



Bopbm: Squared

Game contains 3 different sized square tiles and 1 D6 in 4 player colors and 1 white D6 for visibility with 1 large white square tile for 2 and 4 player games. The objective is for players to acquire majority on large tiles of player color using the small and medium tiles of player color.

Setup:

Provide each player with one color and put rest of components away. White tile is needed for 2 and 4 player game, only 3 large tiles of player color are needed for 3 player game and only 2 large tiles of player color in 4 player game. Medium tiles are used for heavier weight game, but are not required for play. For an easier game, medium tiles may be put away.

Take largest square tiles from each player (and white square tile in 2 or 4 person) and shuffle together. Place tiles (color up if one-sided) into a 3 x 3 grid. The large tiles make a game board with square

Setup (Cont.):

spaces. Each large tile has 4 spaces a 2 x 2 grid for small tiles and 1 space in 1 x 1 grid for medium tiles.

Each player rolls D6 of player color, highest roll is first player. From first player, play will rotate clockwise.

First player choses a starting tile of their color and places 4 small squares in a 2 x 2 grid on tile followed by second player and so on. When all players have a starting tile set, first player will begin game.

Gameplay:

On turn, player may choose to place or attack. To place, player takes a tile and places in an empty space adjacent to another tile of their color on the game board. For central tiles, there are 4 adjacent spaces while for edges, there are 3 adjacent spaces and for corners, there are 2 adjacent spaces. If player has no tiles to place, player may still attack, but would not be able to place after winning attack.

Attacking:

If player is adjacent to another player color, player may choose to attack that player. For an attack, player states a tile of their color that they are attacking from (attacking player space) and states the tile they are attacking to (defending player space). Both the attacker and defender roll a D6 at the same time. If both dice are the same number, both are rerolled until different. If the attacker is the lower number, attacker gets to withdraw from the attack (no losing cost) or re-roll their D6 to beat the defender. Player gets re-rolls equal to number of large tiles under majority control. If player controls 4 large tile, player would have 4 re-rolls. If the defending player is the lowest, the defender will have an option to lose the number of tiles in difference or re-roll their D6. If player has no remaining re-rolls, player will not have the option to re-roll.

If attacker rolls a 2 and defender rolls a 4, the attacker may choose to withdraw from attack or re-roll for a higher attack. If the attack re-rolls a 6, the defender must chose to lose 2 tiles or re-roll.

If the defender loses tiles in battle, the defender must remove adjacent tiles starting with the defending player space equal to the number. If defender has less tiles than the number, only those adjacent of same color are removed. Once the tiles are removed, attacking player places 1 tile at defending player space.

Invading Army:

If all tiles from a player are removed from the game board, the player will become an invading army. The game box or a 1 x 2 grid of large tiles offset from the game board are used for an invading army base. On turn, player rolls a D6. If the value is a 6, player takes one small tile and places on invading army base. When player has one or more tiles on invading army base, player may choose to attack any space on board adjacent to an empty board space or board edge. If the invading army attacks and loses, invading army will lose tiles based on the difference in number. If the invading army attacks and wins, invading player will place on defending player space

Invading Army (Cont.):

and also occupy any adjacent empty spaces. If invading player wins at board edge, there may not be empty spaces available. Once invading player is on board, invading army is returned to player and play continues normally. Invading army only uses small tiles and can only attack small tiles, unless only medium tiles exist on board.

Medium Tiles:

Medium tiles are higher value tiles than the small tiles. 1 medium tile holds a large tile, while 4 small tiles hold a large tile. In order to place a medium tile, 4 small spaces on a large tile must be empty. Re-rolls are not affected by the different tiles.

Medium Tiles (Cont.):

Small Tile vs. Small Tile:

Battles are no different than normal game. If an attacking player forces the removal of small tiles near a medium tile, it only affects the small tiles and medium tile are untouched if adjacent.

Medium Tile vs. Medium Tile:

Works the same as small tile vs. small tile. When a defender loses medium tiles, only adjacent medium tiles of same color are removed. Small tiles are not removed if adjacent. If a player wins against a medium tile, player places a medium tile at the defending player space.

Medium Tiles (Cont.):

Small Tile Attacking Medium Tile:

For any D6 roll a medium tile has 4x value of small tile. If attacking player with small tile rolls a 6 and defender with medium tile rolls a 2, the defenders roll value is 8 and attacker loses. If the defender instead rolled a 1, defenders roll value is 4 and attacker wins. Even though the difference is 2, the attacker can only remove the 1 medium tile from board. The attacker does get to place additional small tiles equal to the difference in the defending player space. First placed tile must be adjacent to attacking player space. Additional tiles must be adjacent to previously placed tile.

Medium Tile Attacking Small Tile:

For any D6 roll a medium tile has 4x value of small tile. If the defending player with a small tile rolls a 5 and the attacking player with a medium tile rolls a 1, the attacker roll value is 4 and loses the attack. If the attacker instead rolls a 3, the attacker roll value is 12 and the defender will lose 7 small tiles. If the removal of small tiles clears the large tile of defending player space, attacking player may place 1 medium tile or 1 small tile adjacent to attacking player space. If the removal of tiles does not clear the adjacent large tile of defending player space, attacking player places 1 small tile.





