

# BLOCAGANDA P&P

Low Ink Print 'n' Play (English)

Version 4.0 (Prototype)

**tripleqmark ??? productions**

## Instructions

This Print & Play is compatible with International A4 and US Letter sized paper. Print "Actual Size" to ensure that all cards are printed to size (60 x 90 mm). Once printed and cut, cards easily fit into penny sleeves.

Pages 1 - 3 are rules.

Pages 4 - 5 are boards.

Pages 6 - 15 are cards and tokens.

Each "front" sheet has a "back" counterpart. For best results, print on 200 gsm paper stock and bond each "front" and "back" sheet.

OR use a full duplex printer to print the two sides on the same sheet, flip on short edge.

Cut along the light blue cutting guides.

Placeholder portraiture by VirginieCarquin (DeviantArt).

## Contents

- Rules (3 pages)
- Bloc City Board (1)
- Policy Statement Cards (12)
- Political Favour Cards (27)
- Player Agents (4)
- Campaign Tokens (25)
- Vote Markers (2)

**Designer**

Eeshwar Rajagopalan

# BLOCAGANDA

Blast your political message through all forms of media to claim mayoral dominion over Bloc City!

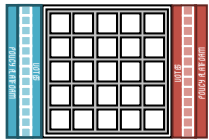
2-4 players    30-60 minutes    Ages 8+

## OVERVIEW

You are both contenders in the mayoral election of Bloc City. In order to gain victory, you need to be the first to secure the backing of 12 city councillors!

Players secure the backing of councillors by claiming policies that match voting patterns on the game board. The patterns are created by players influencing citizens to their side.

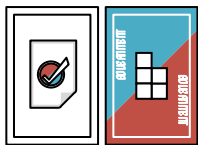
## COMPONENTS



Bloc City Board (1)



Agents (4)



Policy Statements (12)



Campaign Tokens (25)

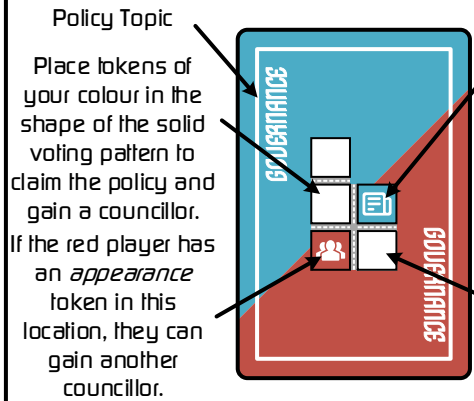


Political Favours (27)



Vote Markers (2)

## ANATOMY OF A POLICY STATEMENT



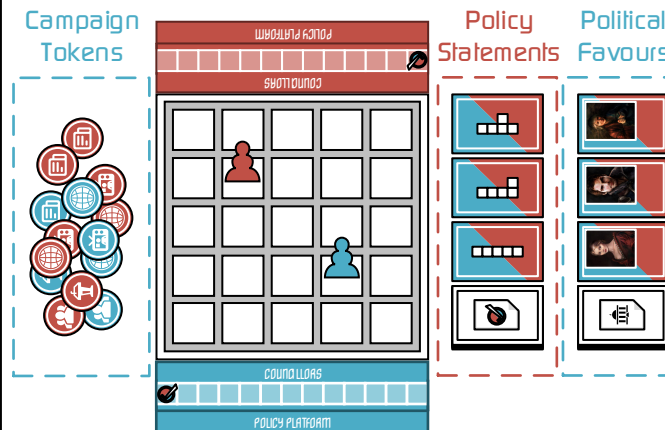
If the blue player has a *newspaper* token in this location, they can gain another councillor.

Either player can gain another councillor, by placing a token of their colour in this space.

### SYMBOLS

- Social Media
- TV
- Appearance
- Debate
- Newspaper
- Vote

### SETUP

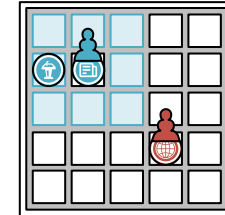


Shuffle the policy statements and political favours separately and place three of each face up next to the board.

Place the campaign tokens in easy reach.

Place the vote marker on the "0" space of the councillor track.

The blue player starts with a newspaper token below their agent, while the red player starts with a social media token beneath their agent. The youngest player is the starting player. The second player may place a debate token in any of the eight spaces surrounding their agent.



Red is the starting player. Blue places a debate token in one of the highlighted spaces.

The starting player begins the game.

## GAMEPLAY

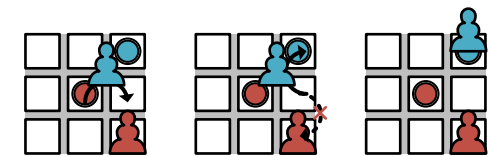
On your turn, you may take the following actions in the order shown.

- 1) **Move** your Agent up to twice,
- 2) **Influence** the citizens of Bloc City,
- 3) **Claim** policies to gain the backing of councillors.

### 1) MOVE

Your agent may be moved up to twice per turn. They can be moved into an unoccupied adjacent (not diagonal) space.

You can move your agent and stop them on top of campaign tokens, but they cannot move or stop on top of the other agent.



The blue player moves their agent sideways once, then up once to land on the blue token.

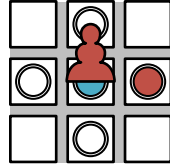
The blue player would not have been able to move their agent down, as the red agent was standing in that space.

## 2) INFLUENCE

You can either **a) Place** a campaign token adjacent to your agent or **b) Flip** over a campaign token underneath your agent.

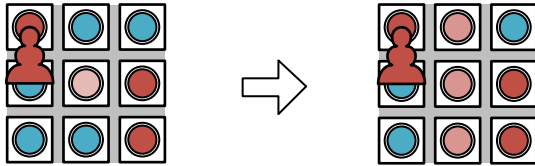
### a) Place

Place a campaign token (of either colour) on an unoccupied, adjacent (not diagonal) space to your agent. A token cannot be placed under an agent.



The red player has chosen to place a red token to the right of their agent.

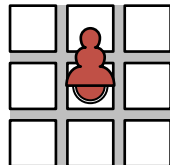
When a token is placed, all adjacent (not diagonal) campaign tokens, except those under agents, are changed to match the colour of the token placed.



The red player places a red token in the centre space. The two blue tokens adjacent (not diagonal) are changed to red. The blue token underneath the agent is not affected.

### b) Flip

Flip over a campaign token that is underneath your agent.



The red player has chosen to flip over the blue token their agent was standing on to red.

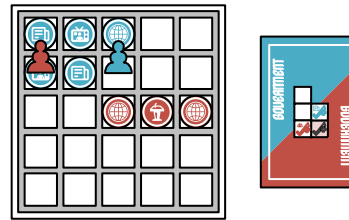
## 3) CLAIM

You may claim a policy statement and place it on your policy platform, if you can match the voting pattern on the policy to one you have created on the board in your colour.

Move your vote marker up the councillor track the number of spaces equal to the number of votes scored:

- 1 vote for making the voting pattern in campaign tokens of your colour.
- +1 vote for extending the voting pattern to include the bonus space.
- +1 vote for having the specified campaign token for your colour in the correct location.

You cannot use tokens underneath your opponent's agent as part of the voting pattern to claim a policy.



The blue player has created the voting pattern on the **Government** policy statement. Therefore, the blue player may claim the policy and score two votes; one for creating the solid voting pattern and one for having a **newspaper** token in the required location. The third vote, for the bonus space, cannot be scored as the required token is underneath the red agent.

After scoring votes, campaign tokens used to present the policy are returned to the token pile. Select one political favour to keep.

Reveal a new policy statement, if there are any remaining, and political favour, from their respective decks.

## POLITICAL FAVOURS

Political favours may be used at any point during the turn of the player who owns the card.

They may not be used in the turn the player claims the card.

Once the effect of the favour has been resolved, the card is placed in a discard pile near the political favours deck.

## WINNING THE GAME

The first player to score 12 votes is now mayor of Bloc City! Congratulations! Otherwise, the player with the most votes wins. If you draw, the player with the Governance card is the winner.

## BLIND PLAYTEST RECORDING

Please record audio or video as you play the game as it will help to improve future versions immensely!

## TIPS & TRICKS

Here are some tips and tricks that can help you when you play your first game:

- It is usually better to place a token and convert one of your opponent's tokens than to flip over an existing token.
- Select political favour cards with the intent of using them, instead of for keeping them or to prevent your opponent from using them.
- Protect spaces with two or more of your tokens adjacent to the space, as your opponent will likely try and convert both of those tokens with one of their own.
- Don't move your agent too far from your opponent's agent. This way you can always disrupt their plans and convert more of their tokens.
- Look for common patterns of solid squares in the policy statements and build those before expanding out to gain bonus councillor votes.
- Claiming the Governance policy when it appears can help, as the player with that card wins in the event of a draw.

## POLITICAL FAVOUR CARD EXPLANATIONS

### Lillie Craig

When you place a token, select up to two diagonally adjacent tokens to convert, instead of all the vertically and horizontally adjacent tokens.

### Joshua Mills

Place an additional token at any point during your turn, including during your Move action. Your opponent may also place an additional token, at any point during their turn.

### Drake Downs

Flip any one of the opponent's tokens on the board, except those under agents, even if you are not adjacent. This does not convert any of the adjacent tokens.

### Leon Robertson

If your agent is adjacent to your opponent's agent, then you may slide them as far as you want, vertically or horizontally, up to the edge of the city. The opponent's agent may not pass through the player's agent.

### Emma Marsh

When you are behind your opponent by 3 or more votes, you may place two additional tokens at any point during your turn, including during your Move action.

### Victoria Myers

When your agent is in the center space in the city, your opponent may not end their turn with their agent in any of the eight spaces surrounding your agent.

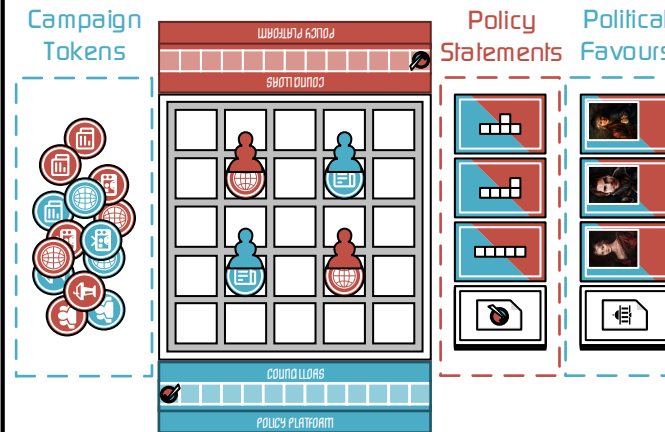
### Ava Mason

If you have filled all of the other spaces required on the policy statement with tokens of your colour and the bonus space is unoccupied on the board, you may claim the policy as if it had the bonus space filled.

## FOUR PLAYER VARIANT

Work in pairs to make sure your party claims legislative dominion over Bloc City

### SETUP



Shuffle the policy statements and political favours separately and place three of each face up next to the board.

Place the campaign tokens in easy reach.

Place the vote marker on the "0" space of the councillor track.

The youngest player is the starting player. Players in different teams alternate taking turns. e.g. Blue player 1, Red player 1, Blue player 2, Red player 2...

## RULES AMENDMENTS

Two player rules apply, with the following amendments,

**1) Move** - Players may move their agent through the space occupied by the agent of their team member.

**3) Claim** - The minimum voting pattern required to claim a policy is five blocks, gaining 1 vote.

+1 vote: Having the specified campaign token for your colour in the required location.

+1 vote: Having the other specified campaign token in the required location.

**Favours** - Players in a team share political favours.

## FEEDBACK

Thank you for taking the time to playtest Blocaganda! Please take a few minutes to complete a playtest feedback form!

### Rules v4.0

### Feedback Form

<https://goo.gl/ft0XCB>



## ACKNOWLEDGEMENTS

I would like to thank the following people for their support playtesting and editing Blocaganda: Jon Hackett, Wesley Lamont, Michael Rutkay, Mitchell Christov, Kate-Raynes Goldie (Playup Perth), Swancon, UnPub Mini Sydney and Kim Brebach.

## ABOUT

Designer Eeshwar Rajagopalan

tripleqmark productions is a Perth-based design studio seeking to create games they find new and interesting.

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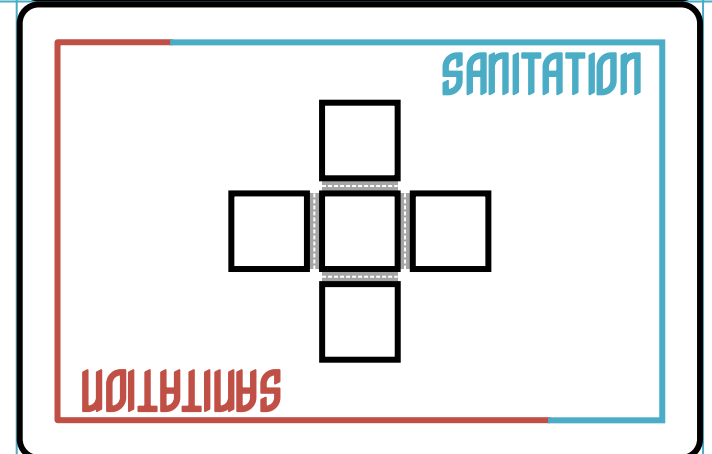
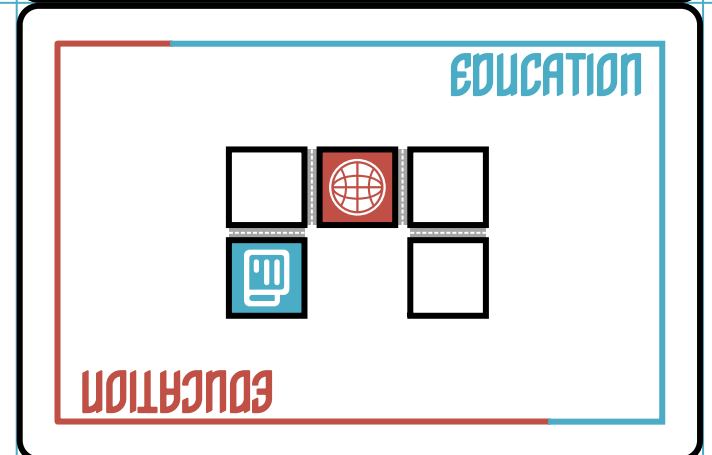
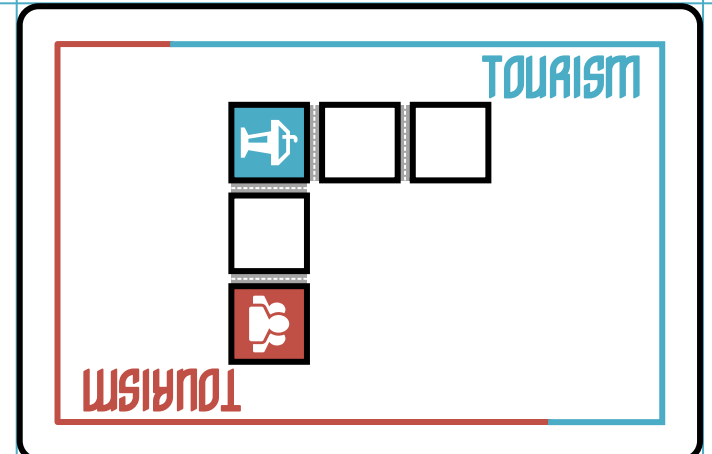
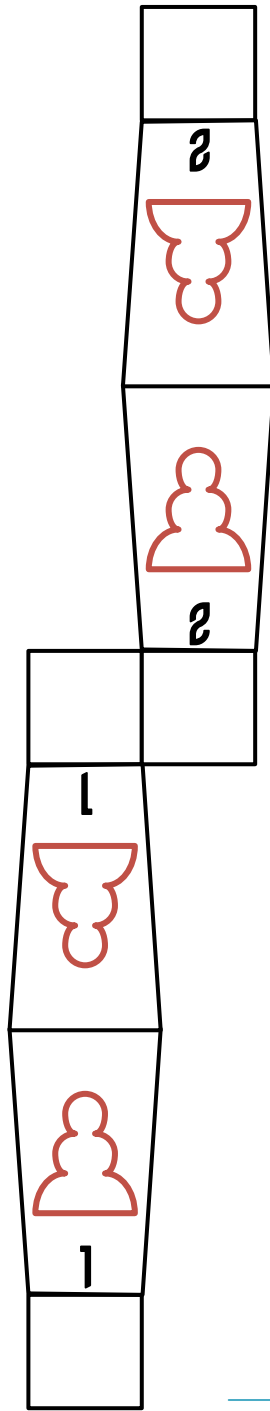
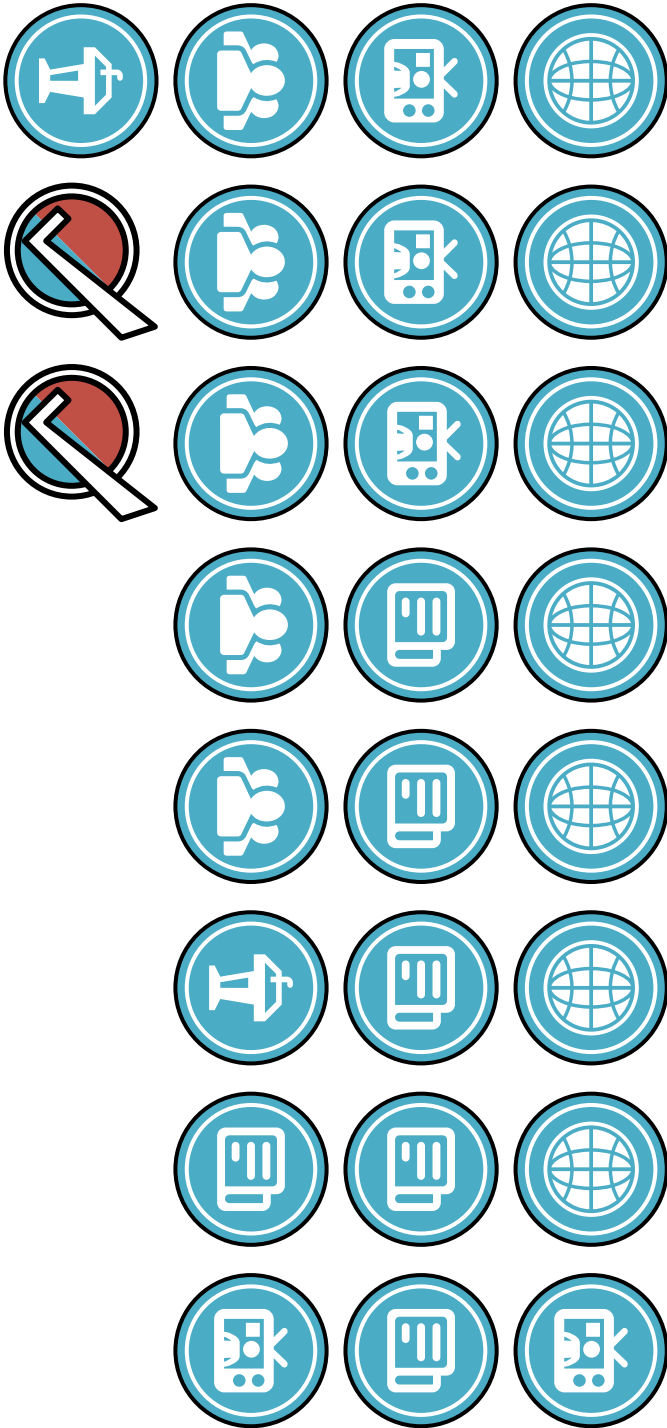
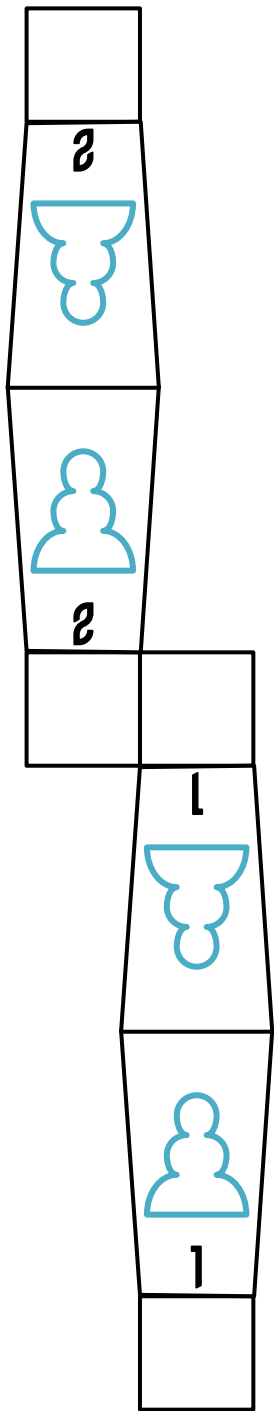
#tripleqmark

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0	1	2	3	4	5	6	7	8	9	10	11	12
<b>COUNCILLORS</b>												
<b>COUNCILLORS</b>												
0	1	2	3	4	5	6	7	8	9	10	11	12
<b>POLICY PLATFORM</b>												

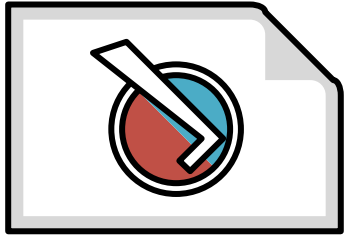
# BLOCAGANDA

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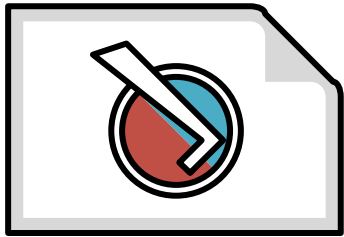
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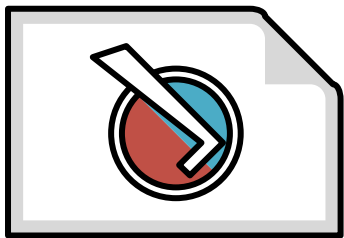
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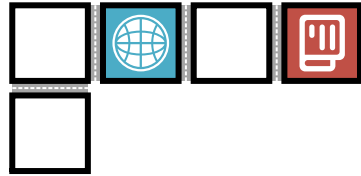


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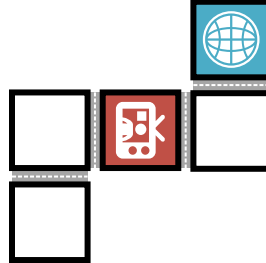


### TREASURY



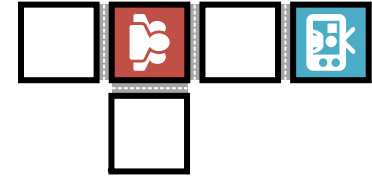
TREASURY

### RECONCILIATION



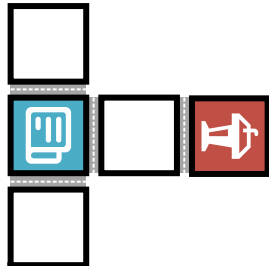
RECONCILIATION

### ENVIRONMENT



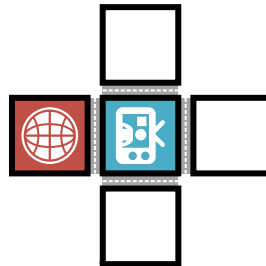
ENVIRONMENT

### PUBLIC ORDER



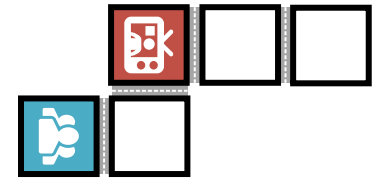
PUBLIC ORDER

### HEALTH



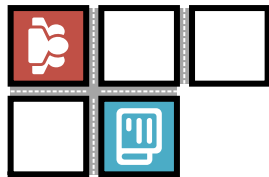
HEALTH

### SOCIAL SERVICES



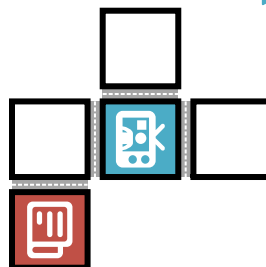
SOCIAL SERVICES

### GOVERNANCE



GOVERNANCE

### TAXATION



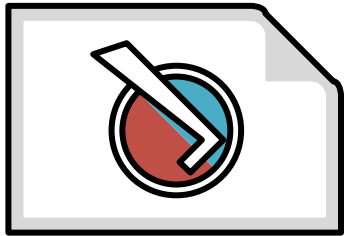
TAXATION

### PLANNING

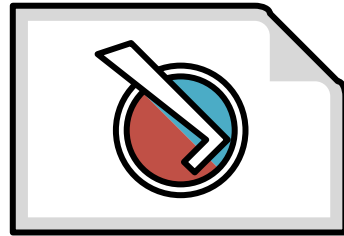


PLANNING

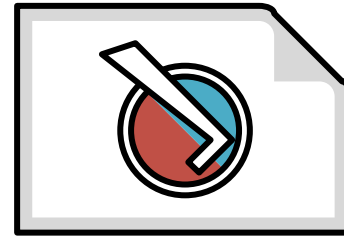
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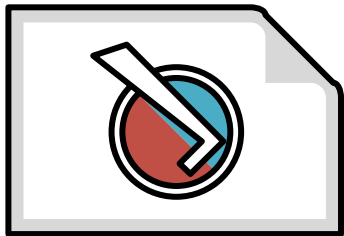
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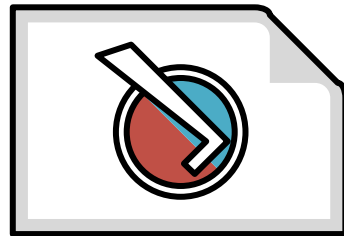
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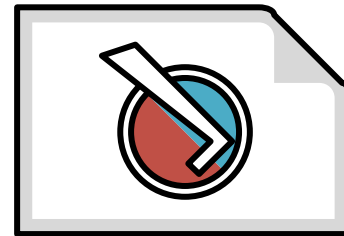
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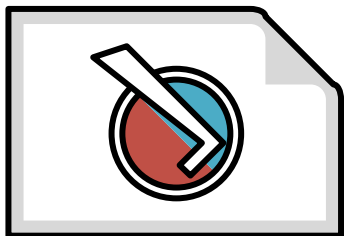
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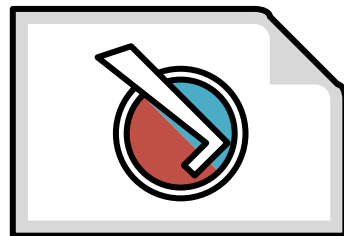
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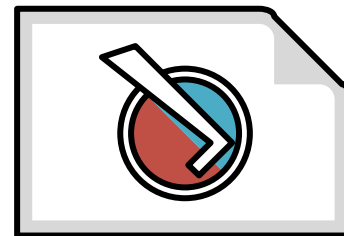
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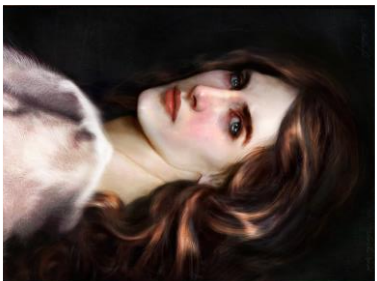
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**BLOCAGANDA**

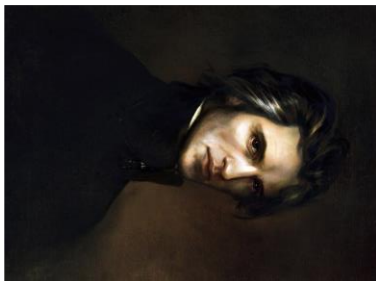


### LILLIE CRAIG



When you place a token, select up to two diagonally adjacent tokens to convert.

### JOSEPH MARKS



Choose one of your tokens. It cannot be converted during the next player's turn.

### SAMUEL VALDEZ



Replace one of your tokens with an unused token of your choice.

### ROSALINE HOPKINS



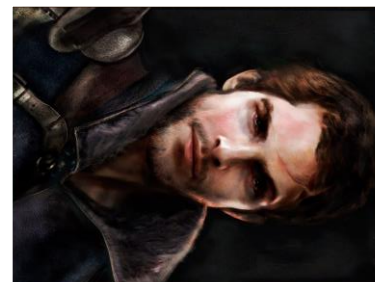
Place a token under your own agent. It converts adjacent tokens.

### MICHAEL SINGLETON



Your agent can move one additional space this turn.

### ARTHUR CLARK



Swap the position of two of your tokens.

### JOANN MORAN



Place a token in a space diagonally adjacent to your agent.

### MITCHELL BLACK



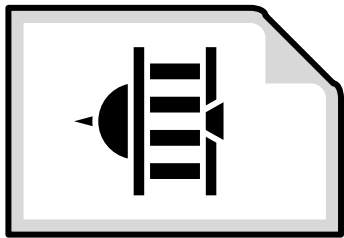
Convert the token beneath your agent when you place a token adjacent.

### EDGAR BAKER

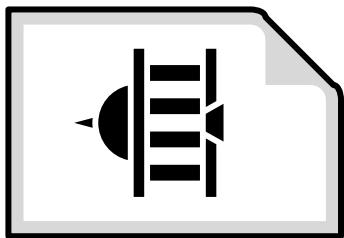


Shift one of your tokens into an adjacent unoccupied space.

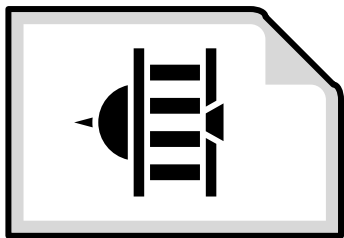
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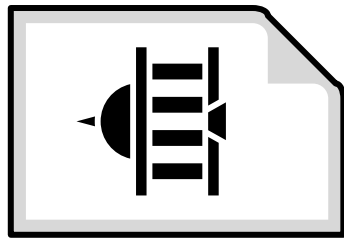
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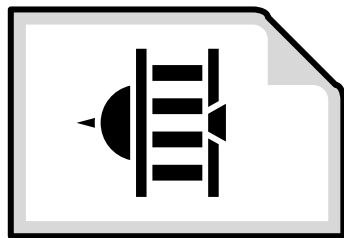
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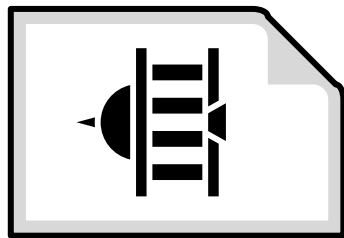
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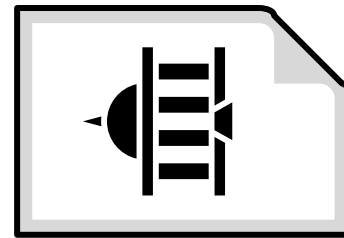
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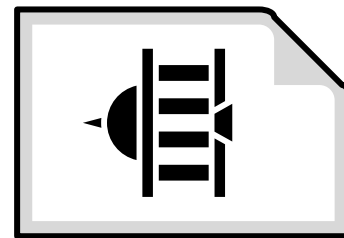
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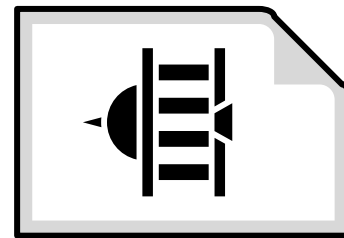
**BLOCAGANDA**



**BLOCAGANDA**



**BLOCAGANDA**



### EMIMA MARSH



When you are behind by 3 or more votes, place two additional tokens this turn.

### BENJAMIN EDWARDS



Swap the position of your agent with the position of your opponent's agent.

### JOSHUA MILLS



Place an additional token. Your opponent may do the same during their next turn.

### VICTORIA MYERS



When your agent is in the middle space, your opponent's agent cannot end their turn in any of the spaces adjacent.

### LEON ROBERTSON



Slide an adjacent opponent's agent as far as you want in a straight orthogonal line.

### DRAKE DOWNS



Flip an opponent's token. No adjacent tokens are converted.

### AVA MASON



Claim a policy as if the bonus space was filled.

### SAMUEL PARKER



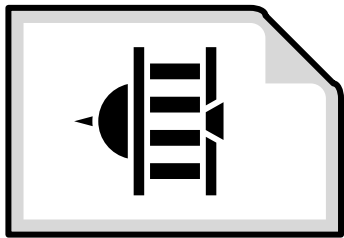
When your agent is in a corner, place up to three tokens in adjacent unoccupied spaces.

### SEBASTIAN HOPKINS

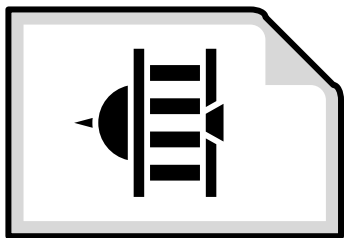


You may place a token at any point during your agent's movement.

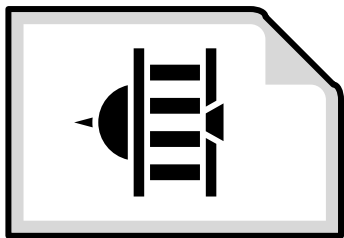
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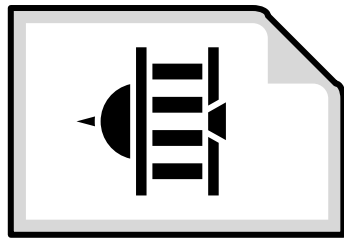
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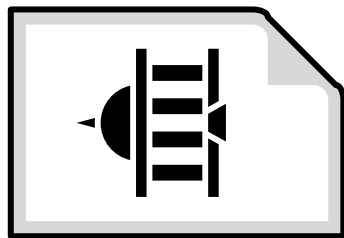
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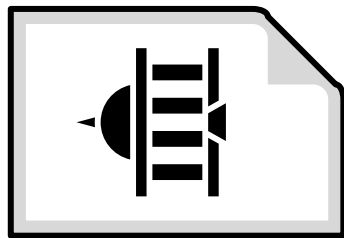
**BLOCAGANDA**



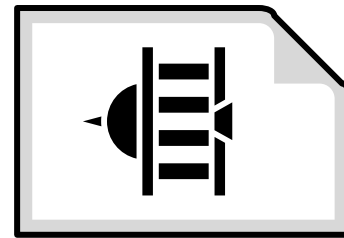
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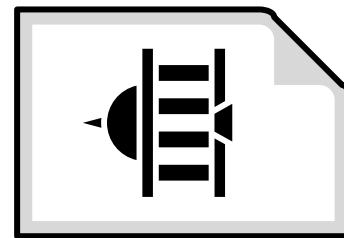
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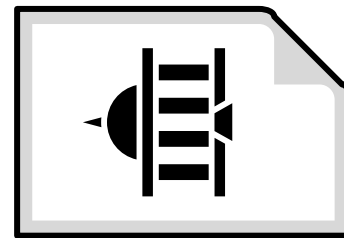
**BLOCAGANDA**



**BLOCAGANDA**



**BLOCAGANDA**



### SONJA PRICE



Claim a policy using a token under your opponent's agent.

### PETER JOHNSTON



Choose one favour in the discard pile. Discard this card to resolve its effect.

### DECLAN McDONALD



When this card is revealed, discard all face-up favours and reveal three new favours.

### COURTNEY CURRY



Claim a policy by using the mirror image of the pattern shown on the policy.

### MAXIM KELLER



Take one of your opponent's favours. Your opponent takes the top card from the favours deck.

### JACK BARNES



When this card is revealed, shuffle the discard pile back into the deck. Discard this card. Draw a new card.

### KRISTINE CHANDLER



Claim a policy using your opponent's symbol on the pattern. (Max: 4 votes)

### ALEXANDER COLLINS



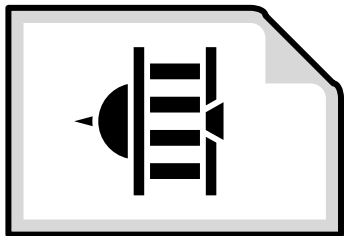
Change the targeted agent of any favour card used this turn.

### XAVIER BARTON

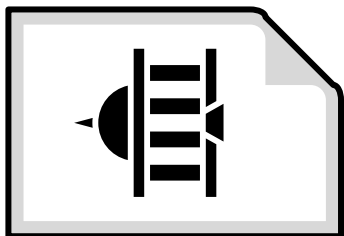


Choose one of your opponent's favours. Discard this card to resolve its effect.

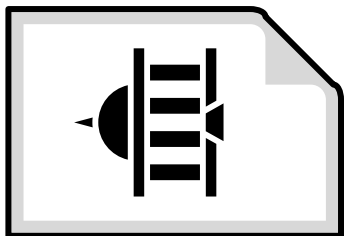
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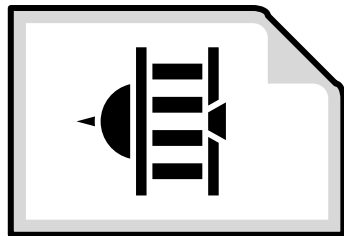
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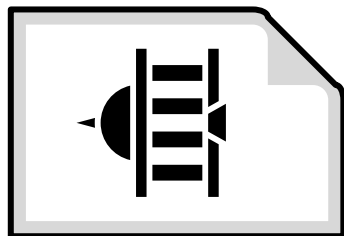
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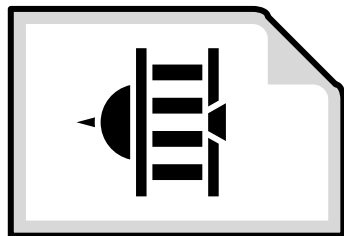
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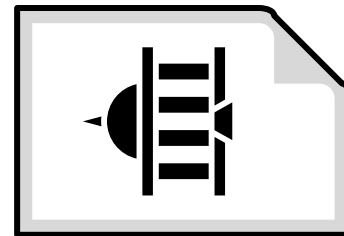
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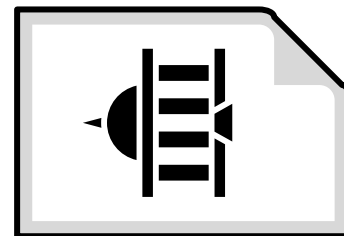
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