

# BARRICADO™

## Revolutions

*The revolution has begun!*

*The smell of gun powder is in the air. Factions are taking to the streets, marking off territories in preparation for the building of the barricades.*

*If you're going to survive the night, you'll need to build the most barricade segments and claim the streets as your own!*



## Contents



4 sets of barricades segments

64 red 48 yellow

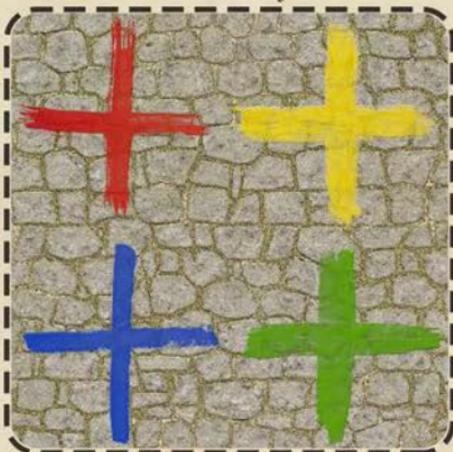
64 blue 48 green

36 tiles

6 each of 6 variations

**Cut out this tile →**

We love the folks at The Game Crafter, but due to production limitations, we've chosen to pass some cost savings on to you by requesting that you cut out this tile image and glue it to the blank 2" tile included in your box. This will serve as your starting tile for each game.



# Setup

## Players each take a bag of barricades

For a 2 player game, use the red and blue bags (they include more barricades). For 3 & 4 player games, use the green and yellow bags.

## Create the tile stack

Shuffle the tiles and place them in a face-down stack near the playing area. Place the tile you cut out from this instruction sheet in the playing area to start the board.



*the tile stack*

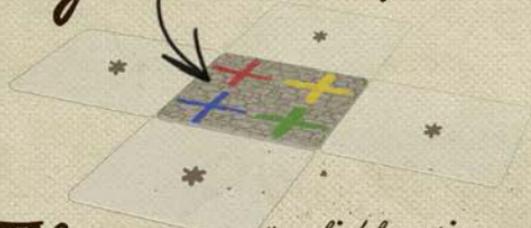
## Order of Play

Place a new tile

*or*

Build a barricade

*the starting tile*



*\* valid locations  
for 1st player to play*

## Placing Tiles

The first player does not yet have an opportunity to build barricades, so he or she must place the

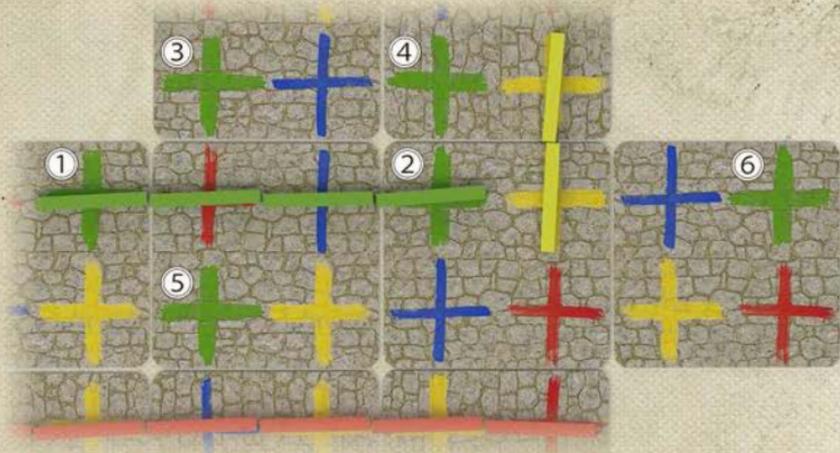
topmost tile adjacent to the starting tile.

Be sure to cut out the tile on the other side of this sheet (and glue it to the included blank tile) and use it as your game-starting tile.

On all subsequent tile placements, players must continue placing adjacent to existing tiles until the board ends in a perfect 6-by-6 square.

# Building Barricades

To build a valid barricade, a player must place his barricade segments in a straight line starting on one unoccupied  $X$  of his color and ending on another also of his color, without crossing another barricade (of any color) along the way.



In this example, the Green player has built a barricade from ① to ②. On a subsequent turn, he could build from ③ to ④, but not ③ to ⑤ as he cannot build across his own barricade.

Barricades may also be extended in a straight line on future turns. Green had the option to extend to ⑥ until Yellow blocked him before he could do so. Green also cannot extend from ② to ④ as it is not in a straight line.

## Things to keep in mind regarding barricades

- The shortest possible barricade is 2 segments, the longest is 12
- Barricades can only be extended in a straight line (never at 90°)
- Barricades cannot cross each other, even those of the same color
- If you are unable to build a valid barricade, you must place a tile
- You are not obligated to build a barricade if one is available. If it can't be blocked by another player on their turn, consider leaving it to build later and take the opportunity to control the board by placing a tile instead. It's risky, but *could* be worth it!

# End of the Game

Once all 36 tiles have been placed (forming the finished 6-by-6 board), players continue in turn order placing or extending any remaining barricades, one per turn, in available locations. When no valid plays remain, players remove their barricade segments from the board and count them. The player with the highest number of segments wins!

## Advanced Rules & Variations

### For Faster Play

- set the maximum board size to 5-by-5 or 4-by-4.

### Revolution in the Streets (3 or 4 players only)

- On your turn, rather than placing a tile or barricade, you can choose to rotate any unoccupied tile already in play.
- The tile must remain in the same location but can be rotated to any orientation.
- The same tile can continue to be rotated by players on their turns until it becomes occupied by at least 1 segment.

### Plazas and Sewers

Sometimes faction territories spill over into public spaces and wreak havoc!

- In the Plazas, city officials have blotted out certain colors with white paint. These areas can now be used as the start or end point for any faction's barricade. Once claimed, it remains owned and occupied by that player for the rest of the game.
- The Sewers are hotspots of activity for the underground societies of the Revolution. These entrances cannot be covered by any barricade at any point in the game, effectively blocking all factions from crossing this space. It will remain unoccupied for the entirety of the game.

