



BLAM!

DESIGNED BY JOHN EARGLE



2-4



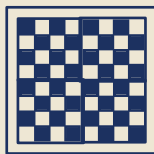
FAST



SIMPLE

EQUIPMENT

- Five Trios of one color for each player
- Chessboard



OVERVIEW

Placing a piece shoves other pieces around. Pushing pieces off the board earns you points – more points for larger pieces

GOAL

Push the most valuable collection of other people's pieces off the board.

SETUP

Give each player all of the pieces of their color, and place the chessboard where everyone can reach it.

TERMINOLOGY

- Stash: Your pyramids.
- Treasure Chest: Your collection of other players' pieces which you have pushed off the board.

WHO GOES FIRST?

You decide!

HOW TO PLAY

On your turn, place a piece from your Stash in a vacant space on the board. If there are any pieces in adjacent spaces (including diagonals), move them one space directly away from the piece you placed.

If a moving piece enters an occupied space, it pushes the occupying piece into the space beyond; this may cause entire rows of pieces to move. If a piece is forced off the board, place it in your Treasure Chest – unless it's your color. If it's your color, put it back into your Stash.

Once all pieces have been relocated, your turn ends. Play passes to the left.

HOW TO WIN

The game ends when all stashes are empty or when all players agree to stop playing.

SCORING

Each piece has a point value equal to its number of pips (1, 2, or 3). Tally the points in your Treasure Chest and your Stash. If your score is the highest, you win!

VARIANTS

OVERLOADED

In this version, bigger pieces push other pieces farther. Specifically, Large pieces push other pieces three spaces, Mediums push other pieces two spaces, and Smalls push other pieces one space.

DESIGNER'S NOTES

"One interesting thing about Blam! is that it makes the edge of the board exciting. With most games the edge is less active because of limited adjacency, but Blam! makes the edge a critical game element and gives it a different flavor apart from other abstracts (though Blam! is likely not unique in this regard).

"Also, a major element to winning Blam! is maintaining a positive piece count ahead of your opponents. Keeping a few more pieces in your stash can lead to a massive points sweep in the endgame. Assertions have been made that piece count trumps point total." – John Eargle

