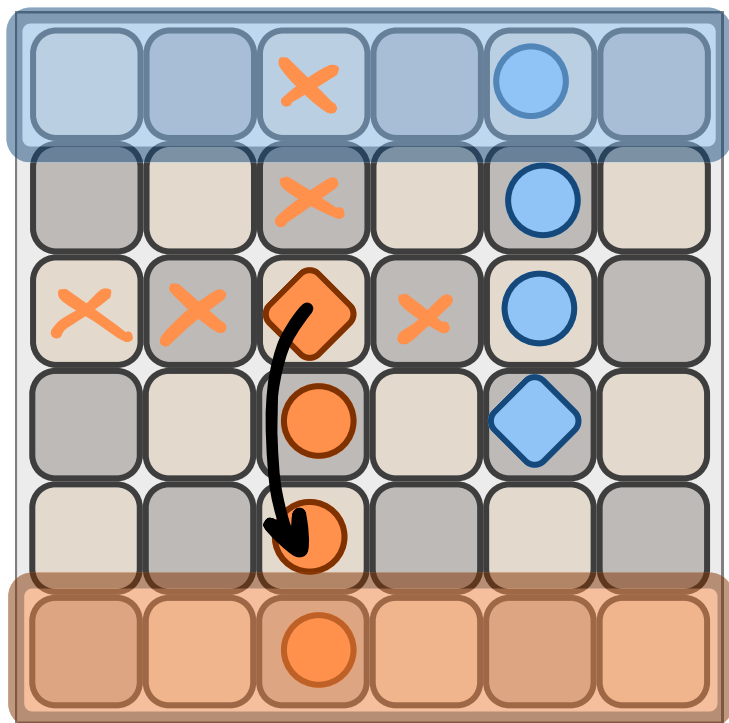


Block Rush

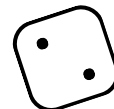


Instruction card #1

KICKSTARTER

Let's get moving!

🎲 Learn how to move on the board.



Game Start

Each player selects a starting block in the first row.

- Player 1 (orange): chooses from the bottom row of the game grid.
- Player 2 (blue): chooses from the top row.

Turn Sequence

Player 1, or the winner of the previous game, starts by rolling the die. Move the number of blocks shown, either horizontally or vertically and mark them as occupied.

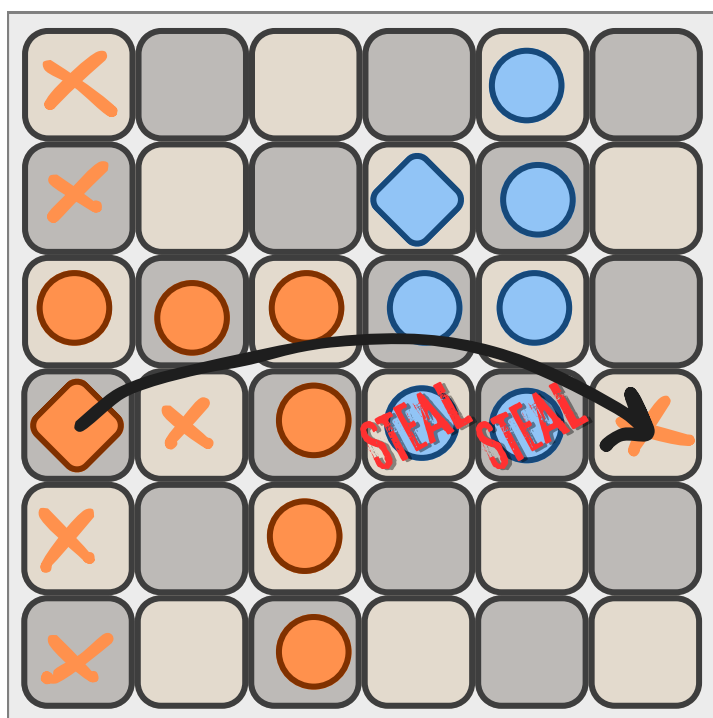
Movement and Blockades

- You may not end your move on a block occupied by your opponent. Only if it's the opponent player pawn!
- You may move over your own occupied blocks.
- You don't have to use the full number rolled; stopping early can be a strategic choice.

Example

The illustration shows all possible moves for Player 1 after rolling a 2.

Block Rush



Instruction card #2

KICKSTARTER

Strategic Thieves!

🎲 Learn how to steal opponent blocks.



Stealing Blocks

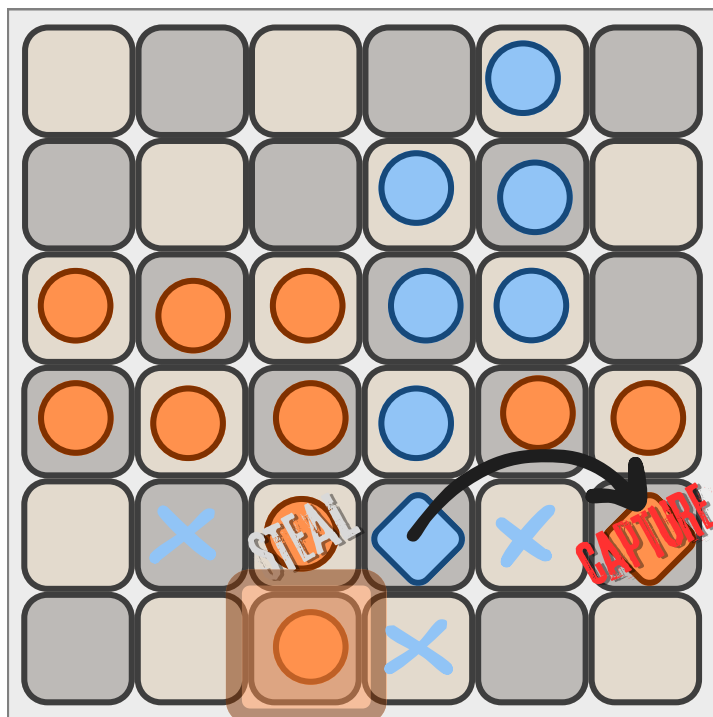
You can steal your opponent's blocks by moving over them.

- If you pass over an occupied block or your opponent's pawn, the block becomes yours.
- Place your marker on the stolen pawn block after your opponent's next turn.

Example

In the example shown, Player 1 rolls a 4 and steals 2 blocks by moving over them!

Block Rush

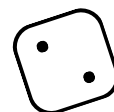


Instruction card #3

KICKSTARTER

Movement Capture!

🎯 Learn how to capture your opponent.



Capturing the Opponent

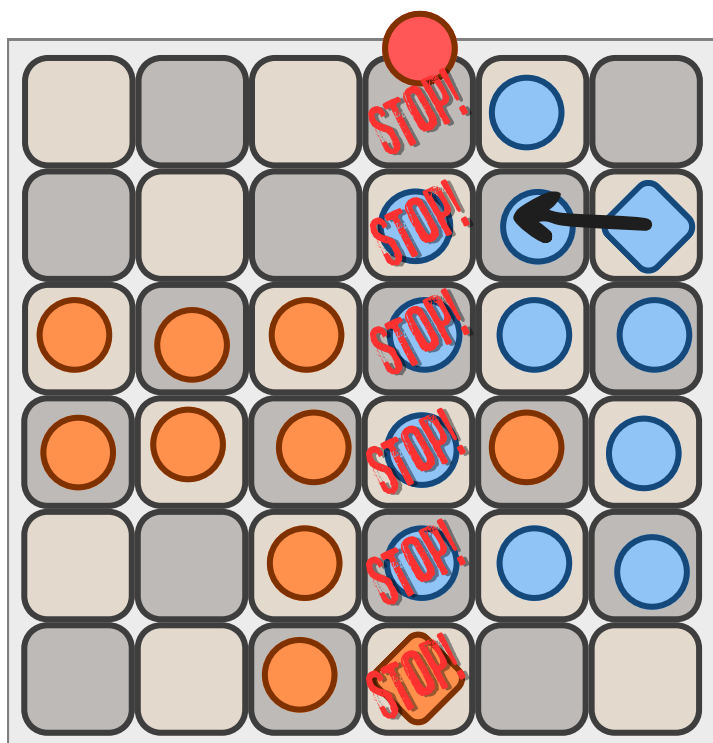
You can capture your opponent by landing exactly on their space with your roll.

- The captured player returns to one of their occupied spaces in the starting row.
- You immediately take another turn; they skip theirs.
- If they have no occupied blocks left in the starting row, you win the game!

Example

Player 2 rolls a 2 and captures Player 1. Luckily, Player 1 still controls one block in their starting row.

Block Rush



Instruction card #4

KICKSTARTER

Blockades!

🎯 Learn how to set blockades.



Placing a Blockade (on a roll of 6)

Roll a 6? You may place a blockade at the edge of the horizontal or vertical row where your pawn stands.

- Then roll again and move.
- When you capture your opponent they can start on the blockade
- Your opponent takes their turn afterward.

Blockade Effects

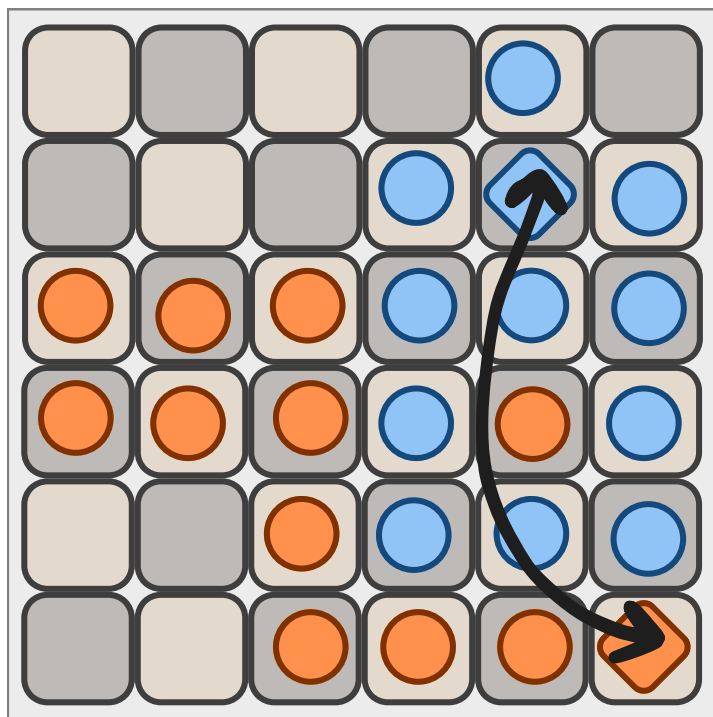
- If your opponent is on the blocked row, they skip their turn and the blockade is removed.
- Otherwise, they can move only up to the blockade; it disappears after their move.
- If they roll a 6 immediately, your blockade is removed and they may place one against you!



Example

Player 1 rolls a 6, places a vertical blockade, and rolls again. Player 2 can only move 1 space toward the blockade.

Block Rush



Instruction card #5

KICKSTARTER



Tactical Advantage!

🎯 Learn how to use the tactical cards.

Tactical Cards

At the start of the game, each player receives a set of tactical cards.

- Examples: switch positions, place a stop block, move diagonally once.
- Use them wisely to gain a strategic edge!

Playing a Card

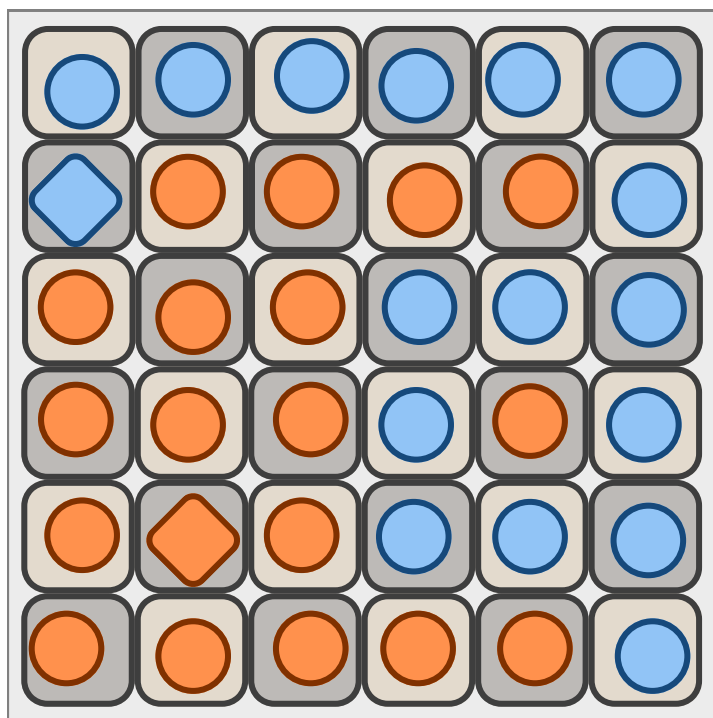
Play a card after rolling the die.

- The card's effect takes place before, during, or after your move, depending on the action.

Example

Player 1 plays a 'switch positions' card. After swapping pawns, they move based on their die roll.

Block Rush



Instruction card #6

KICKSTARTER



The Winning Team!

🎯 Learn how to win the game.

How to Win the Game

You can win in three ways:

- No empty blocks left → the player with the most occupied blocks wins.
- You capture your opponent and they have no available starting spot.
- Your opponent is trapped and cannot make any moves.

Example

Player 1 wins: all blocks are filled, and they control 19 while Player 2 has 17.