BLACKPOOL

BLACKPOOL

RULES

The Blackp

Path
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ool Board

Camp - The eventual home that each player is going towards

Starting point

Movement grid and ring

Centre

Movement path for teams with different colours

Blackforce indicator

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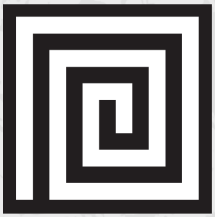
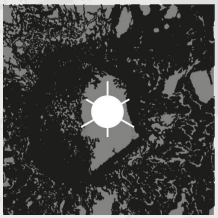
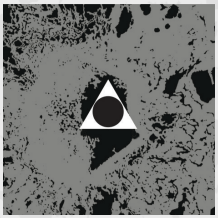
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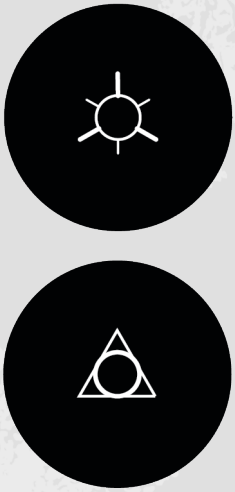
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Component List

Component	Type	Function
	Game Board (x 1)	The game space.
	Charm Card (x 5)	Charm cards work in the favour of the player who plays them and can be chosen by any player who has coins left.
	Curse Cards (x 5)	Curse cards work against a particular player and can be chosen by any player who has coins left.

Component	Type	Function
	Travellers (3 red, 3 yellow, 3 green and 3 blue)	Each player has a unique colour and has three travellers in their team. Each piece is called a traveller.
	Oracle (x 1)	The Oracle (dice) tells each player on their turn what is their Whiteforce.
	Coin (3 red, 3 yellow, 3 green and 3 blue)	Coins are a way to access special powers in the form of cards. A coin can be used only when a player rolls a 6 on the dice. Coins have two faces, with a charm or a curse symbol on either side.

Playing & winning

Escape the dark water. Make all of your travellers reach their own camp safely out of the whirlpool (the game board).

~

The World

of Blackpool

This is a whirlpool called Blackpool. It's a race against all the other travellers who're trying to escape it too. The escape strategy is to move faster than the velocity of the whirlpool's swirl. One has to move away from the centre and reach one's camp (last square).

Each ring on the board represents a different region of the whirlpool. The whirlpool swirls in a different way in each region (it's faster towards the centre). Each ring on the board has a different Blackforce (ring velocity).

The Blackforce of the ring keeps decreasing from the centre (5) towards the periphery (2). The last ring has no Blackforce acting on it.

Each player can only move forward in a ring on the board if their Whiteforce for the round (the player's velocity, determined by the Oracle or the dice) is

higher than the Blackforce (velocity of the ring - it is marked on the board) else they must move backwards i.e. If the player's Whiteforce is less than the Blackforce, the whirlpool will take them back (for more details read the turn overview on page 11).

If in the case of a traveller, the Whiteforce is equal to its Blackforce, it cannot move. The player must explore if some other traveller in its team can move else skip the turn.

The Oracle (dice) tells each player on their turn what is their Whiteforce.

The whirlpool has a set of charms and curses that can be invoked only a maximum of three times by each player. These charms and curses can be accessed by using the coins. But there are only ten charms + curses (five of each) and each player has three coins at the beginning of the game. They keep getting reduced as they are used and cannot be refilled.

Blackpool is a four player game. Each player has a unique colour and each player has three travellers in their team.

Travellers must journey alone to journey fast. They can piggy-back on others by coming at them from behind. Travellers that have a piggy-back have more mass and so have lesser velocity. A heavier body moves slower and is not able to achieve as high a speed than a lighter one. To win one must stay light (a table showing how the motion of a traveller with a piggy-back changes is included below).

Piggy-backing only helps the traveller who has latched onto another traveller as it is one way of getting free benefits (or compulsory penalty!). Hint: it makes sense to piggy-back on a traveller who has a lead in the game.

If a traveller has a piggy-back then the Whiteforce of the traveller reduces in the way shown in table below (see page 17).

Only travellers in other player's teams can piggy-back on each other (travellers of the same colour cannot piggy-back on each other - in terms of the game strategy, it also does not make sense to do so).

Set Up

& start playing Blackpool

1 Players take out all the contents of the box. They unfold the board and place it on a smooth flat surface.

2 Each participating player picks a colour of his or her choice.

3 Each player has 3 travellers in their team.

4 Each of the 3 travellers in each team are placed at their respective places marked by a circle of their chosen colour.

5 Each player keeps 3 coins of the same colour as the one chosen above on their side of the board.

6 Two separate decks of charm and curse cards are placed near the board.

7 One of the player starts the game by rolling the Oracle (dice) and making the first move on the board *(to understand*

how moves work, please read on further).

8 Each player gets to roll the Oracle (dice) and make a move on a turn by turn basis.

9 Turns rotate in the anti-clockwise direction.

10 **Starting Points** - there are three circles marked with different colours, in each ring. These mark the starting points for each player. Each player has three travellers in their team. Each traveller starts from a different ring.

11 **Movement** - Each player moves in spiral, on a path marked in respective colours

12 A player cannot change their path by choice. Each player must use the rules to their advantage and make their journey either short or fast to win the game.

Turn Overview

Any one player starts the game by rolling the Oracle (dice) and making the first move on the board. Each player gets a turn to roll the Oracle and make a move.

Turns make the travellers in each player's team move in an anti-clockwise direction. In a turn you may do the following:

When it is their turn, each player must first roll the Oracle (dice) for knowing their Whiteforce.

A comparison between the turn-specific Whiteforce and the ring-specific Blackforce of each traveller defines the nature of their movement possible.

If the Oracle shows a six, you may use a coin to exercise you may pick a charm or curse card.

Examples

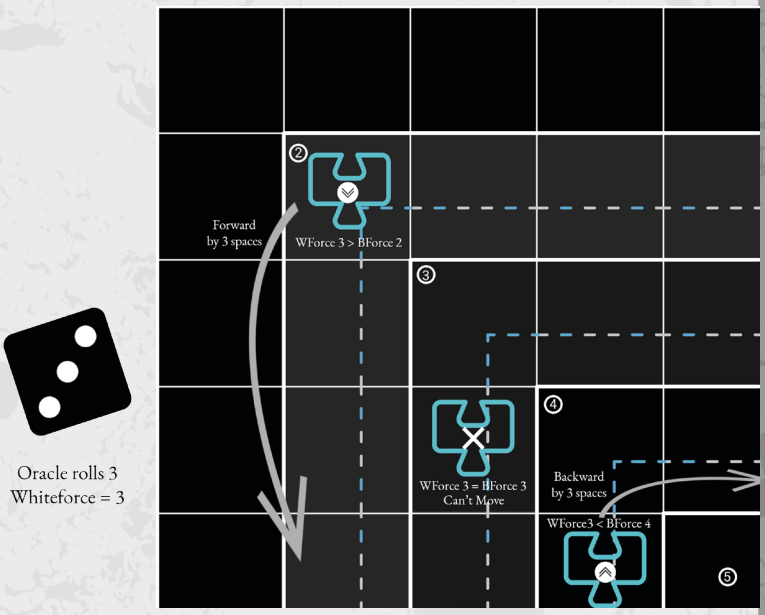


Fig 1.0 - Here Wforce is Whiteforce & Bforce is Blackforce

One player rolls the Oracle and gets a 3. The player's turn-specific **Whiteforce is 3.**

The Blackforce acting on one traveller is 4, on another traveller is 3 and another is 2.

For the traveller with the Blackforce of 4,

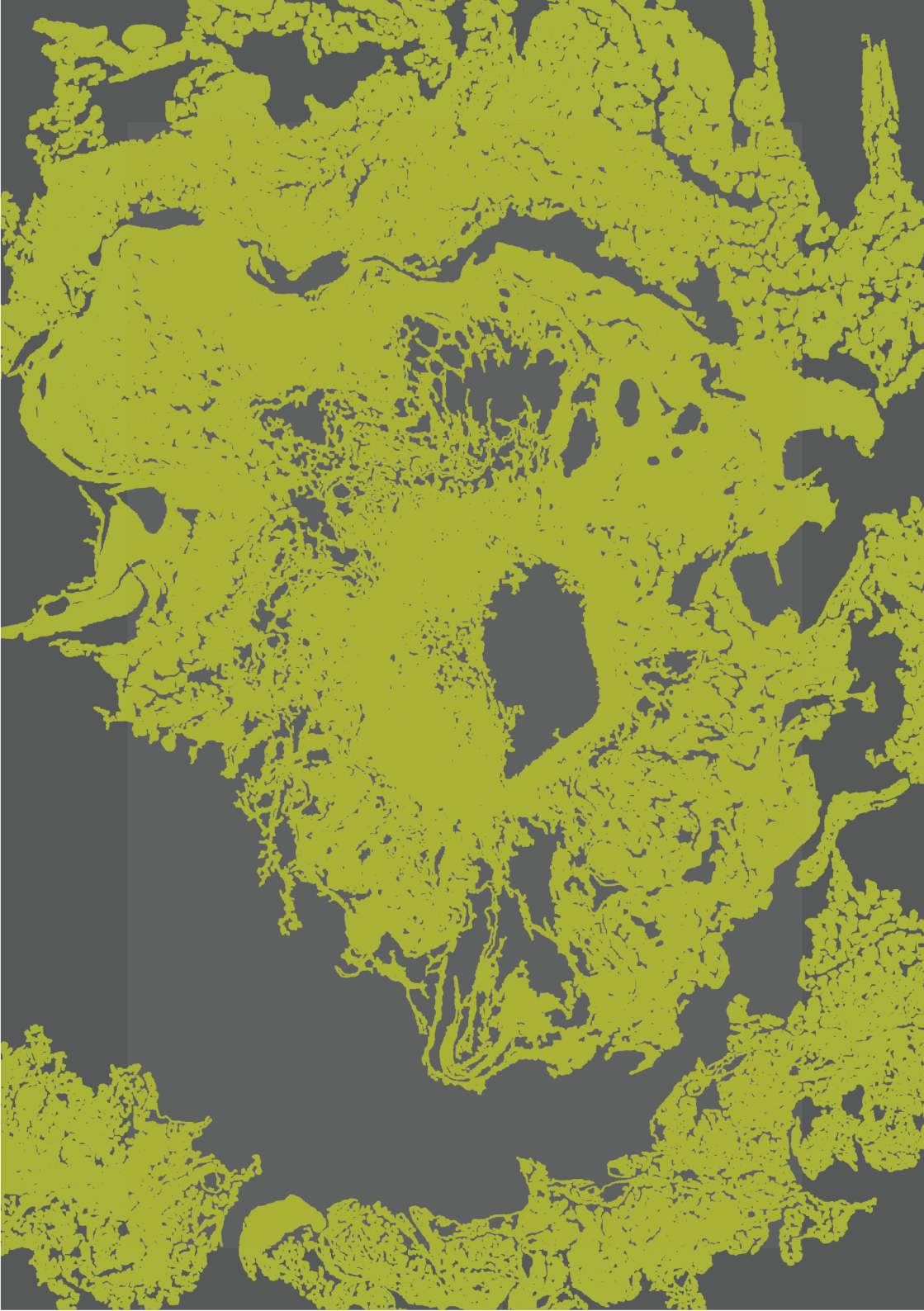
the Whiteforce of 3 is lesser. So, the piece can only move backward by 3.

In the case of the traveller with the Blackforce of 3, as the Whiteforce of 3 is equal, it cannot move.

The traveller with a Blackforce of 2, can move forward by 3 places.

The objective of the game for each player is to move the travellers forward towards their home. It will not make sense for a player to move a traveller backward when a traveller can be moved forward.

~



Co-located Travellers

At one time, **more than 2 travellers of one colour cannot stay on one square.** The 2 travellers cannot belong to the same player.

If a player must move his piece, so that it lands up in the same square as another piece of theirs, **they must miss a turn**.

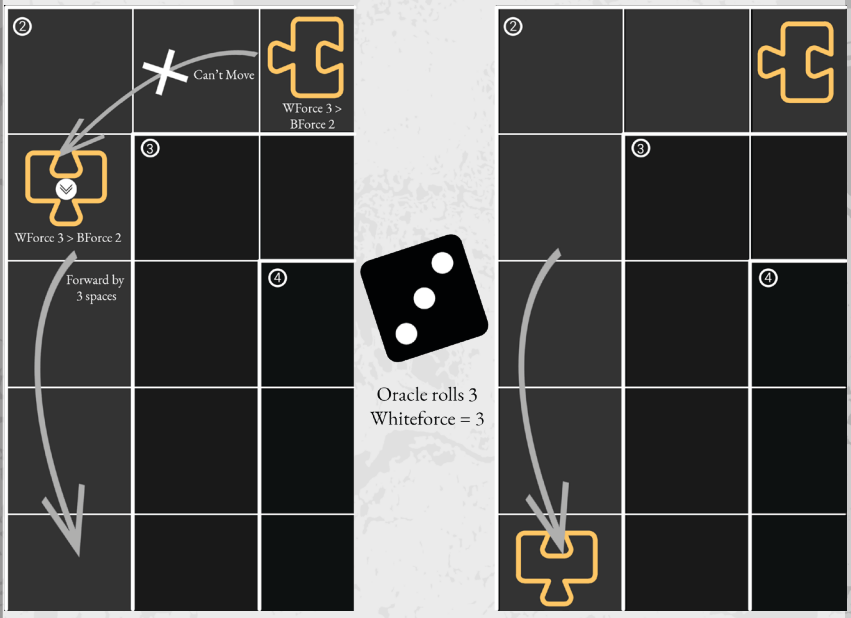


Fig 2.0 - Here Wforce is Whiteforce & Bforce is Blackforce

Any two pieces of different colours cannot stand side by side in one square. The piece to arrive second must piggy-back (see page 14) by attaching itself to the piece that stood their first.

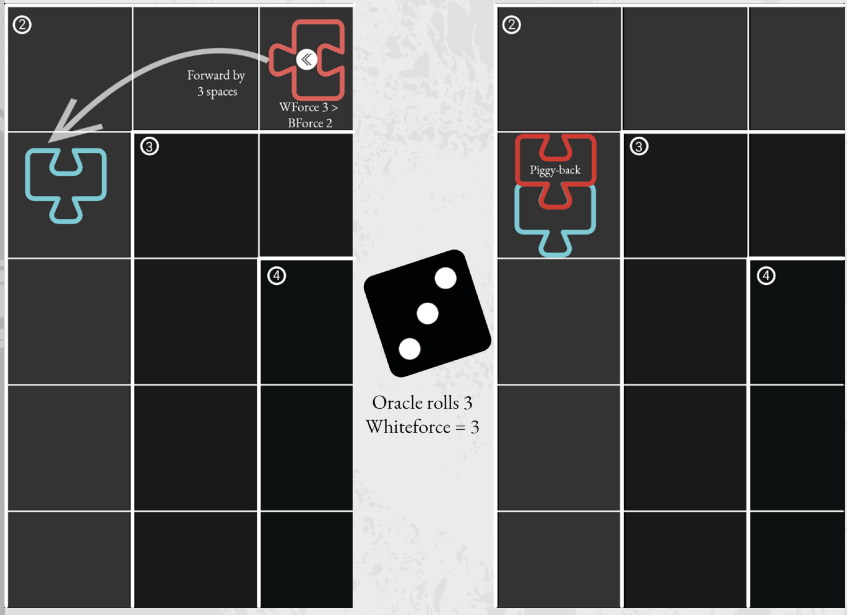


Fig 3.0 - Here Wforce is Whiteforce & Bforce is Blackforce

Piggy-backing

When a traveller **lands in a square with another piece already there, it must attach itself to it.** This is called **piggy-backing.**

When the player ahead decides to move their piece, **any piggy-backing travellers are forced to move along with it**. (Forward or Backward).

Movement of a traveller with another piece piggy-backing on it changes for both forward and backward

movement as shown in the table below.

Moving Forward with a piggy-back traveller:

Roll of the Oracle (Whiteforce)	Number of squares a Traveller with one piggy-back can move forward
6	3
5	3
4	2
3	2
2	1
1	0

Moving Backward with a piggy-backing traveller:

Roll of the Oracle (Whiteforce)	Number of squares a Traveller with one piggy-back can move backward
6	NA
5	NA
4	NA
3	6
2	4
1	2

Piggy-backing

Example

One player rolls the Oracle and gets a 3. The player's turn-specific **Whiteforce is 3.**

The Blackforce acting on one traveller is 4, on another traveller is 3 and another is 2.

The traveller with the Blackforce of 4 has one piggy-back traveller.

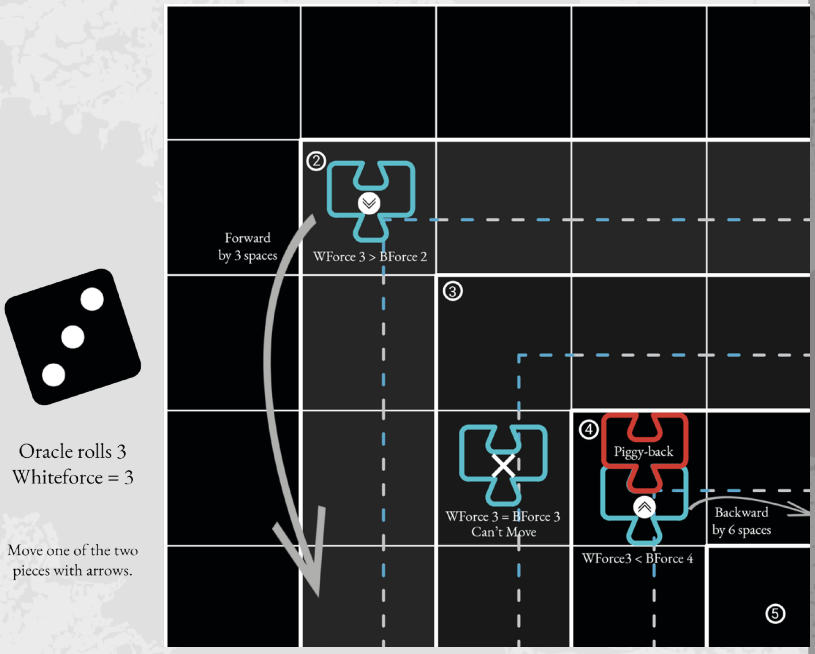


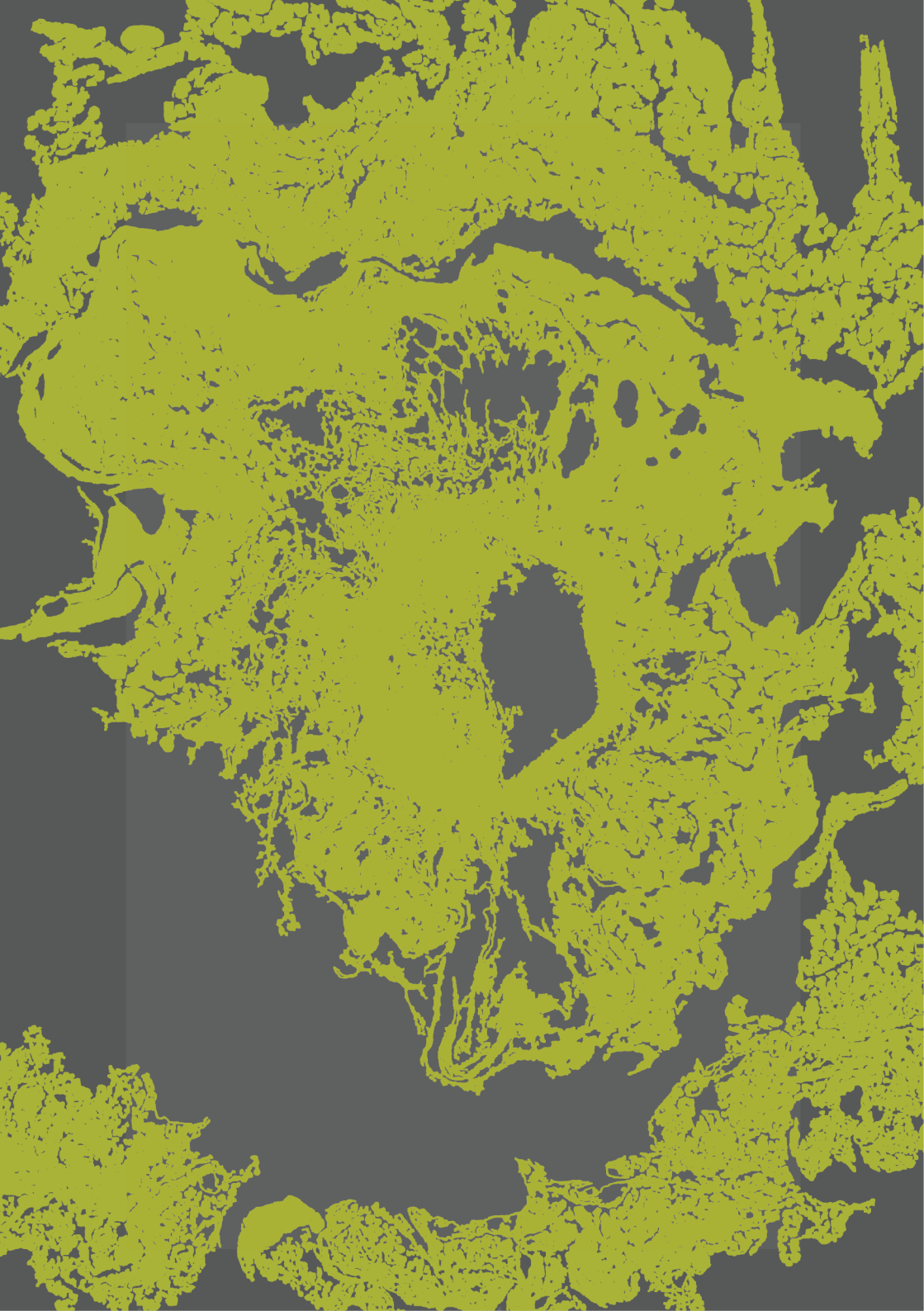
Fig 4.0 - Here Wforce is Whiteforce & Bforce is Blackforce

For the traveller with the Blackforce of 4, the Whiteforce of 3 is lesser. But it has one piggy-back traveller. So, according to the table **on page 19**, it can only move backward by 6 places.

In the case of the traveller with the Blackforce of 3, as the Whiteforce of 3 is equal, it cannot move.

The two travellers with a Blackforce of 2, can move forward by 3 places.

~



Roll a 6

On the Oracle - Whiteforce of 6

Rolling a six has following benefits:

a If any traveller has gone backwards (because of a curse or because of Blackforce) and got stuck at the centre, rolling a 6 on the oracle is the only way to come away from the centre. Once a traveller rolls a 6 they move their piece out of the centre, forward by 6 places.

b Getting a 6 on the Oracle also opens the opportunity to spend a coin in order to exercise the power of a charm or a curse card.

c If a player does not take option a or b, they get a bonus extra chance.

Charm cards

Charm cards are used to benefit oneself in the game and apply on the player's own traveller(s).

Name	Effect	Description
Awaken	Lifts curse once	If a traveller is in the effect of Deep Sleep, this charm awakens it. Traveller may then be ready to move normally. Remove the card placed under it.
12-steps to Freedom	One time	If a traveller is at the centre of the Blackpool, use this charm to bring it out by moving 12 spaces from the centre.

Name	Effect	Description
Piggy-back Relief	One time	Use this charm to drop all clingy piggies and move ahead by 2 spaces each traveller who is carrying a piggy-back.
Gust Of Force	One time	Use this charm to move all your travellers, outward by 6 spaces each.
Diagonal Step Up	One time	Use this charm to move one of your traveller diagonally outward (from one ring to next)

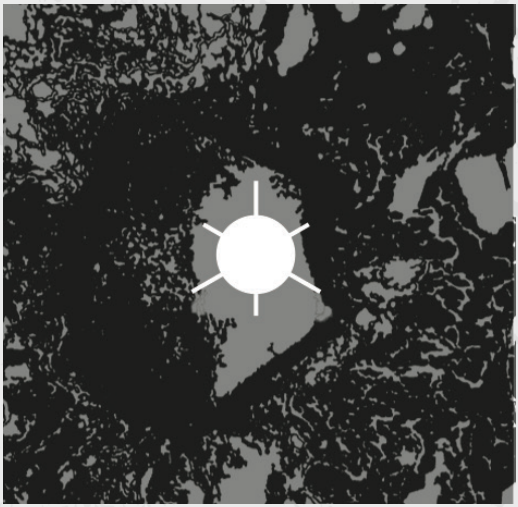


Fig 5.0 - Charm card

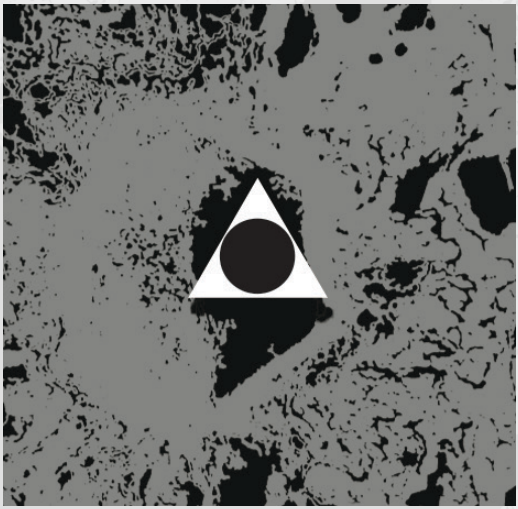


Fig 6.0 - Curse card

Curse cards

Curse Cards - Curse cards are used to disturb other player's game and apply on other player's traveller(s).

Name	Effect	Description
Freeze	Till curse is lifted	Put any one traveller of another player to sleep, using this curse. Till the curse is lifted, that traveller cannot move from its place. Place this card under the traveller you choose to curse.
Fix to Center	One time	Drop one traveller of another player into the centre of whirlpool. Till the player gets a 6 or '12-steps to Freedom' charm, that traveller stays at the centre.

Name	Effect	Description
Piggyback Inverse	One time	Use this curse to change places with travellers of other player(s) who are piggy-backing on your traveller(s). Now you piggy-back on them.
Reset	One time	Use this curse to move all travellers of any one player to their respective start points.
Diagonal Step Down	One time	Use this curse to move one traveller of another player diagonally inward (from one ring to next)

Endgame

The first player to help all the travelers in their team to escape from the whirlpool (and reach their respective camp) wins and the game ends.

~

Glossary

Travellers

Each player has a unique colour and each player has three travellers in their team. Each coloured piece of the same colour is called a traveller.

Camp

The safe resting point of each traveller is the final square of their ring

Oracle and Whiteforce

The Oracle (dice) tells each player on their turn what is their Whiteforce.

Charm Cards

Charm cards work in favour of the player that plays them. They make it easier for the player to win. Each player can play a charm card if there are any coins left. Each player gets 3 coins at the beginning of the game.

Curse Cards

Curse cards work against a particular player chosen by the player that plays them. They make it difficult for other players to make it to the end. Each player can play a curse card if they have any coins left. Each player gets 3 coins at the beginning of the game.

Starting Points

There are three circles marked with different colours, in each ring. These mark the starting points. Each player has each of the three travellers starting from a different ring.

Coins

Coins are a way to access special powers in the form of cards. A coin can be used only when a player rolls a 6 on the dice. Coins have two faces, with a charm or a curse symbol on either side. Whenever you wish to use a coin to access a charm card, pick one coin from the pile of three and place it face up (charm side) and then pick a charm card from the deck. Do the same to access

a curse card. Charm cards are used in one's own favour and curse cards are used against other players.

Escape

To escape a player has to reach the last square of the ring. The last squares are the exit points.

Rings

There are 4 rings on the board, around a central square. Each ring has a specific velocity of water. The innermost ring with a velocity of 4, decreasing up to 1 in the outermost ring. Centre has the velocity of 5, and the only way to come out of the centre is to roll a 5.

Ring Velocity and Blackforce

Each ring on the board represents a different region of the whirlpool. The whirlpool swirls in a different way in each region (it's faster towards the centre). Each ring on the board has a different Blackforce (velocity). Travellers in rings with a Blackforce lesser than the player's

Whiteforce for the round are free to move forward by as many spaces as their Whiteforce. If there are only travellers with their Blackforce lesser than the Whiteforce for the round then they have to be moved backward by as many spaces as their Whiteforce (see examples on page 12 for more clarity).

If a traveller's Whiteforce is equal to its Blackforce, it cannot be moved.

Rolling a "6" - Whiteforce of "6"

Rolling a six has following benefits:

1 If any traveller has gone backwards and got stuck at the centre, getting a 6 on the dice is the only way to come out of it.

2 Getting a 6 also opens the opportunity to spend a coin (if available) in order to exercise the power of a charm or curse card.

3 Player can move the move any pawn in any ring, 6 spaces forward and get a bonus chance if above two choices aren't made.



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