GAME OBJECTIVES
- TAKE THE TOWN HALL
- DOMINATION

SETUP
- GETTING STARTED

GAME PLAY
- PLAYER TURNS
- CAMPAIGN STACK
- CURFEW
- PLAYER ACTIONS
- ADDITIONAL UNITS
- CITY BUILDINGS
- ATTACKING & CAPTURING
- LOOTING
- CARS
- EXTRACTION
- POLICE
- POLICE STATIONS
- RIOT POLICE
- ACTION CARDS
- BOMBS
- CAUSES

STORY

BLOCK RIOT RULE BOOK

game objectives

Take control of the city, even if it means ripping it apart at the same time!

All players can unite, co-operate and win by taking over the town hall to defeat police.

Note: There is multiple ways to win, rioters may be in it for themselves...
(Players have individual missions known as causes)

take the town hall

All rioters race to take over the town hall

- Loot 1 Town hall tile
  (See: 'Looting')
- Players enter by moving into town hall space (See: 'Moving')
- Requires 8 rioters & 1 leader

domination

- Prevent a rival's ability to move
  Inherit their loot

causes

- Randomly choose a cause at the start of the game to give each player **another** way to win
  See 'causes' at the end of this book

SETUP

getting started

Shuffle all tiles & cards and place face down

Board Layout

Town Hall : Center of board, inside of the **Town Square** garden block
- +1 riot police stand guard on each corner of the Town Hall

Cities : Bordering the Town square
- City Building Tiles need to be shuffled & placed face down

Player Blocks (4) :
- Purple (Anarchists)
- Red (Bikies)
- Green (Bogans)
- Yellow (Activists)

Each player block starts with 10 **Building Tiles**
- Shuffle, place face down on the rubble
- +2 police start in each police station
- +1 car next to garage
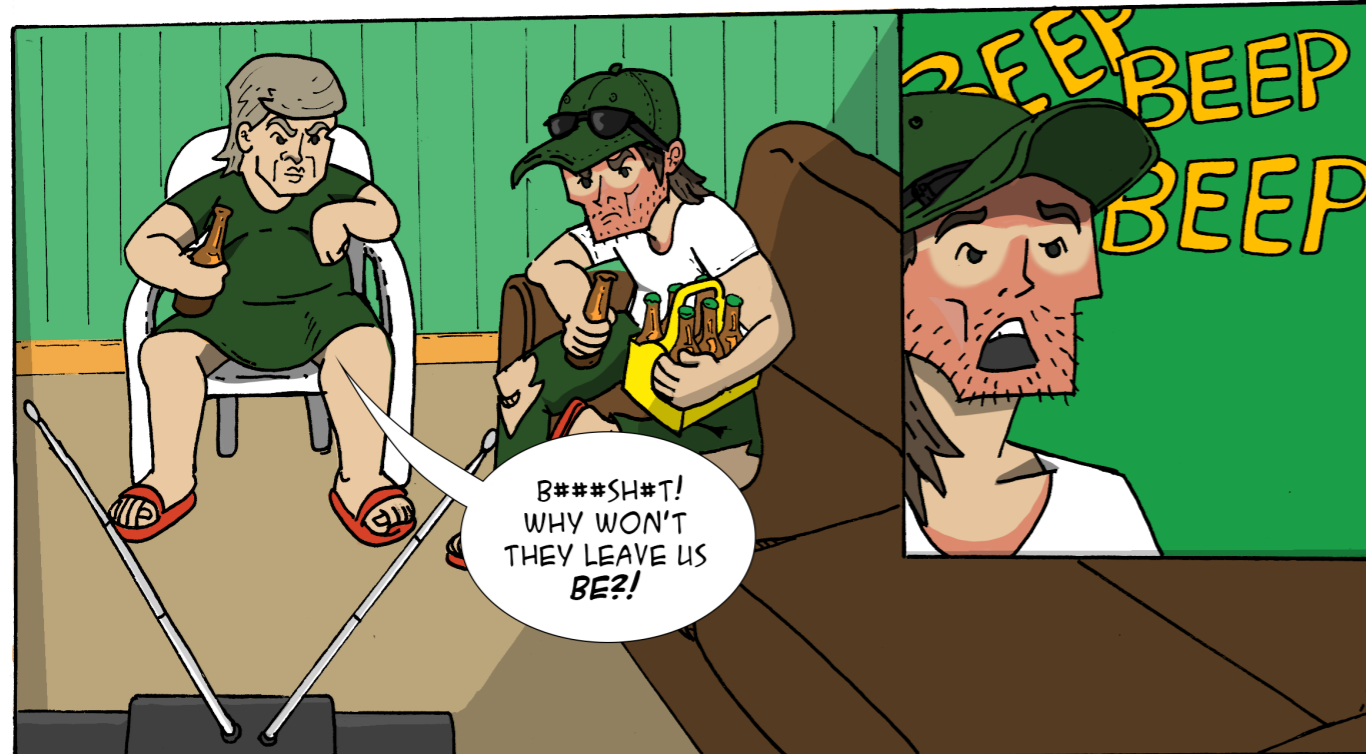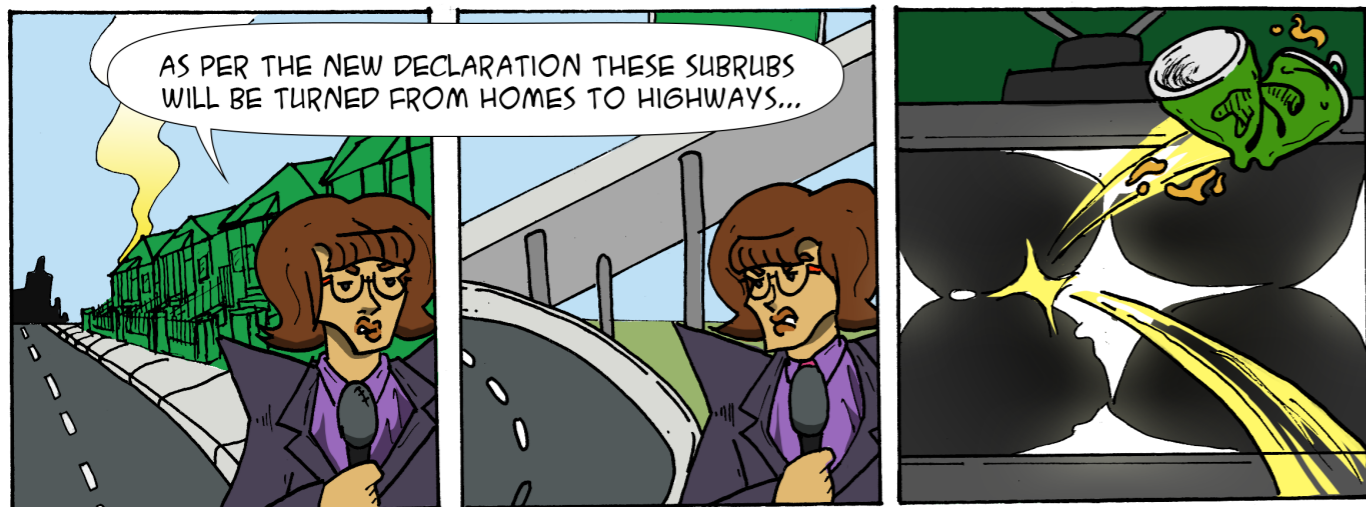 (Park directly outside, 2/3rds must be touching the garage)

Pieces (28) Each player starts with :
- 7 rioters & **1 revealed leader**
  Place in block corner
  (More about lead rioters next page)
- Deal 4 green action cards to each player keep 2 hidden then discard others

Yellow Deck: Deal 3 cards face up

A lead rioter incites action. Leaders

AS PER THE NEW DECLARATION THESE SUBRUBS WILL BE TURNED FROM HOMES TO HIGHWAYS...

BEEP BEEP BEEP BEEP

B###SH#T! WHY WON'T THEY LEAVE US BE?!

BEEP BEEP

OI! GET IN THE BLOODY CAR, MATES! WE GON' DO SOMETHIN' BOUT THIS OR WHAT?!?

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can be concealed, hidden to opponents until captured or forced to reveal themselves by action cards

Active   Stunned   Leader
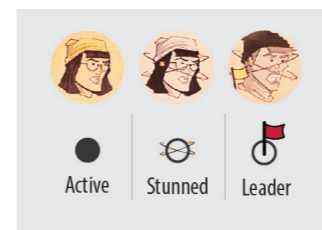
costs 1 move to hide or reveal

Rioter states
- Active shows player in full colour.
- Stunned with stars
- leaders can be seen with a flag

Tip: Place a spare stunned rioter stacked on top to represent an inactive leader

GAME PLAY

player turns

PLAY!   *On your turn choose* **Action** *or* **Roll:**

◆ **+3 Moves, Play action cards & Trade now**
      OR
◆ **Roll the dice and move the amount shown. Police 'charges' apply. Pay or collect entire stack at the end of turn**

CAMPAIGN STACK

Before the turn ends the player must pay the amount shown. Pay with green cards, building and town hall tiles **(same value or more)**
◆ Player collects the **entire** stack and play all police action in sequence, if they cannot afford the fee.
     TIP: Green cards are kept

MOVING
elements

1 move

Red moves to take Blue

3 moves to take buildings

campaign stack

The city governor seeks to represent the citizens but needs to fund his political campaign. Players contribute by paying to avoid a visit from the Police

If the player choose to roll the dice during their turn, a blue police action card is charged against them and placed shown on top of the campaign stack.

Before the turn ends the player can choose to defer the action by paying the amount. Player can pay with green cards, building or town hall tiles. **Note:** Must be shown face up and the same value **or more**

Tip: The stack naturally grows the more people roll the dice and pay into the campaign, this continues until someone chooses to collect or cannot afford it

...Alternatively you may choose to collect the entire stack incurring all the damages found in the order shown

Collecting the campaign stack
Player plunders the goods within the stack, but the governer is not happy!
- The blue police action is played instantly
   Note: Immediately ends turn
- Player keeps any green cards and tiles
   Note: 2 tiles exchanged for 1 green action card from the deck. **Discard uneven tiles.**
- Collecting stack cannot be blocked
- If a curfew is imposed and the player needs to pick up the stack,
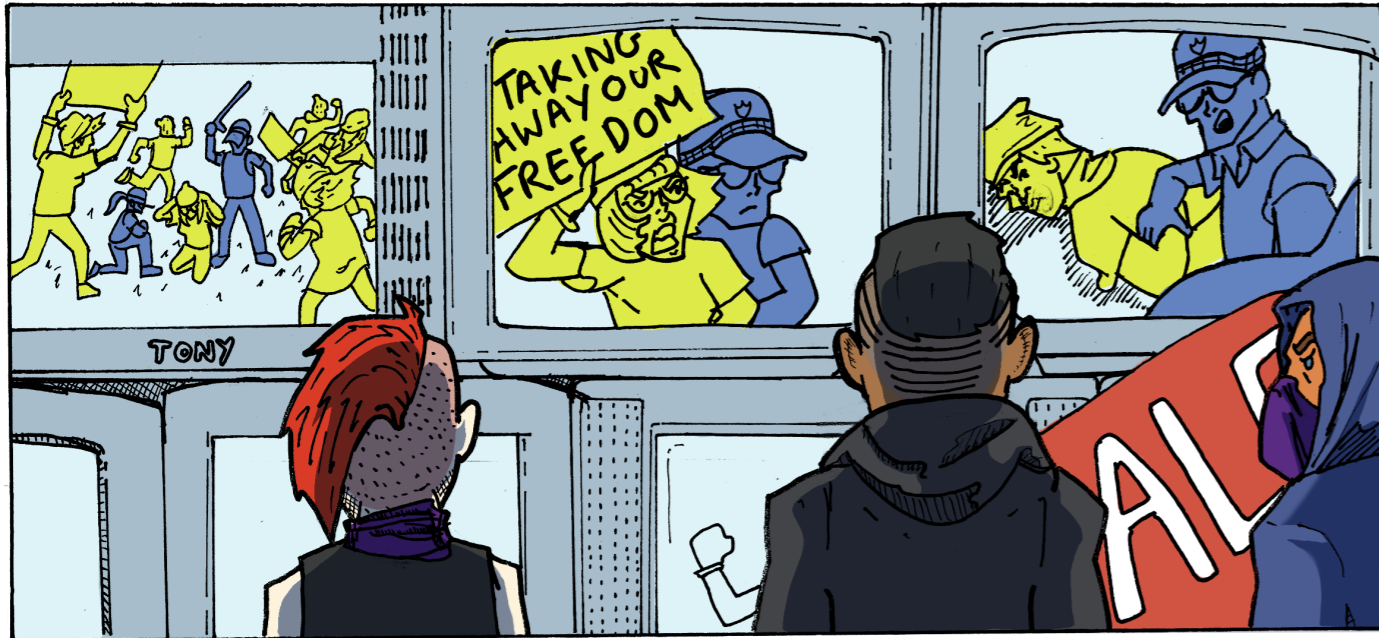
the curfew and any red cards are played after the stack has been completed.

trading

Players can choose to exchange a yellow impact card to the same or more value. Trading can only be done during an **action** turn, not dice roll.

Note: Yellow action cards act exactly like green

curfew

Tip: The back of the spinner, indicate the curfew has started & has a quick guide

- All players are reduced to **one** move per **turn**
- The *said* player (who started the riot), rolls the dice each round (unless another player starts another curfew)
  When dice is rolled all players move simultaneously
- Play returns to normal once a 7 is rolled (ends turn, next player gets the dice)

During a curfew :
- All police *flip over* to riot police!
- Blue, Green & Yellow cards do not apply, only red
- No trading cards
  Tip : Curfew may cease if all players agree after several rounds of inactivity

Curfew is triggered by :
- Attacking a riot police officer
- Looting a town hall tile
- Random Police Action
- Campaign stack.
  Note : the campaign stack is inactive when a curfew has started. No further action

player actions

Moving rioters :
- Movement is limited to 3 moves, additional moves gained from green cards. Alternatively a single dice roll.
- Rioters can move to any unoccupied 'space' on the grid
  Note: Stunned rioters **do not** occupy space therefore can be trampled on by rivals or police
- EG: If you rolled a 6. You can choose to move 6 rioters once or 1 rioter 6 times.
- A move is spent for flipping a stunned rioter back to health, seizing a rival, attacking police & entering a City Building

Moving a crowd (Leaping) :
```YouTube link here from TTS```

A rioter cannot move diagonally. Rioters may 'leap' within their group. Thier sides must be touching and be adjacent (side by side) with another rioter in the unit.
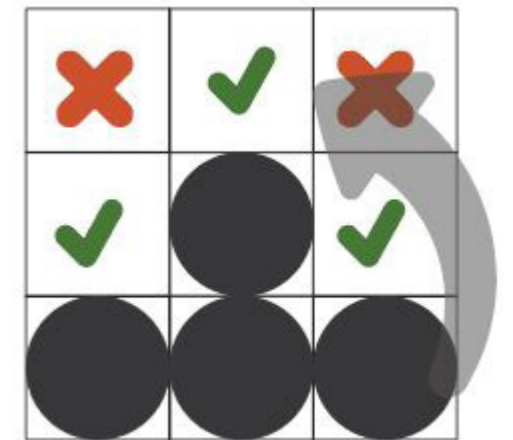
In order to leap, 2 or more rioters must be 'touching'. From one end of a group of rioters, one can leap all the way through to the other side. This way rioters act as a single **unit**.

Tip: Large units move further faster
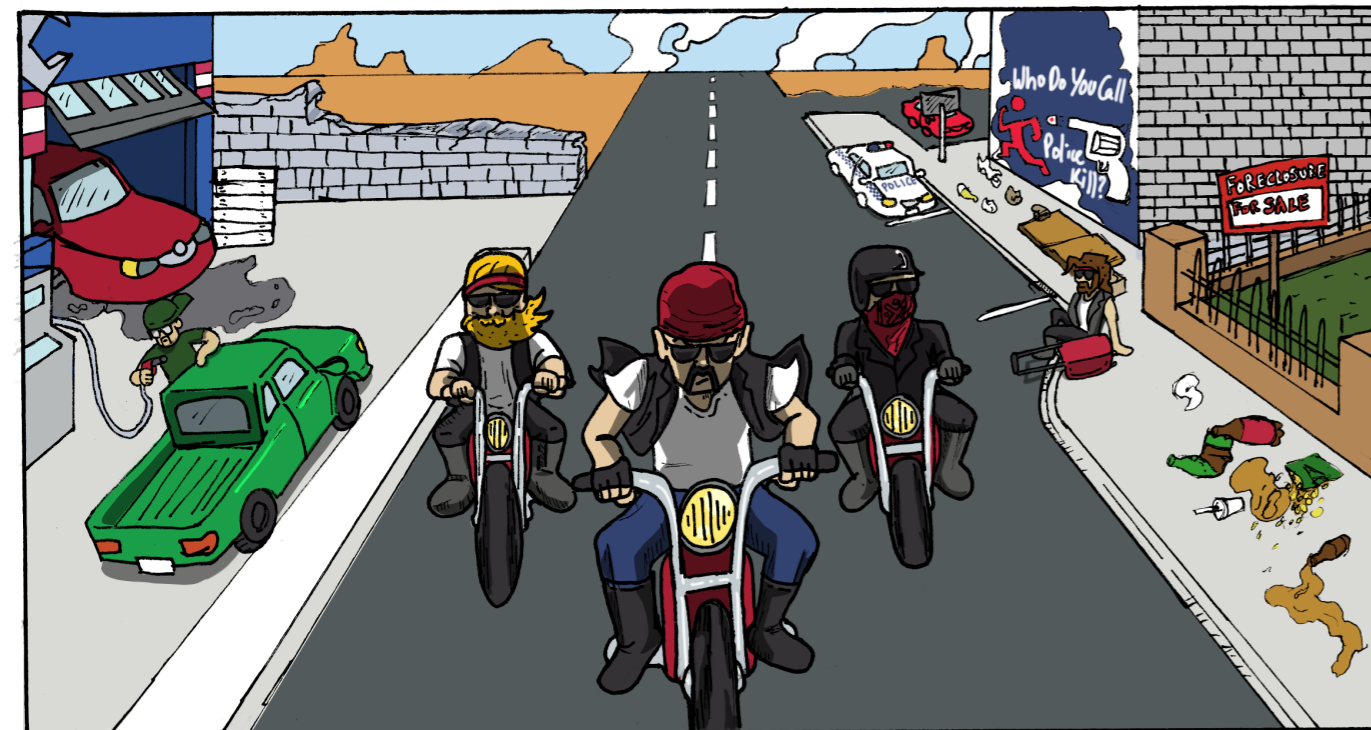
⋆⋆additional units⋆⋆

Call up more rioters to join your cause!

- **Ends turn immediately**
- Costs 1 looted building tile (place on the campaign stack)
- Costs 1 move to fetch each rioter, accompanied by a revealed leader (until all leaders depleted)
  Note : players can conceal the leader at a cost of 1 move
- Additional units placed in and around the start position or an **occupied** city.

Note : no other police action or campaign fees when bringing an additional unit

⋆⋆city tiles⋆⋆

Cities offer protection from attack, they also serve as a place to launch attacks from. Cities sometimes give masks, bombs and green action cards. Beware police may be lurking inside...

Note : Rioters enter & exit the building perimeter at any point

Cities are **'occupied'** while one <u>revealed</u> leader & two (or more) <u>rioters</u> are present. Players will have an optional starting position for new units, spawning inside or from the perimeter outside.

Note : Rivals can remove rioters that are already within building (see looting)

⋆⋆attack & capture⋆⋆

By attacking rivals they become

'Stunned' (flip over) then you can capture.

- Stunning a rioter costs 1 move
- Capturing costs a further :
  1 move for rioter
  2 moves for leaders
  1 additional move if masked
- Police & riot police cannot be stunned and costs 2 & 3 moves respectively

- 3 rioters can effectively overpower any rival or police by surrounding your target on any 2 sides (while connected or 3 sides if separate)
  Note : The attack must be made on the board or within a building, not a combination of the two
- When a player captures a rioter, they are held hostage, removed from the board
- When Police are captured they are held hostage, removed from the board. +1 Green action card, +1 Blue police action (played instantly)

  +1 **+1**

- When Riot Police are captured they are held hostage, removed from the board. +1 green action card, +1 red riot action (played instantly) ****begins curfew****

  +1 **+1**
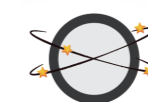
Stunned rioters are inactive from either attack, police or bombing. Rioters

ONLY 3 PEOPLE MOVE AT A TIME!

FLORIST

HEY YOU!

GET IN LINE!

IF WE JUST SURROUND THEM ONE BY ONE WE CAN GET RID OF THEM ONCE AND FOR ALL

---

can be **revived** in the following turn.

To do this the player moves an active rioter to nearest unoccupied space to 'touch' & flip them back to full health.

Note : Stunned leaders remain revealed after being revived

Note : Attacks can only be made on the player board or city building, not a combination of the two

looting

Players loot buildings, police stations and the Town Hall with a mob of rioters **costs 3 moves**

- To loot buildings surround your target with 5 or more rioters
- When looting a town hall tile, riot police take action and a curfew begins immediately ending your turn.
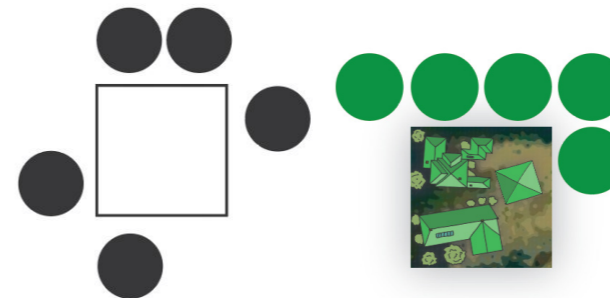
looting cars

Joy ride!
- Move 3 (or less) rioters on any vehicle
- Car moves once for free
- *Drive* rioters to any open space
  Except player start positions
- **Flip the car**
  - Rioters leave the burning vehicle by any unoccupied space

next to the car on the board
- The space is now obstructed by a burning car for the rest of the game (Car no longer usable)
- Collect 1 Green action card
- End turn

Note : Each player starts with a car at their garage

extraction

Extract rivals and police from any town hall, cities or police station

- Consumes 1 move per piece
- Surround the building with 5 or more (see looting)
- Rioters held hostage, removed from the board

From Police Stations :
- Remove police from police stations **before** rioters can be extracted. Defeated Police are removed from the board, no blue cards apply.
- Break out each captured rioter from police station as you normally would by looting

Note : When police or riot police capture a rioter or Leader, that rioter gets sent to the police station on the player's block

police
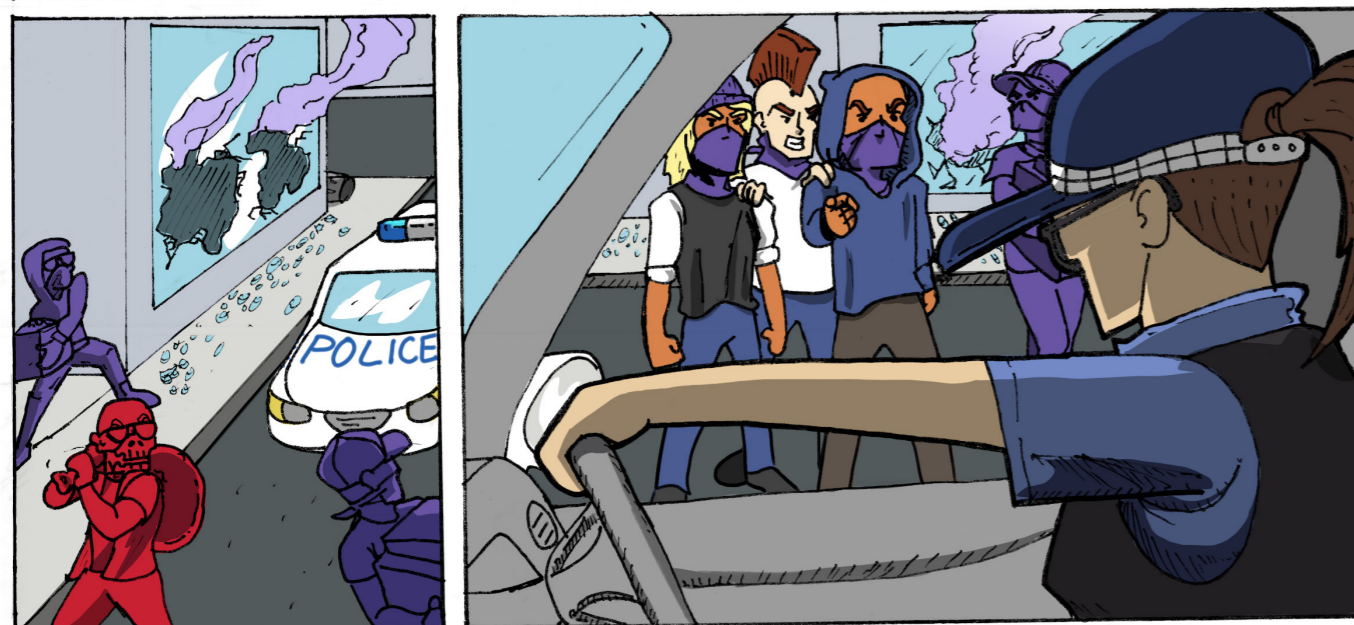
Rioters have been known to perish while in police custody.

Police remain inside the police stations (in player blocks) until police action calls them for patrolling

- When police are placed over rioters they remain pinned underneath
- Once police are attacked, remove from the board

Note : The previous player controls the police & blue action cards for the current player.

✱✱police stations✱✱

- When 4 police are present in the police station, all current & future rioters perish while in custody (Remove from game play)
- If the police station holds 6 police or more, 3 police exit and arrest your the nearest 3 rioters
- If a police station is looted and removed from the board :
  - captured rioters perish
  - when any police added, immediately give chase & arrest nearest rioter

Tip : Protect your mob, by keeping police numbers down within their police stations, you are less likely to get caught off guard later.

✱✱riot police✱✱

The last line of government defense. They have the power to restore order. Riot police start inside the Town Square to defend the Town Hall, they have been known to roam troublesome player blocks.

✱✱action cards✱✱

Tip : The game lives and breathes from green action cards, be aggressive and play smart by chaining actions together.

Green 'Player' Action Cards can be found by :

- Looting house tiles
- Capturing Riot Police
- Tipping over cars

Yellow 'Impact' Cards
- Can be traded according to the value of the card

Blue 'Police' Cards will be played during a turn when :

- Any police are attacked
- Indicated on house tile
- Campaign fee stack from rolling the dice

Note :
- **Previous** player **controls police** as directed by blue or red action cards for the current player.
- If police action has no effect, +1 Police to *your* police station

Tip : Always take the path best suited to the police

Red 'Riot Police' Cards
- Played instantly
- Ends player turn
- Triggers the curfew

Stop! Boss Level If this is your first time playing Block Riot, you should get started now and refer back to the rules later in the game...

✱✱bombs✱✱

Tear Gas & Molotov

Riot Police may deploy tear gas into a mob of rioters and their territories. Gas stuns rioters and flips police within the impact zone

- Has 3 pieces and lasts 3 turns
- Each turn a piece is removed

Upon impact :
- All rioters in a 2 move radius are stunned
- Rioters remain in this position until the gas clears.
- Retracting 1 square per turn until depleted
- Riot Police and rioters with a mask are unaffected. (no stun)

__Note__ : Cities offer protection, Rioters in cities are unaffected unless police target that city specifically.
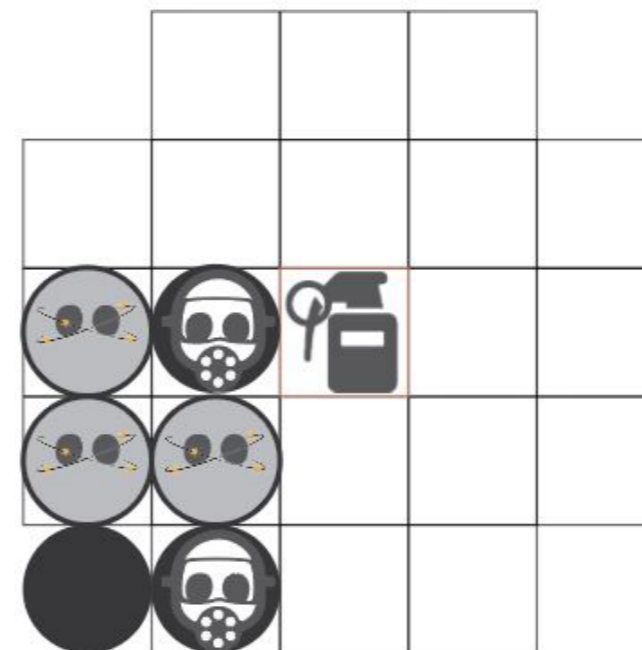
- Protect against Tear Gas, Molotov and rioter attacks
- Can be moved within unit during turn

causes

1. __Seize Leaders__ in the police station on your block
   - 2 Leaders / 2 player game,
   - 3 Leaders / 3 player game,
   - 4 Leaders / 4 player game,

2. __Ruinous__
Player loots houses from each **opponents'** blocks'
   - Capture a rival rioter
   - Loot 4 house tiles from rivals
     atleast 1 tile from each opponenet
     Excludes houses from your block!

3. __Insurrection__
   - Capture a rival rioter
   - Player must capture a rival police station, town hall tile & 1 riot police

4. __City Regulator__
   - Capture a rival rioter
   - Player must occupy 3 cities spanning different player blocks. overlapping borders is allowed

5. __Loot & Pillage__
   - Capture a rival rioter
   - Stockpile 900 of wealth
     Amount must be made available to all players upon request

__Tip__ : There are 4 Leaders within each block, they

FIND WHAT YOU CAN AND LET'S GO.

WAKE UP, KID! WE'VE GOTTA MAKE A CHANGE

EXIT
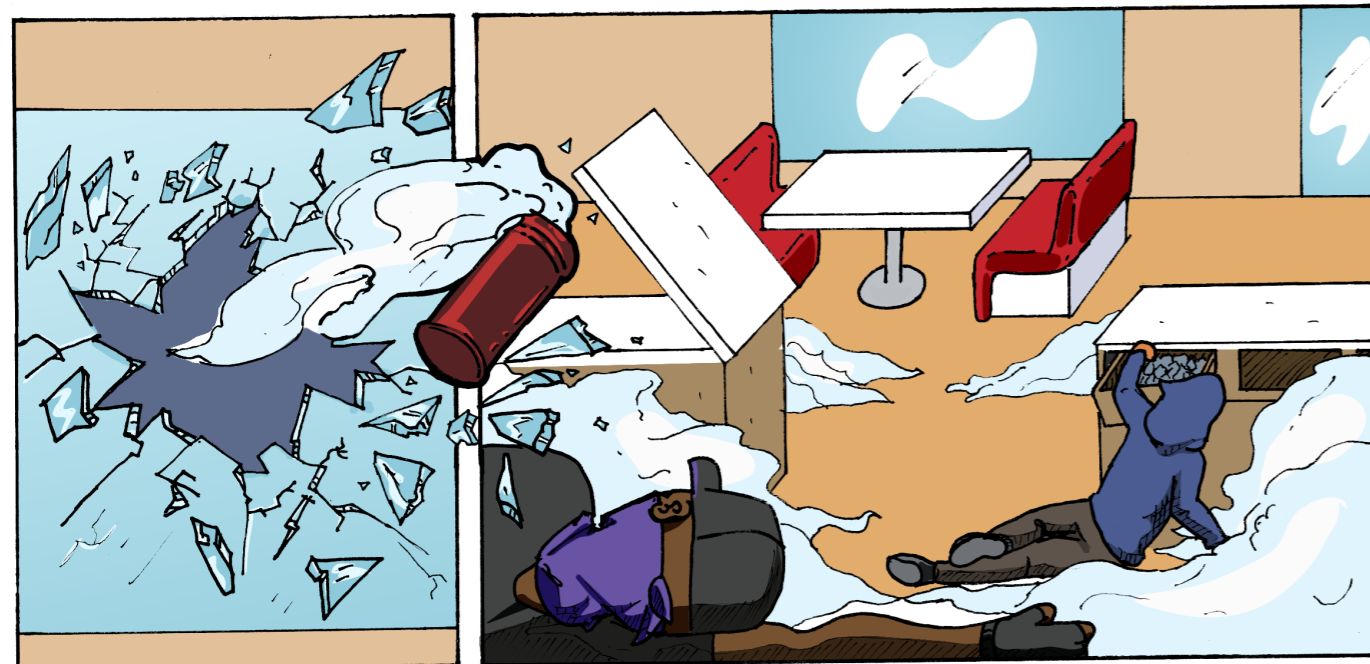
...play a key roll to winning games and have the ability to commondeer cities & town halls. But be careful as they also are targeted by police and rivals

6. **Co-op objective** 'TOWN HALL' takeover to win!

TIP : Co-op is an ideal way to warm-up or introduce new players to the game

...STORY

green: The peaceful people of leafy Boganville have enjoyed many generations of prosperous agriculture, however now foreign investors are buying up fertile farm land.

To make things worse they are being systematically uprooted by council to make way for a new highway that leads to a proposed power plant. Under an act signed 1812, The government claim that the land does not belong to the residents...

yellow: At the bay, descendants of natives and early settlers have united, putting their differences aside. These people live in a beautiful land, however due to recent natural disasters they are left without clean drinking water.

The government has a history of prejudice against this community, which has seen many fall behind by a lack of support and education. They can no longer afford the hyper inflated life like the other blocks do.

They fear their culture will be lost to the newer wealthy blocks

"Why do we have to keep telling you?"

purple: Anarchists are expanding and require more power to service their needs, and are lobbying government to build a new power plant nearby

Purple are the offspring of wealthy new migrants and are conservative by nature, they bring wealth to Knoxville from a foreign land. They plan to keep their city the way it is and are known to be aggressive with anyone who stands in the way of their progress including local authorities!

Purple claim the police are corrupt and not upholding the law, they vie to take over and lead their way...

red: Meanwhile, in the red block... Police are increasingly harassing the citizens here and many have joined the local bikie gang. They claim police are restrictive and punishment is served harshly and frequently. Many believe this to be revenue raising for an over conservative government.

The ever changing laws are controlling and manipulating citizens. Citizens are proud, want freedom and are willing to RIOT for it...

"who are you going to call when the police murder?"

GOOD LUCK HAVE FUN!

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ISSUE: 1

BOARD GAME

LIMITED EDITION

BLOCK
RIOT

FIGHT FOR FREEDOM

OR DIE SLOWLY

HAND MADE

Each board game takes over two days to build ...so you better enjoy it

TEAM UP

or go against your friends and family solo

613 456 789 012

LET THE GAMES BEGIN.

Pop your knuckles and fire up your fingers, because block riot is coming at you

LESS THAN ONE GAME SOLD!

Get ready to give block riot everything you've got!