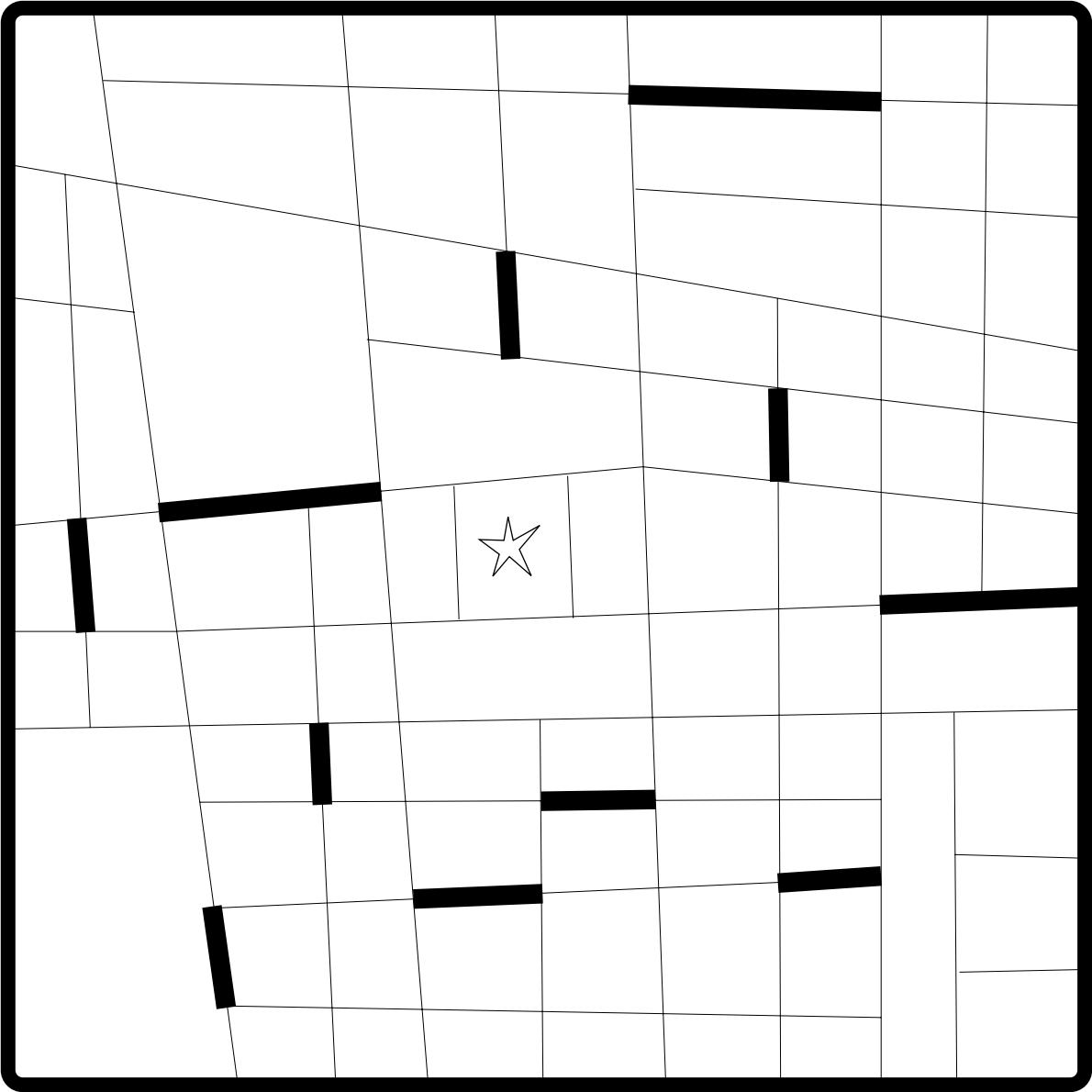
If the wall-line does not continue across the edge, simply treat the adjacent tiles as a big tile/little tile connection as explained in earlier Advanced Map Diagrams.



In Advanced Maps with angled tiles, **Blockers** may still place a wall along the full side of one tile, even if the tile is a big tile and the wall effectively blocks two smaller-tile sides.

In games with “Open Edges” or “scrolling,” *and angled wall-lines which are continuous across the playing surface*, notice how the near-horizontal walls form a continuous wall which blocks a runner move the way it would if the wall were perfectly horizontal or vertical.

Although the example near-horizontal walls require two turns to be placed, the two vertical walls are placed in one turn because fundamental to the concept of a scrolling game is that opposite edges are in fact the same.



## MATCH OPTIONS

### ☐ BASIC

Runners move single tile, and blocker places one wall per turn.



### ☐ ADVANCED

#### RUNNER OPTIONS

multiple players may be same character.

**P1**



**P2**



**P3**



**P4**



#### BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

**P1**

**P2**

**P3**

**P4**

### ☐ SUPERADVANCED

**P1** chooses locations for **T1** and/or **T2**.

**T1**

Which Special Tile?

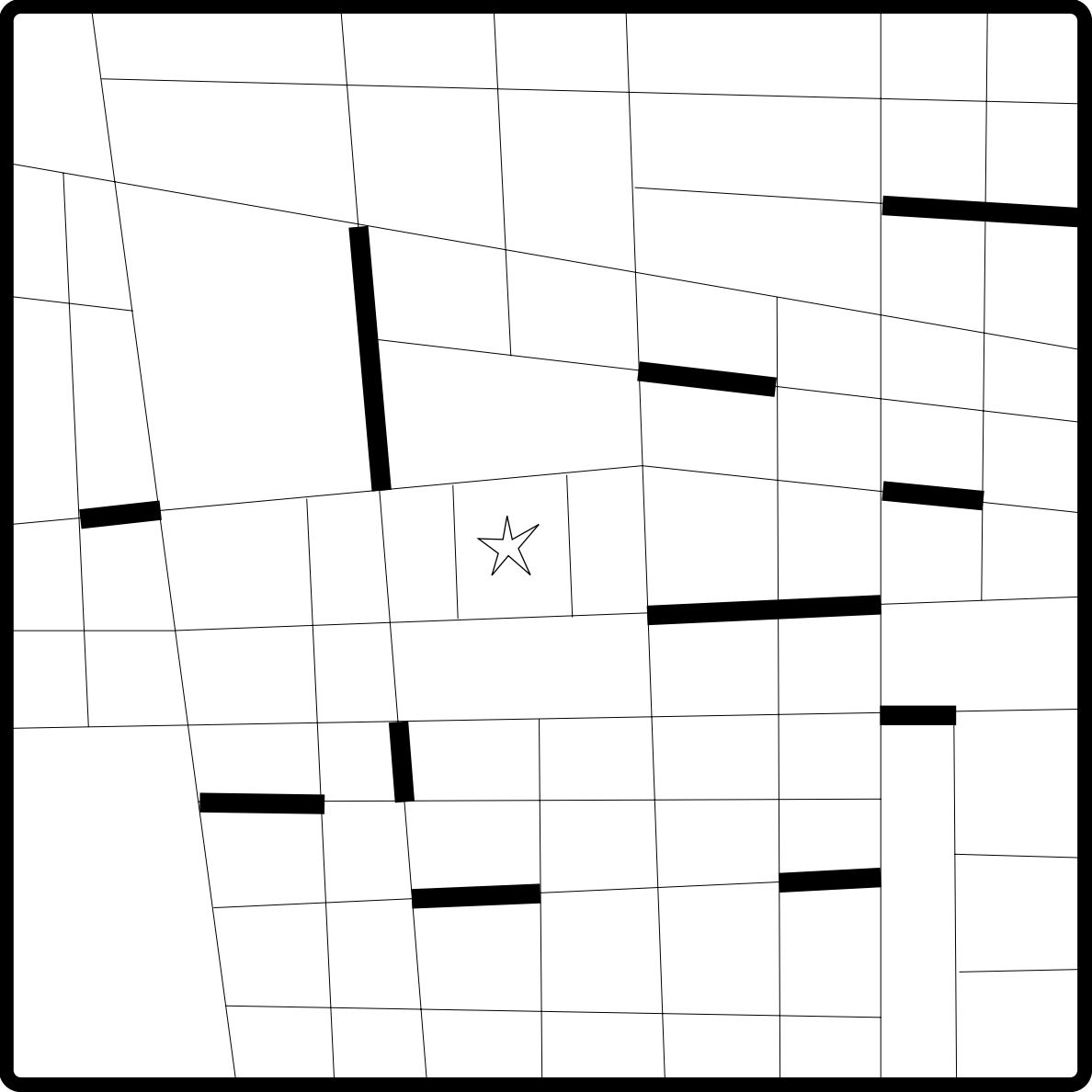
**T2**

Which Special Tile?

### ☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
<b>P1</b>	0	+	+	+	=	-	=
<b>P2</b>		+	0	+	=	-	=
<b>P3</b>		+	+	0	=	-	=
<b>P4</b>		+	+	+	0	=	-



MATCH OPTIONS

☐ BASIC

Runners move single tile, and blocker places one wall per turn.



☐ ADVANCED

RUNNER OPTIONS

multiple players may be same character.

P1



P2



P3



P4



BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

P1

P2

P3

P4

☐ SUPERADVANCED

P1 chooses locations for T1 and/or T2.

T1

Which Special Tile?

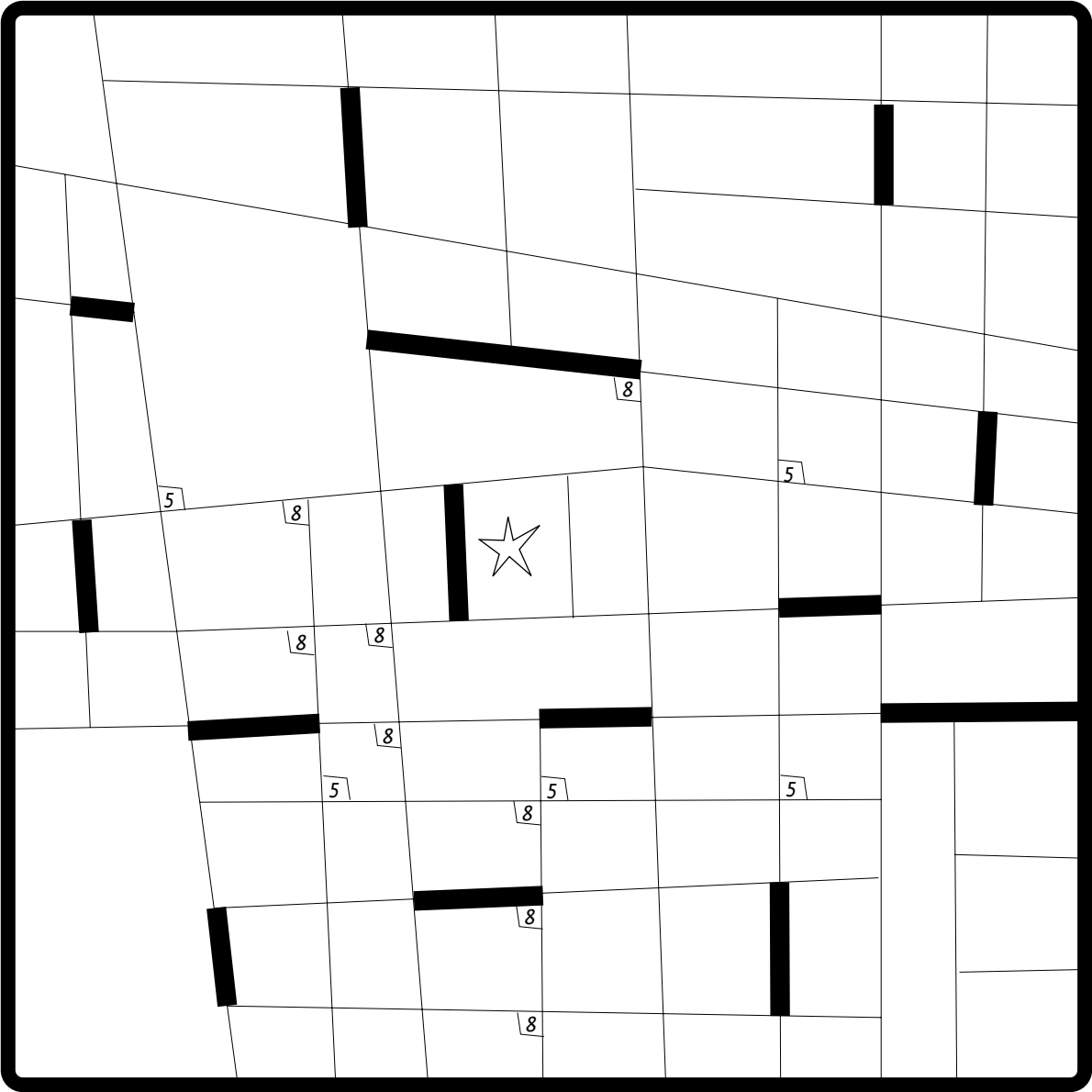
T2

Which Special Tile?

☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
P1	0	+	+	+	=	-	=
P2		+	0	+	=	-	=
P3		+	+	0	=	-	=
P4		+	+	+	0	=	-



## MATCH OPTIONS

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Runners move single tile, and blocker places one wall per turn.



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#### RUNNER OPTIONS

multiple players may be same character.

**P1**



**P2**



**P3**



**P4**



#### BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

**P1**

**P2**

**P3**

**P4**

### ☐ SUPERADVANCED

**P1** chooses locations for **T1** and/or **T2**.

**T1**

Which Special Tile?

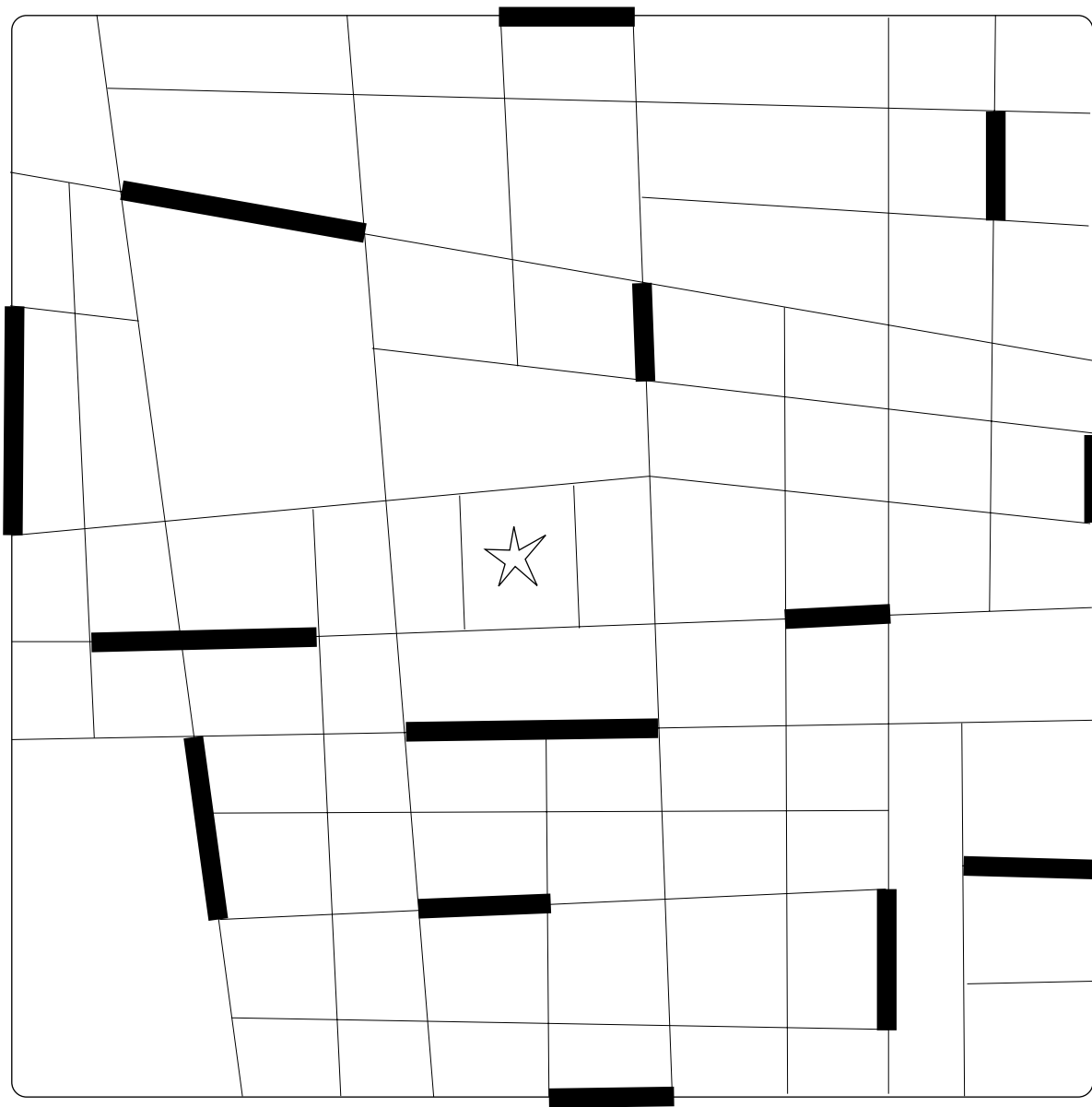
**T2**

Which Special Tile?

### ☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
<b>P1</b>	0	+	+	+	=	-	=
<b>P2</b>		+	0	+	=	-	=
<b>P3</b>		+	+	0	=	-	=
<b>P4</b>		+	+	+	0	=	-



## MATCH OPTIONS

### ☐ BASIC

Runners move single tile, and blocker places one wall per turn.



### ☐ ADVANCED

#### RUNNER OPTIONS

multiple players may be same character.

**P1**    

**P2**    

**P3**    

**P4**    

#### BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

**P1** \_\_\_\_\_

**P2** \_\_\_\_\_

**P3** \_\_\_\_\_

**P4** \_\_\_\_\_

### ☐ SUPERADVANCED

**P1** chooses locations for **T1** and/or **T2**.

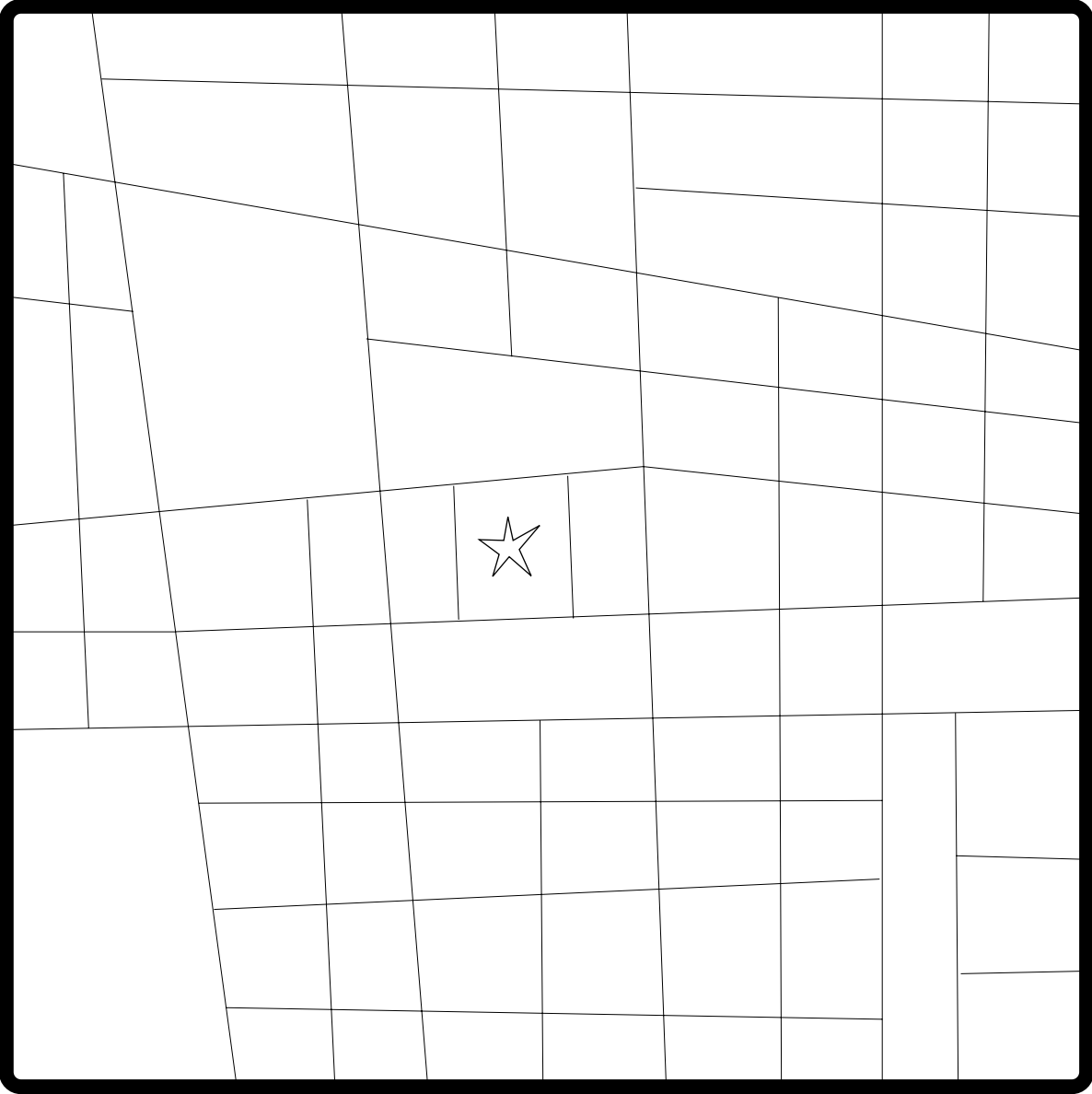
**T1** \_\_\_\_\_  
Which Special Tile?

**T2** \_\_\_\_\_  
Which Special Tile?

### ☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
<b>P1</b>	0	+	+	+	=	-	=
<b>P2</b>		+	0	+	=	-	=
<b>P3</b>		+	+	0	=	-	=
<b>P4</b>		+	+	+	0	=	-



MATCH OPTIONS

☐ BASIC

Runners move single tile, and blocker places one wall per turn.







☐ ADVANCED





RUNNER OPTIONS

multiple players may be same character.





P1







P2



P3



P4



BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

P1

P2

P3

P4

☐ SUPERADVANCED

P1 chooses locations for T1 and/or T2.

T1

Which Special Tile?

T2

Which Special Tile?

☐ XTRASUPERADVANCED

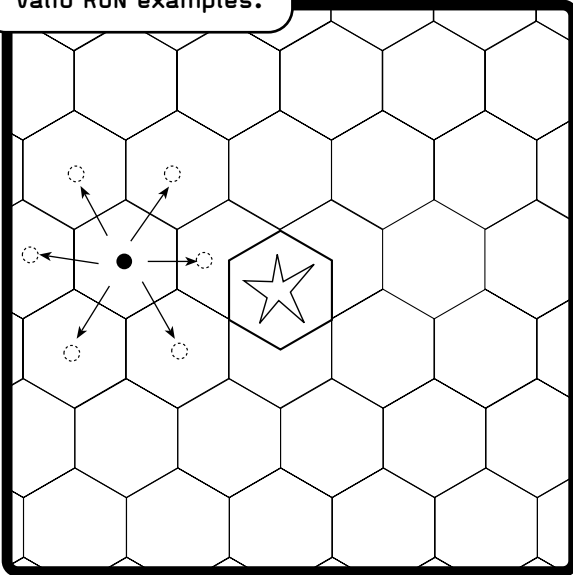
- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
P1	0	+	+	+	=	-	=
P2		+	0	+	=	-	=
P3		+	+	0	=	-	=
P4		+	+	+	0	=	-

# ADVANCED MAPS! - map05

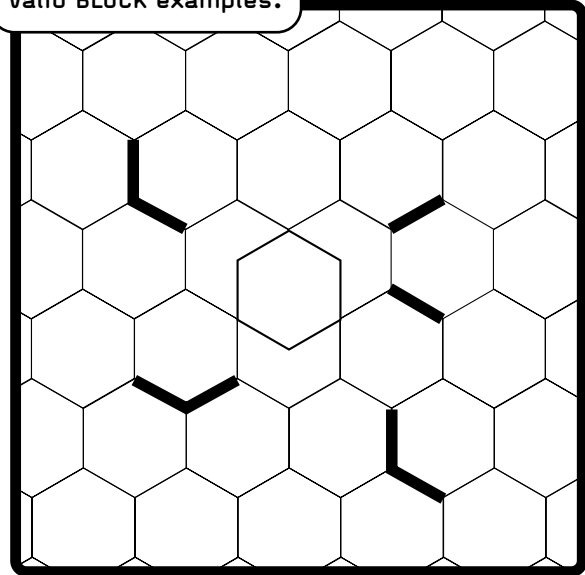
## *Non-Orthogonal Tile Patterns*

Valid RUN examples.



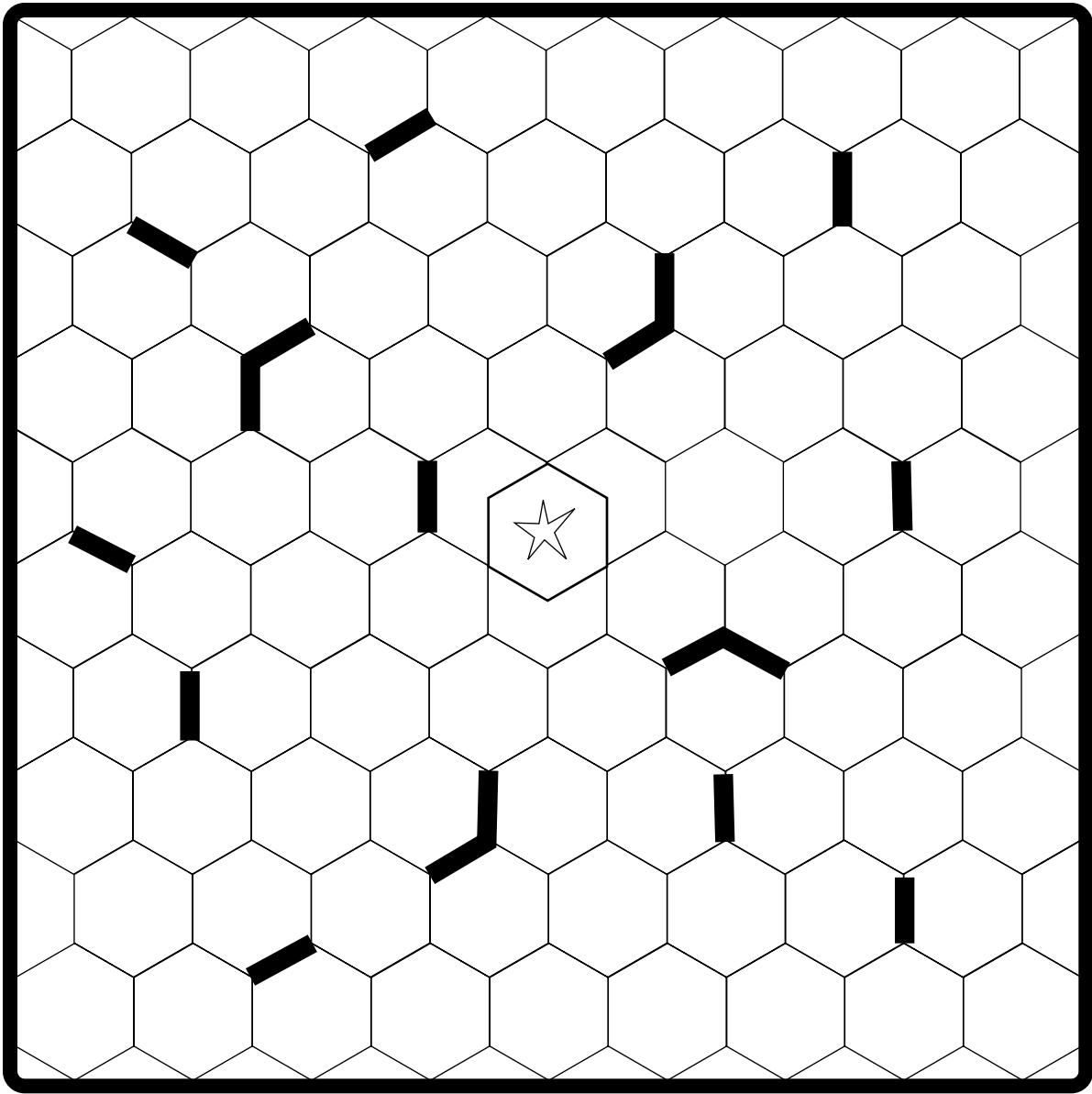
In Advanced Maps with tiles of non-orthogonal shape, **Runners** may still move to any directly adjacent tile in one turn.

Valid BLOCK examples.

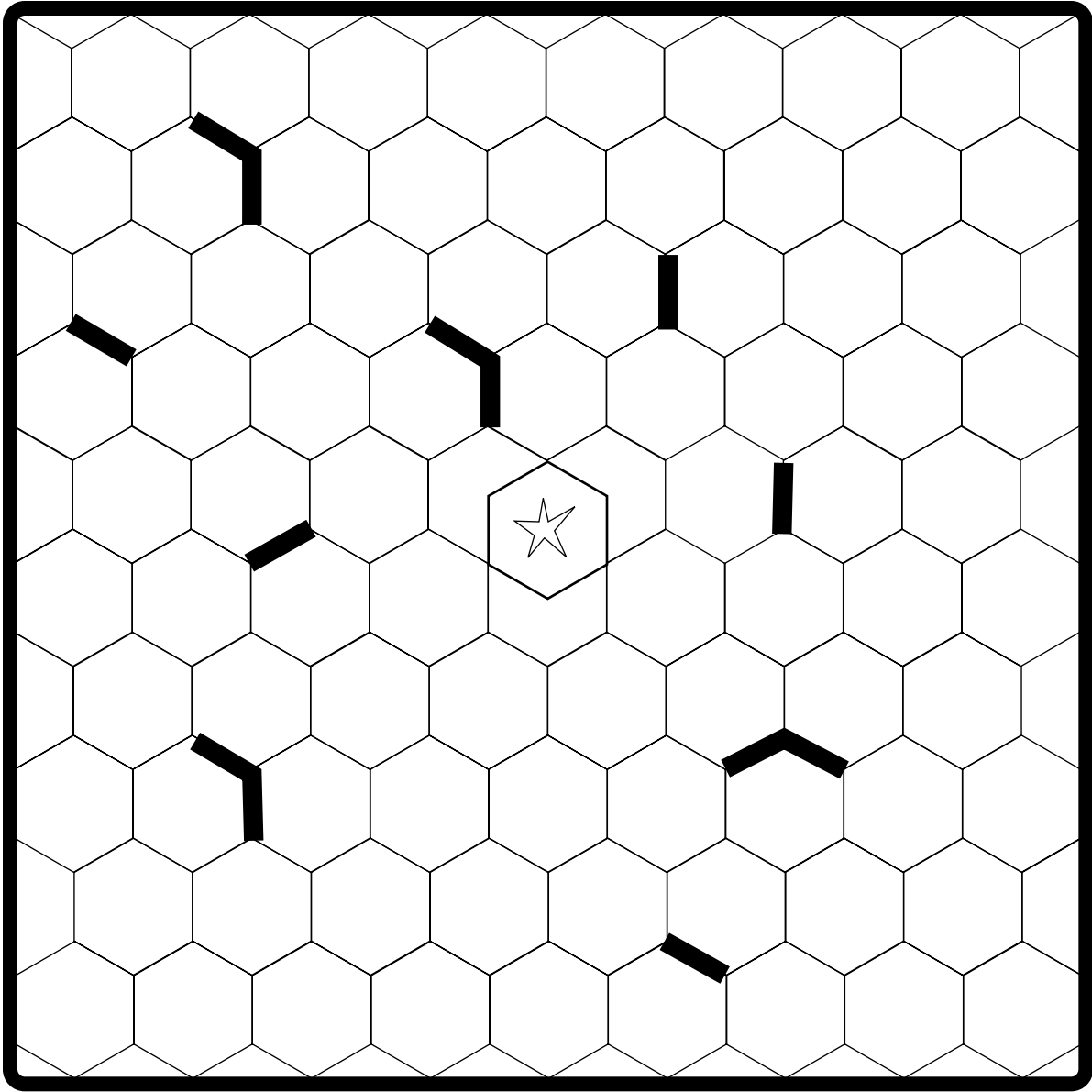


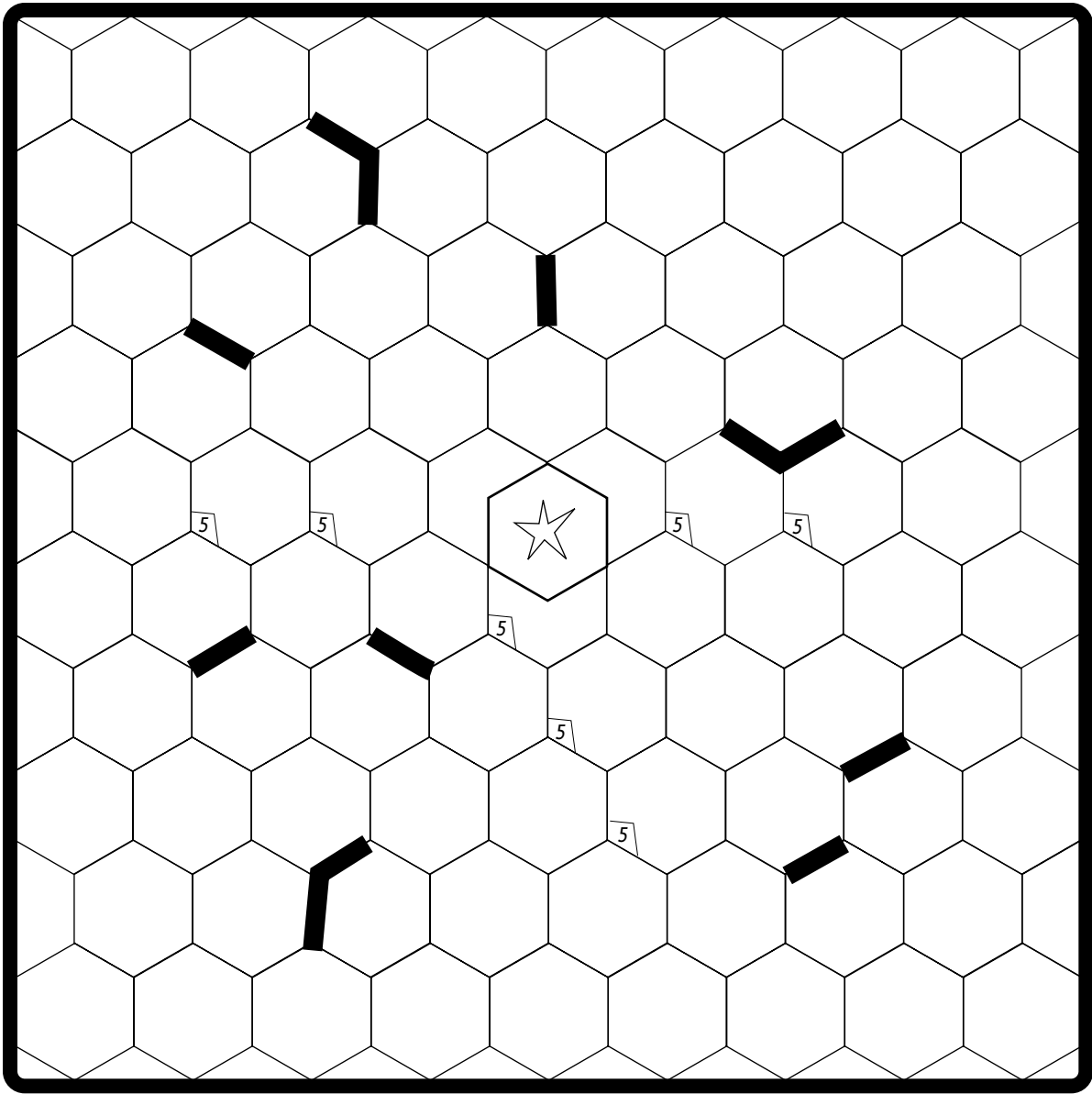
In Advanced Maps with tiles of hexagon shape, **Blockers** may still place a two walls per turn per runner. The blocker may place both these walls on one tile or one wall each on two tiles, according to their strategy, but not place more than two walls adjacent to a single runner per turn as explained in the multiplayer rules.

All the walls shown above are valid walls placeable in one Blocker turn.









MATCH OPTIONS

☐ BASIC

Runners move single tile, and blocker places one wall per turn.



☐ ADVANCED

RUNNER OPTIONS

multiple players may be same character.

P1



P2



P3



P4



BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

P1

P2

P3

P4

☐ SUPERADVANCED

P1 chooses locations for T1 and/or T2.

T1

Which Special Tile?

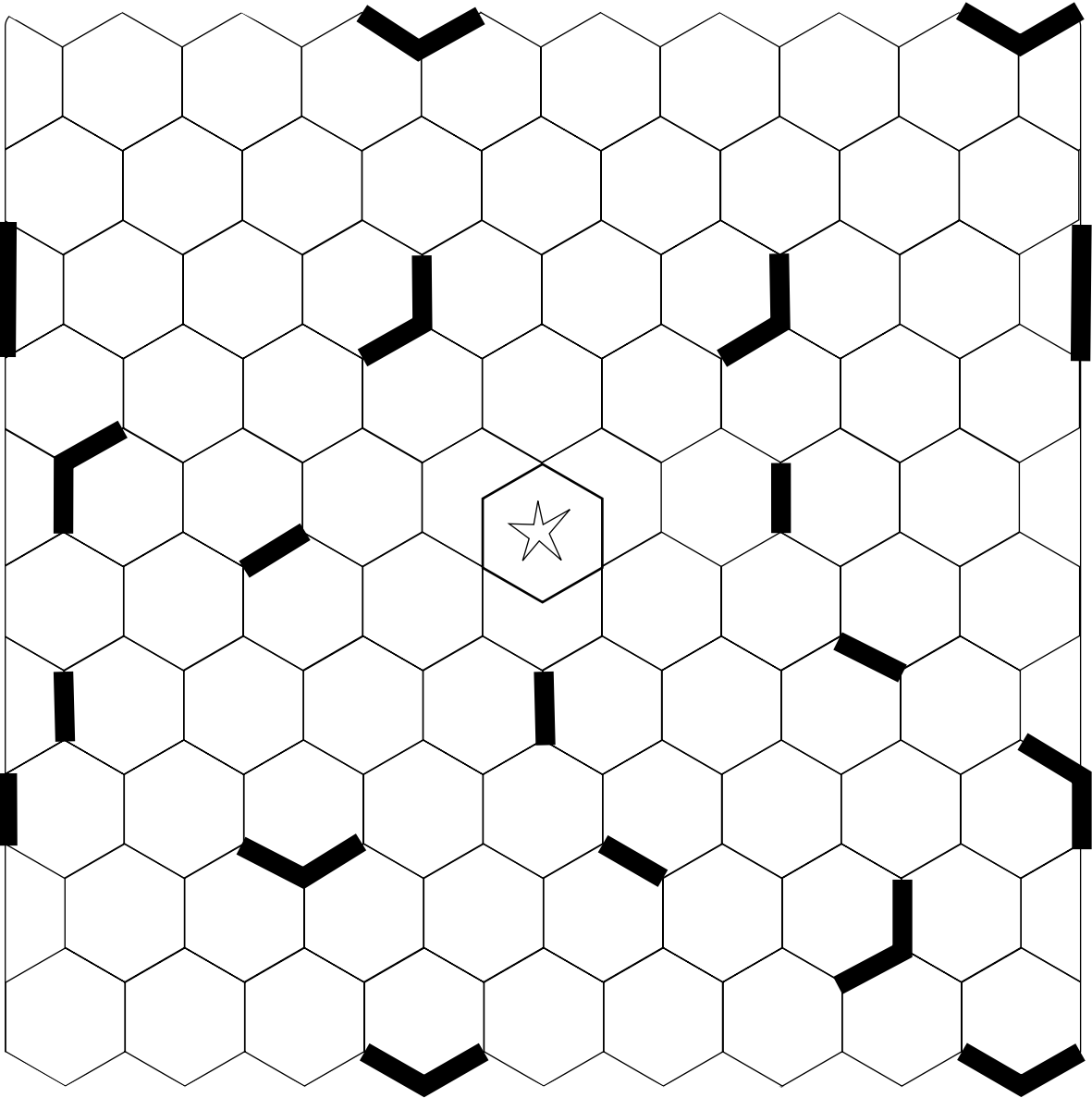
T2

Which Special Tile?

☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
P1	0	+	+	+	=	-	=
P2		+	0	+	=	-	=
P3		+	+	0	=	-	=
P4		+	+	+	0	=	-



MATCH OPTIONS

☐ BASIC

Runners move single tile, and blocker places one wall per turn.



☐ ADVANCED

RUNNER OPTIONS

multiple players may be same character.

**P1**    

**P2**    

**P3**    

**P4**    

BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

**P1** \_\_\_\_\_

**P2** \_\_\_\_\_

**P3** \_\_\_\_\_

**P4** \_\_\_\_\_

☐ SUPERADVANCED

**P1** chooses locations for **T1** and/or **T2**.

**T1** \_\_\_\_\_

Which Special Tile?

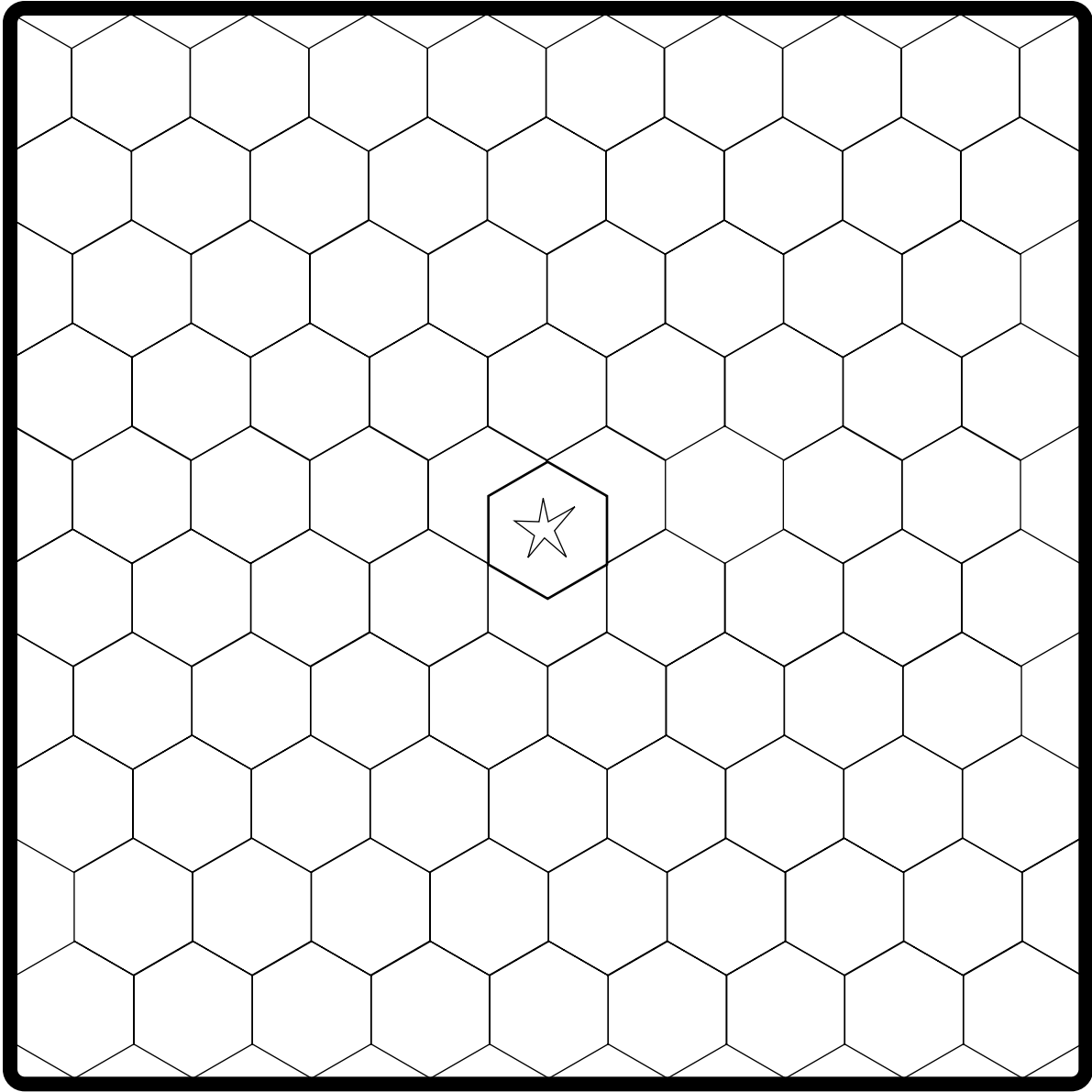
**T2** \_\_\_\_\_

Which Special Tile?

☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
P1	0	+	+	+	=	-	=
P2		+	0	+	=	-	=
P3		+	+	0	=	-	=
P4		+	+	+	0	=	-



MATCH OPTIONS

☐ BASIC

Runners move single tile, and blocker places one wall per turn.



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RUNNER OPTIONS

multiple players may be same character.

P1



P2



P3



P4



BLOCKER OPTIONS

Choose "sticky" or "transport." (see rules)

P1

P2

P3

P4

☐ SUPERADVANCED

P1 chooses locations for T1 and/or T2.

T1

Which Special Tile?

T2

Which Special Tile?

☐ XTRASUPERADVANCED

- ☐ Open map scrolling
- ☐ Pattern Scoring
- ☐ Benchmark Rewards

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	TOTAL RUN	TOTAL BLOX	FINAL SCORE
P1	0	+	+	+	=	-	=
P2		+	0	+	=	-	=
P3		+	+	0	=	-	=
P4		+	+	+	0	=	-