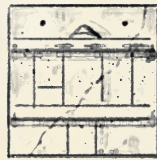
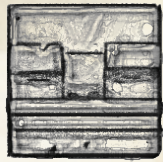


# BLOCK AND KEY



insideUP  
GAMES

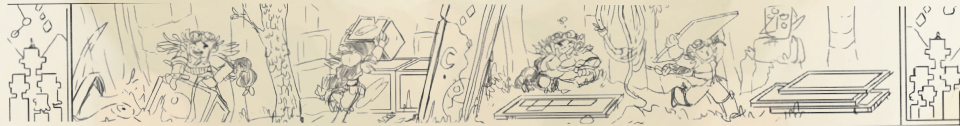
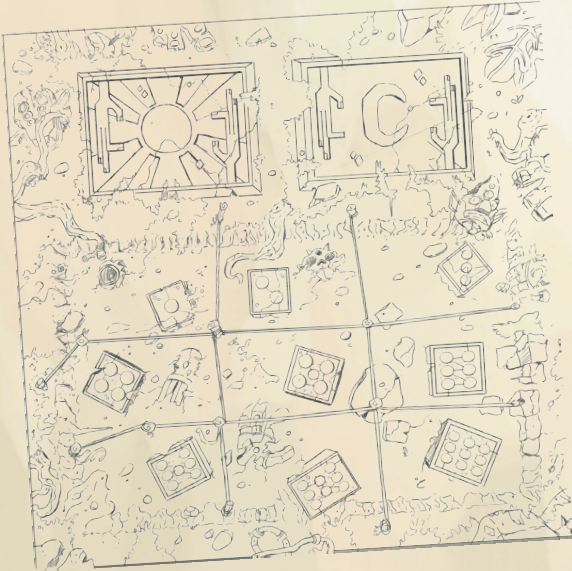
# BLOCK AND KEY



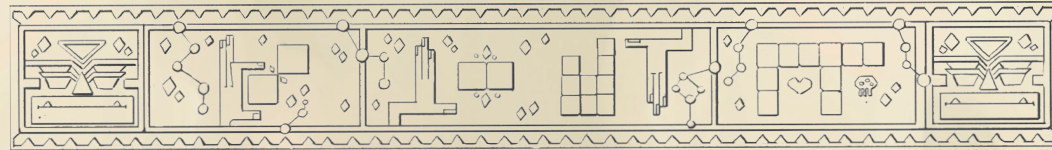
May 37th, 1952

Guadahorez, Western Ameranada

*A temple, long forgotten by time, hides mysteries whose keys may be unlocked. Some, fear what lies ahead. We, however, cannot wait for a chance to try our hand, nay, our head, on these ancient grounds. Although we arrived together, our pride pushes us to unlock the secrets before our fellow archeologists.*



*Some Key scripts, some Blocks. Each turn I had to decide, I could either drag three of these unique Blocks to my supply. Or I could move one Block from my supply to the Temple Floor.*

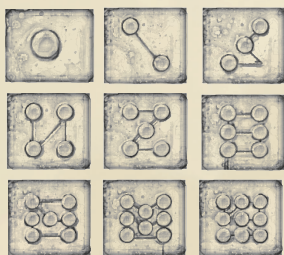


*It was quickly discovered that by placing them according to the hieroglyphs on the temple walls, the Blocks would lock in, allowing us to check their designs against the Keys we found earlier.*

*And when matched to our unique vantage point, the mysterious Keys would reveal their value and unlock new Keys to dig deeper.*



*Could the ancient symbols covering the pillars be hinting at when our quest will end?  
Could the hieroglyphs etched into the Temple Floor be of some use to the group?  
Or to the lone explorer?*



*There's only one way to find out...*

## OBJECTIVE

The objective of the game is to score as many points as possible by claiming Key cards. Key cards are claimed when a player fulfills the design as shown on their card(s). To fulfill the designs players will be placing blocks into a shared space, but they are only able to claim their Keys if the design is visible from their unique 2D perspective.

## BUILDING THE RUINS

1. With the printed artwork on the outside, fold each corner support along the center to create a 90° angle.
2. Empty the game box and flip the box bottom (the Excavation Site) upside down.

3. With the support flanges pointing up, tuck a corner of the box bottom over both bottom flanges. (The box corner should be tucked into the inside of the 90° angle of the support.)
4. Repeat for each of the 3 other corners.
5. Finally, do the same with the top flanges and the box top (the Temple Floor).



## BLOCKS VS. FACES

Players will be placing blocks on the Temple floor (box top), but once placed, they will be looking at all the blocks as individual faces.

It is these faces that make up the Key cards. Faces may be used for infinite Key cards, as long as at least **one face in a design is from the player's most recently placed block.**



Scan for player setup video!

## SETUP

1. With 4 players, each player will face a different side of the game board. When there are less than 4 players, the seating locations are important, as is the placement of the Core Cube (the 2x2x2 multicoloured block). The golden icons in the middle of the Temple floor show where the players must sit. The Core Cube will be placed on top of the icons and arrows matching your player count.
2. Randomly choose the starting player and give them the Core Cube. Place all other blocks in the draw bag.
3. Separate the Key cards by their backs (Star, Sun and Moon). Shuffle and deal each player a hand of 4 Key cards: 2 Star (easy), 1 Sun (medium), and 1 Moon (hard).

- Remove any remaining Star and Enigma cards from the game.
- To create a draw stack, place the rest of the Sun cards face-down on the matching Altar on the Excavation Site (box bottom).
- Do the same with the Moon cards.

4. Shuffle the Enigma cards and deal 1 to each player, face-down. Players look at it but keep it secret until the end of the game.



Although the game is played in a 3D space, players are only able to claim Key cards (designs) as seen from **their 2D perspective** of the playing area. Players can only look at another player's perspective when confirming that the player has completed a design when claiming a Key card.



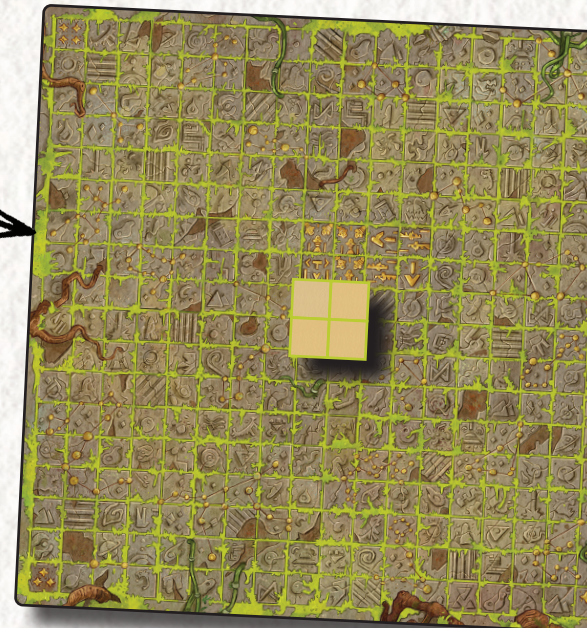
## SETUP (Continued)

5. Fill the 3 by 3 Excavation Site (box bottom) with blocks by randomly drawing and placing them one at a time from the bag onto each numbered site. *Only one block per space. Every time a block is drawn, it must be placed in the open site with the lowest number. There are 9 sites numbered 1 through 9 using pips (dots) on the blocks.*



6. The starting player places the Core Cube with one of its golden sides face-up over the golden icons in the middle of the Temple floor.

- These icons show player number and seating locations and are specific to the number of players— be sure to cover the correct icons and to sit on the correct sides of the board.
- The starting player may place the Core Cube with any colour facing their side; however, the top must be golden.



7. Going counterclockwise, the player to the right of the starting player draws all 3 blocks from any **row** or **column** on the Excavation Site.

- They must take all 3 blocks in a straight line before refilling the Excavation Site for the next player.

Remember blocks are refilled one at a time starting with the lowest numbered site.

Blocks must be placed using these grid lines for spacing!

8. Continue in counterclockwise order until all players, including the starting player, have 3 blocks and the Excavation Site is refilled.

9. Finally, the starting player begins the game by taking one action (see below). Turns progress in clockwise order, with each player taking only one action per turn, and a round consisting of each player having one turn.



Scan for How-to-Play video!

## ACTIONS

Players take one action per turn: **Excavate Blocks** or **Position a Block** (and check/refill Key cards).

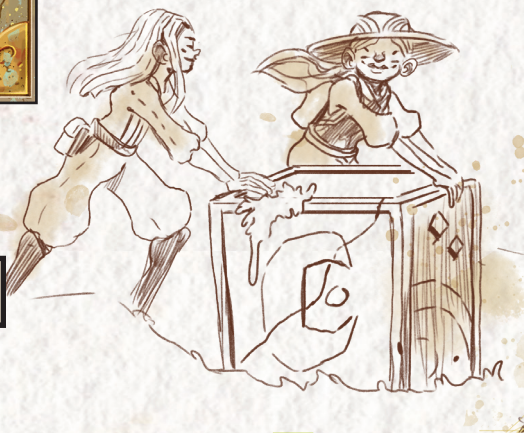
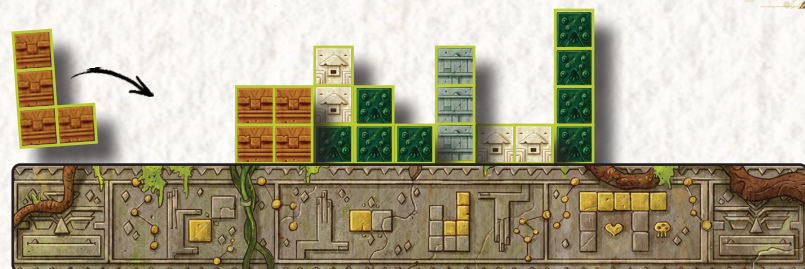
A) To **Excavate Blocks**, simply take a **row** or **column** of blocks from the Excavation Site, and then refill the site by drawing blocks from the bag.

- You may have a maximum of 7 blocks in your supply. If you have more than 7 after taking the Excavate Blocks action, discard your choice of extra blocks back into the bag until you have 7 Blocks.
- If the bag runs out, refill the Excavation Site as much as possible. Players might get fewer than 3 blocks when they excavate!

B) To **Position a Block**: Place **ONE** block from your supply onto the Temple floor, following the placement rules below.

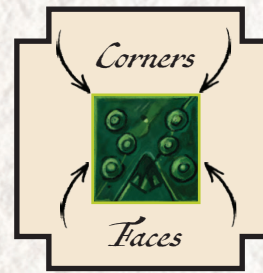
- Optionally claim one or more Key cards if they were fulfilled **on your turn**. A card is fulfilled when one or more faces from the block you placed contribute to the design depicted on each Key card. (See Claiming Keys on page 5.)

Refill blocks starting with the lowest numbered site.



## PLACEMENT RULES

1. A block may be placed in any part of the Temple floor's grid as long as at least one **corner** touches the corner of a previously placed block. See Example 1: The green block is only touching the corner of the grey stack.
2. If any block faces are touching, your **block** must be taller than the highest **face** of the stack(s) that it touches. See Example 2: The grey block has a face higher than the brown **stack** it is touching.
- Blocks do not need to be placed on the board. They may be placed on top of other blocks. See Example 3.
3. The maximum height of a stack is **6 faces**.
4. Creating a **straight** bridge is allowed, but only if both ends of the block are supported.
5. Creating a **ledge**, an unsupported end face, is not allowed.



### EXAMPLE 1

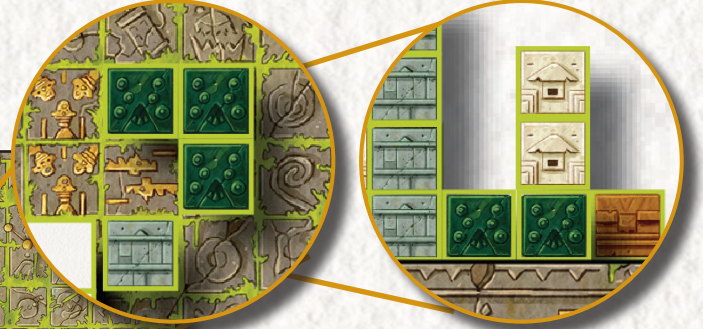
The green block can be placed next to the grey stack as they are only touching corners. They could not be placed face-to-face as the grey stack is taller.



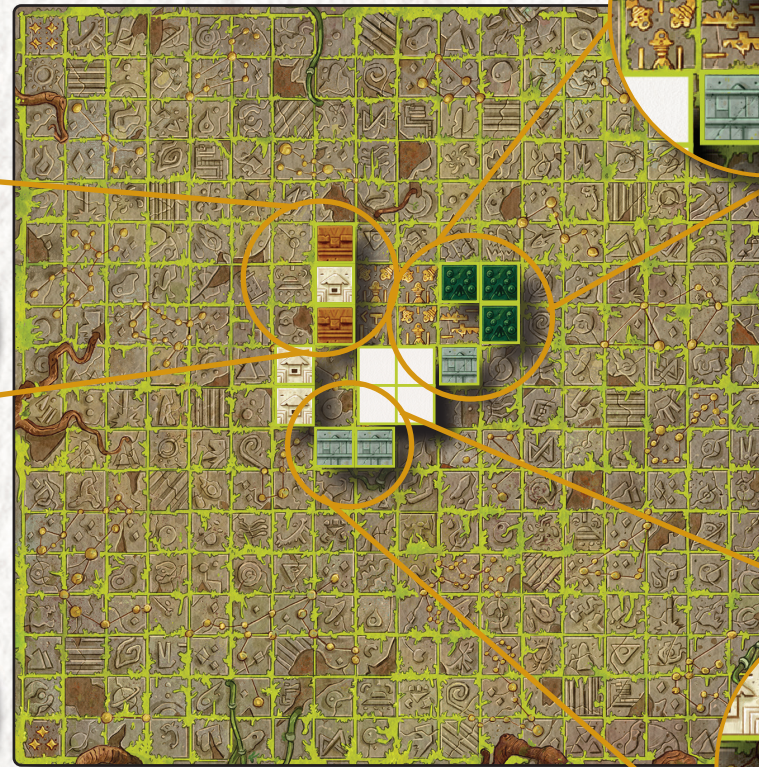
A **stack** is a vertical column of faces, regardless of which block they are from.

Top

Side B

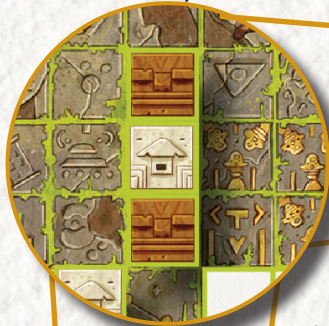


Side A



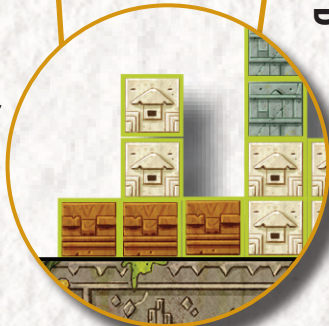
Top

Side D



### EXAMPLE 3

The white block can be placed face-to-face on top of the brown block because it is higher than the face it touches. It does not need to be placed directly on the Temple floor.



Side D

Side C

Side B

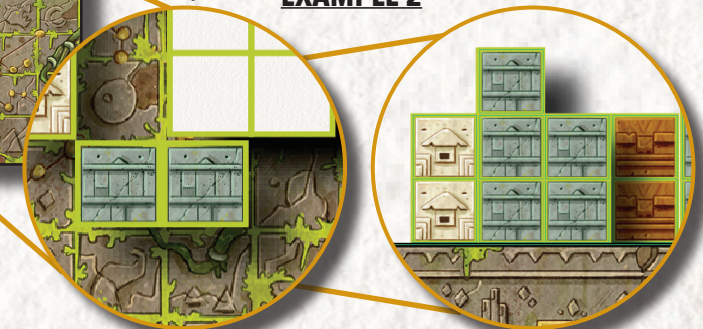
### EXAMPLE 2

The grey block has one face higher than the stack of brown faces that it is touching. The higher face does not need to be on the stack that is touching, just somewhere on the block that was placed.

Top

### EXAMPLE 2

Side C



Placement rules are shown on all sides of the box top to help players learn and remember.

1. The block must touch at least 1 corner or 1 face\* of a previously placed block.

2. Bridges are allowed, (ie., a gap under the block but both ends supported).

3. Ledges are not allowed, (ie., a gap under the block with no end support).



\*At least one face must be taller than all stacks it touches. You count the highest face of the stack even if you only touch a lower face.

## CLAIMING KEYS

As you place blocks, your goal is to complete your Key cards by creating the depicted pattern, as seen from your perspective. To claim a Key you must contribute one or more faces **from your most recently placed block** to a Key card's design.

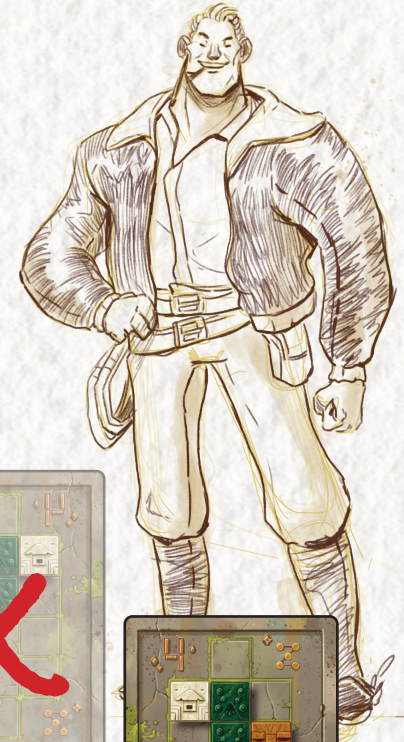
- Each face can contribute to unlimited designs.
- It is possible to claim more than one Key card at a time if you contribute at least one face to each Key card's design. See Example A below.
- Empty squares on a Key card can contain empty spaces, or any coloured face. A player only needs to see their Key within all faces on the Temple floor. See Example B.
- The faces do not need to be touching each other, they only need to look like the Key from your 2D perspective.
- Key cards can be claimed from any rotation (see Examples A and B), but they cannot be mirrored (see Example C).
- Only Keys that have been claimed will score their victory points (VP) at the end of the game.

### To claim:

1. Place a block with at least one face contributing to the Key's design.
2. Place the Key card face-up and show where the Key is claimed. Opponents may check your perspective to confirm the claim, but they may not see your Key cards or Enigma card.
3. Draw back up to 4 Key cards, choosing which Altar to draw from.

Although the game is played in a 3D space, players are only able to claim Key cards as seen from **their 2D perspective** of the Temple floor.

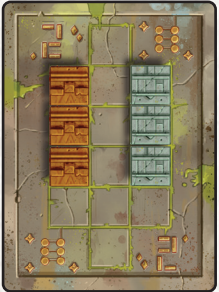
You must place a block that is a part of the Key to claim it on your turn. You cannot claim a Key card that was already completed before your turn started.



### EXAMPLE A

By placing the green block on your turn, you have completed these two Key cards and can claim them.

### EXAMPLE B



You ignore the white faces when you claim this Key card. "Empty" spaces can contain any coloured face, or empty space, as long as placement rules are followed.



### EXAMPLE C

You cannot "mirror" this Key's design to claim it. Keys may only be rotated.

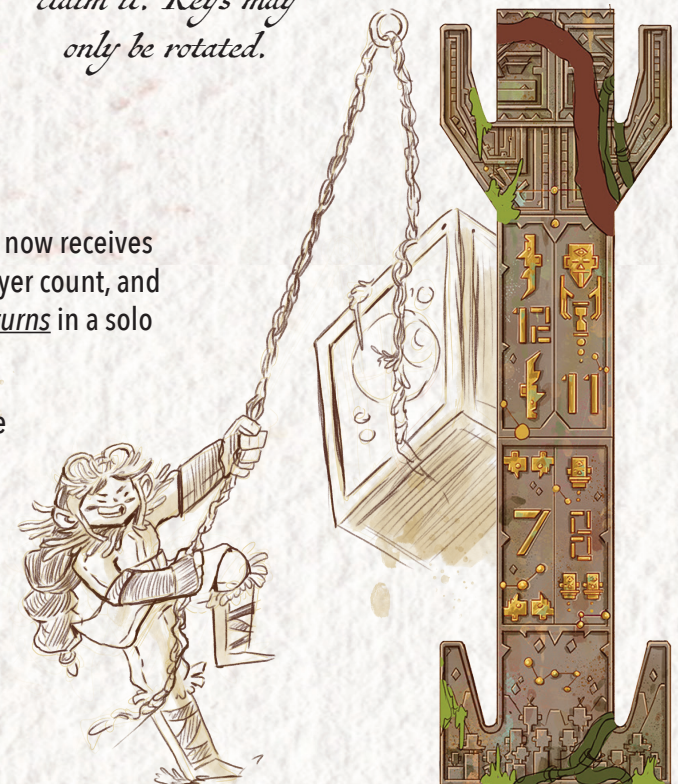


## END GAME

After a player claims a set number of Key cards, the game end is triggered. **Every** player now receives one final turn. The number of Key cards needed to trigger the end game is set by the player count, and is shown on the columns: 12 cards for 2 players, 8 for 3 players, 7 for 4 players, and 11 turns in a solo game (see page 7).

After the game ends, players add up the individual number of coloured faces (visible from their perspective) that match those on their Enigma card, and then divide that number by 3 (rounded down). Players add that number to the VP on each Key card they successfully claimed during the game. The player with the most VP wins!

Tiebreakers: The player with more claimed Key cards wins.  
Still tied: the player with more leftover blocks wins.  
Still tied: the player earlier in turn order wins.



## THE ANCIENTS (Solo Mode)

### SETUP:

1. Set up the game board as explained on pages 3 and 4.
  2. Draw Key cards (2 Star, 1 Sun, and 1 Moon) and draw 1 Enigma card.
  3. Place the Core Cube on the 4-player starting icons with any colour, except light brown, facing you.
  4. Fill the Excavation site with blocks.
  5. Take a row or column of 3 blocks.
- As usual, restock the blocks whenever some are removed.*

### OBJECTIVE:

With only 11 turns, try to score as high as possible. *Check the score ranges to see how well you did!*

### EACH TURN:

1. Take one action, as explained on page 4.
2. Mark the turn as completed by doing the following:
  - If you claimed a Key card, place it face-up. If you claimed multiple Key cards this turn, stack them in one face-up pile.
  - If you did not claim any Key cards, take 1 Key card from either Altar and place it face-down. *This includes turns when you take blocks.*
3. You may discard 1 Key card from your hand to the bottom of its matching Altar.
4. Refill your hand to 4 Key cards, from any Altars you wish.
5. If you added at least 1 new Key card to your hand, enact one "Ancients' turn."
  - Do not enact an "Ancients' turn" if you did not add any new Key cards to your hand or after your last (11th) turn.
6. Play these steps 11 times total. Track this by laying each round's card(s) perpendicular to the card(s) from the last round.

### ANCIENTS' TURN:

1. Based on the last Key card you drew, find its "Stars and Pips."  
*Example: 2 Stars surrounding 7 Pips.*
  - If you drew multiple Key cards, use the last Key card drawn.
  - The Pips match a location in the Excavation Site.
  - The Stars match one of the corners of the Temple.
2. Draw the block from the Excavation Site with Pips matching those on the Key card (*i.e.*, 7 Pips).
3. Place that block on the Temple following standard block placement rules **as well as these directives:**
  - a) It must be placed corner to corner with the block that is closest to the Stars matching those on the Key card (*i.e.*, 2 Stars).
  - b) If two blocks are equal in proximity to the Stars, you may choose which block to place it next to.
  - c) All faces of the block placed must remain within the grid lines.
  - d) If a block cannot be placed due to lack of grid space, it is returned to the bag and the Ancients' turn is over.
  - e) As long as you follow all points above, you may choose how to position the block.



Scan for solo play-through!

### GAME END:

After **your** 11th turn (do not count Ancients' turns), add up the individual number of coloured faces that match those on your Enigma card, and then divide that number by 3 (rounded down). Add that number to the VP on each face-up Key card you successfully claimed during the game.

- *Blocks and unfulfilled Keys in your supply do not count for you, nor do they count against you.*

### SOLO SCORING:

- 0 to 9** Trainee: You spent time and resources with few results.
- 10 to 20** Researcher: You are learning and your work is functional.
- 21 to 26** Field Director: You are organized and clever. Continue your study.
- 27 to 32** Dig Director: You understand the site completely and how to manipulate a single block to unlock multiple Keys.
- 33 and up** Expert Archaeologist: You have unlocked secrets that could bring you great fame, or even *power*...



### Clarifications for claiming Key cards

You cannot claim Keys cards completed by the Ancients' block placement.

# BLOCK AND KEY

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Easy Key Card



Medium Key Card



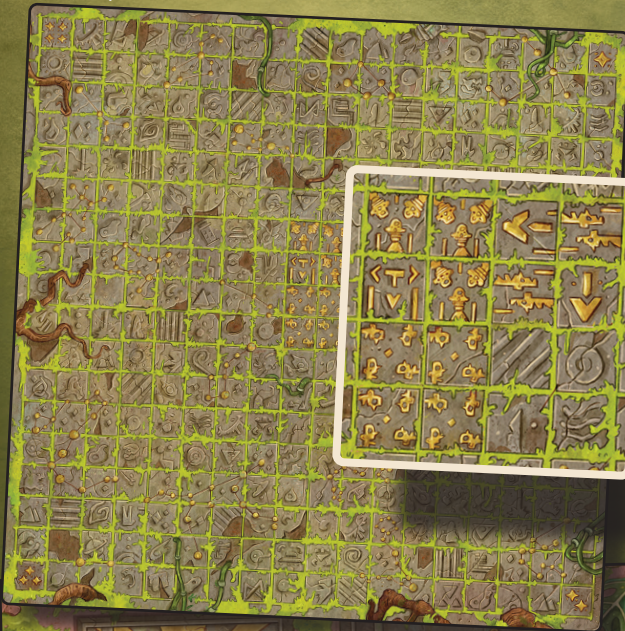
Hard Key Card



Enigma Card

Key cards can be claimed from any rotation, but they cannot be mirrored.

Temple Floor



Setup for  
Player Count



You must place a block that is a part of the Key to claim it *on your turn*. You cannot claim a Key card that was already completed *before your turn started*.

## Placement Rules

1. Corner to corner
2. Taller if face-to-face
3. Max face height of 6
4. Straight bridge
5. No ledges



Stars and Pips are used in solo mode for the Ancient's Turn.



Altars



A **stack** is a vertical column of faces, regardless of which block they are from.

Blocks are refilled one at a time starting with the **lowest** numbered site.

Excavation Sites



## SOLO SCORING:

**0 to 9** Trainee: You spent time and resources with few results.

**10 to 20** Researcher: You are learning and your work is functional.

**21 to 26** Field Director: You are organized and clever. Continue your study.

**27 to 32** Dig Director: You understand the site completely and how to manipulate a single block to unlock multiple Keys.

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