



BALCONIA

GAME RULES

COMPONENTS

- ★ 1 5x5 building grid
- ★ 22 building blocks
- ★ 3 entrance blocks
- ★ 22 tokens (with numbers from 1 to 22)
- ★ 1 dual-layer selection disc
- ★ 1 scoring sheet pad
- ★ 2 player aids



OBJECT OF THE GAME

Construct an apartment complex by adding building blocks to the grid, and fulfill the scoring conditions pictured on the balconies on your side of the building to score more points than your opponent.

SETUP

Note: Before your first game, assemble the dual-layer selection disc using the special stickers provided.



- 1** Have the players sit on opposite sides of the table. Place the **building grid** in the middle of the table, facing both players.
- 2** Spread out the 22 **building blocks** (yellow and numbered on the inside) on the table, within reach of both players.
- 3** Shuffle the 22 **tokens** face down, then return 8 random tokens to the box without looking at the numbers on them (you won't need them for this game). You should be left with 14 face-down tokens.
- 4** Randomly select 1 of the 3 **entrance blocks** (pink on the inside). Put the 2 remaining entrance blocks back in the box (you won't need them for this game, either). Then place the selected entrance block in the middle space of the bottom row of the grid, randomly determining which door faces each player.

The player facing the green door is the **green player**, and the player facing the pink door is the **pink player**.

On the side of the entrance block that is facing you, there is a scoring condition that applies to your entire side of the building at the end of the game. A *detailed description of the entrance blocks is given later in the rules.*

- 5** Take the **selection disc** and place it next to the building grid, between you and your opponent. The green side must face the **green player**, and the pink side must face the **pink player**.
- 6** Have each player take a **player aid** and a **scoring sheet** (you will need this at the end of the game).



PLAYING THE GAME

Note: The players must not look at their opponent's side of the building at any time during the game.

Each turn, one of the players will be **selecting a building block** and the other will be **placing it in the grid** (the players switch roles every turn). The **green player** begins the game.

- ▶ First, the **green player** reveals one of the face-down tokens and **takes the building block** with the corresponding number.
- ▶ Then the **green player** looks at each side of the building block, **chooses 2 adjacent sides**, and **places the building block on the selection disk** so that these 2 sides are on their half of the disk.
- ▶ Now the **pink player** takes the selection disk with the building block and **may look at all 4 sides** of the building block (without changing its orientation on the selection disk).
- ▶ Then the **pink player** chooses 1 of the 2 sides on the pink half of the selection disk and **places the building block in the grid** so that the chosen side is facing them.

Important! Each new building block must be adjacent (vertically or horizontally, but not diagonally) to at least one of the previously placed blocks — even if it's on the ground floor. The first building block must be adjacent to the entrance block. A building block can be placed above an empty grid cell, as long as it is vertically or horizontally adjacent to at least one other building block.

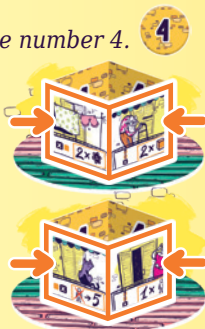
Note: The player adding the building block to the grid ultimately decides which balcony the other player will get (their opponent will always see the side opposite from the one that they chose for themselves).

- ▶ After this, the turn is over and the players **switch roles**: now the **pink player** will be choosing the building block, and the **green player** will be placing it in the grid.

Example of a Turn:

The **green player** reveals the token with the number 4.

They take the building block with the same number, choose 2 adjacent sides of the building block, and then place it on the selection disk so that these two sides are on their half of the selection disk:



Now the **pink player** can choose between the other two sides:

The **pink player** chooses this side, and then places the building block in the grid so that the chosen side is facing them:



The **green player** gets the opposite side of the building block on their side:



END OF THE GAME

The game ends as soon as the last token is revealed and the corresponding building block is placed in the grid. The building should consist of **15 blocks** in total (1 entrance block and 14 building blocks). The players then proceed to the **final scoring**.

FINAL SCORING

On each player's **scoring sheet**, they **count and record the points for each block** (including the entrance block) **on their side of the building** and **tally up their total score**. (For convenience, they may cross out all empty grid cells.) See **Scoring Guide** on page 3.

The player with the highest score wins. In the case of a tie, the player scoring the most points for the entrance block wins. If the tie persists, the players share the victory.

GAME VARIANTS



Instead of placing each new building block so that it is adjacent to at least one of the previously added blocks, you can now place it anywhere in the grid.



You can also choose to place the entrance block anywhere in the bottom row (it doesn't have to be the middle space).

Note: You can play with both of these rules at the same time.

SCORING GUIDE

The majority of the balconies have a scoring condition. Players score points based on these conditions, depending on the placement of the balconies.

WHERE TO LOOK:

The pictogram on the left indicates the position of the balcony (or balconies) that the condition applies to (X marks the balcony with the condition). The balcony marked with an X is orange when it is included in the scoring and black when it is not.

WHAT SCORES THE POINTS (AND HOW MANY):

The pictogram on the right represents the points and a symbol representing the element(s) required to score them.

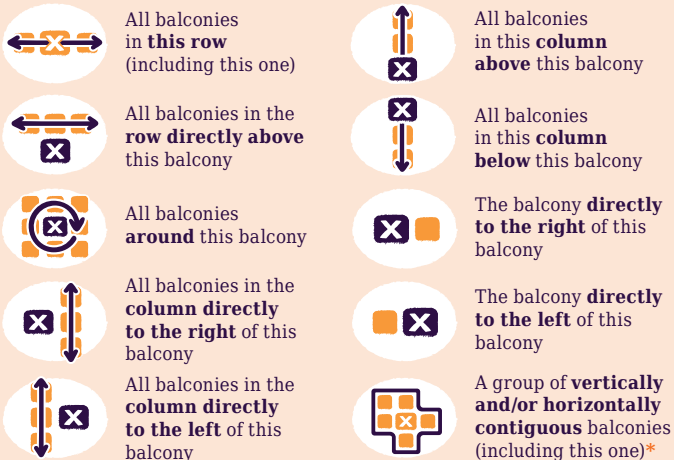


In this example, you score 1 point for each individual piece of laundry on the balconies in the row directly above this balcony.

Important! Entrances are not balconies, thus they cannot be scored for the conditions that appear on balconies. The conditions on the entrance blocks are scored separately.

Empty grid cells do not score any points on their own.

Balcony Positions:



* The group can be of any shape or size (not just the one shown on the pictogram). It can also consist of only one balcony (the one with the condition).

Points:

- | | | | |
|-----------|--|-----------|--|
| 1x | 1 point for EACH TIME the condition is met | 3x | 3 points for EACH TIME the condition is met |
| 2x | 2 points for EACH TIME the condition is met | →5 | 5 points IF the condition is met* |

* If the condition requires the presence of 2 elements, you score 5 points if there is at least 1 of each element present in the indicated area (on the same balcony or not). If the condition requires the absence of an element, you score 5 points even if there are no balconies (only empty grid cells) in the indicated positions.

Balcony Symbols and Elements:



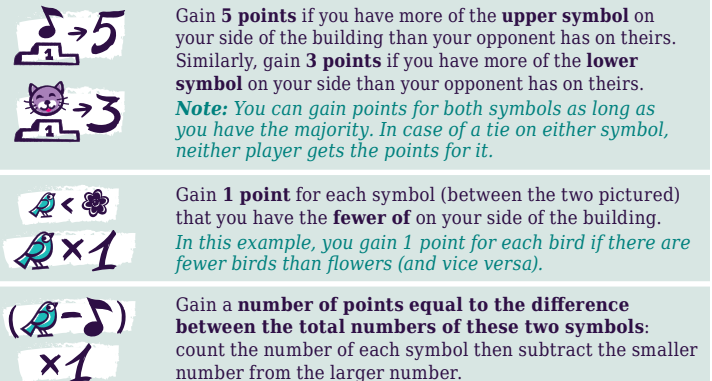
* See items **5**, **8**, **13**, and **14** of the *Scoring Example* on page 4.

Important! Each lovebird can be paired with only 1 other lovebird that is facing the opposite direction. They can also be in different rows.



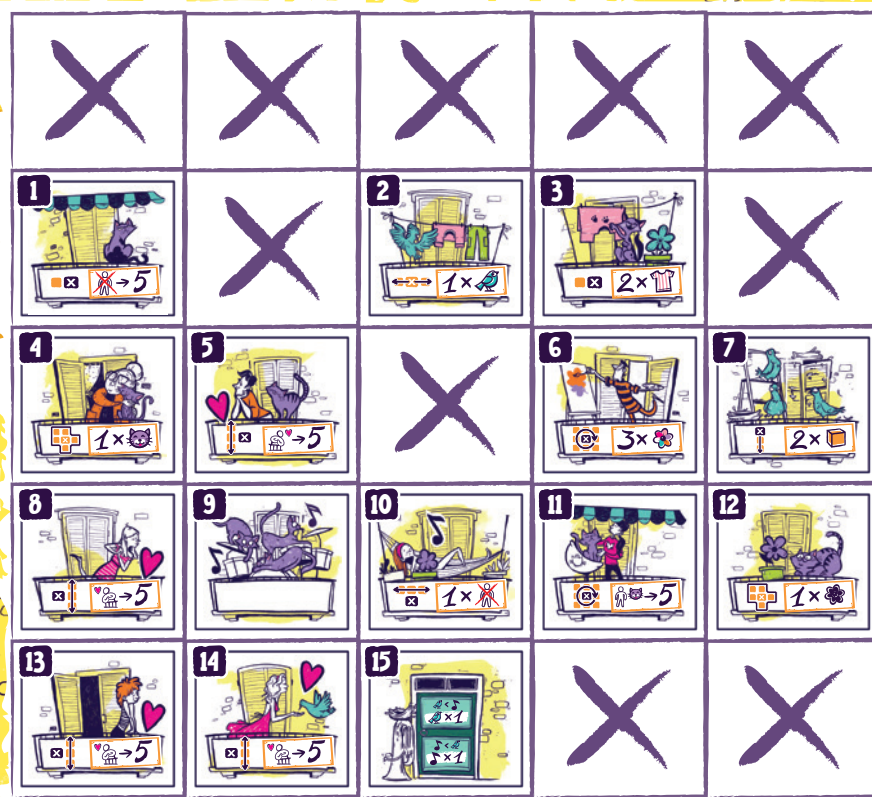
Entrances have a scoring condition, pictured on the door, that applies to that entire side of the building (all balconies in the grid).

Entrance Scoring Conditions:



SCORING EXAMPLE

**READ BEFORE
PLAYING
THE GAME**



From top to bottom, left to right (the scored balcony is marked with **X**):

1 The player could have gained 5 points if there were no people on the balcony directly to the left; however, this balcony is already in the leftmost column of the grid, so it **doesn't score any points**.

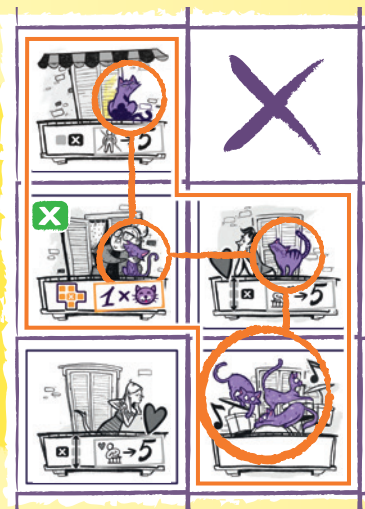
2 There is only 1 bird in this row of balconies: **1 point**.



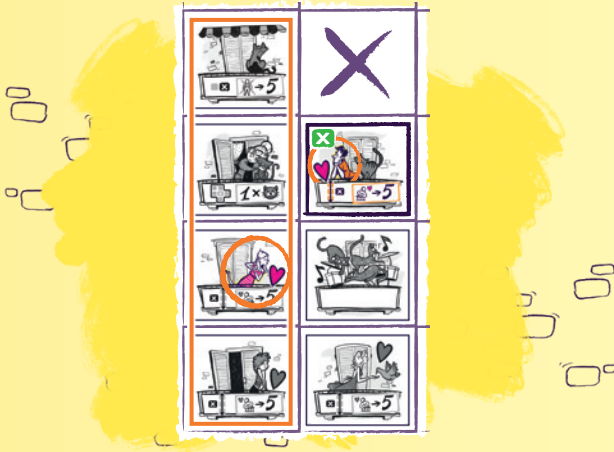
3 There are 2 pieces of laundry on the balcony directly to the left: **4 points** (2 points per each piece of laundry).



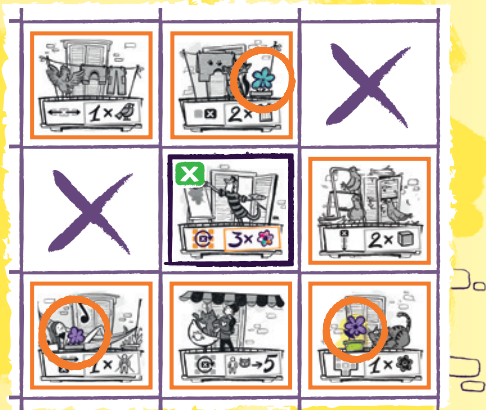
4 This balcony makes up a group with 3 other balconies that all have the required element (in this case, cats) and are either vertically or horizontally contiguous: **6 points** (1 point for each cat, including the cat on this balcony).



5 There is another lovebird facing right in the column directly to the left, so this balcony scores **5 points**.



6 There are 3 flowers on the balconies around this one (1 turquoise and 2 purple), but only 2 different flower colors (turquoise and purple): **6 points** (3 points per each color).



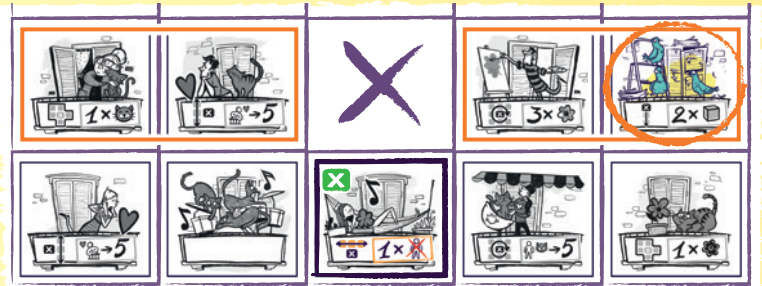
7 There is only one balcony in the column below this balcony: **2 points**.



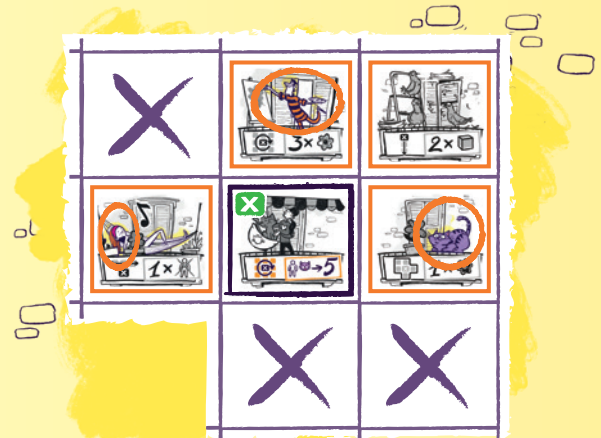
8 There is another lovebird facing left in the column directly to the right, so this balcony scores **5 points**.

9 This balcony doesn't have a condition, so it **doesn't score any points**.

10 There are 4 balconies in the row directly above this one; however, only 1 of them has no people on it: **1 point**.



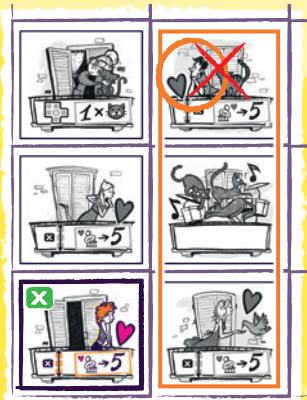
11 In order to score 5 points, there should be at least 1 person and 1 cat (together or separately) on the balconies around this one. There are 2 people on 2 different balconies and a cat on another balcony: **5 points**.



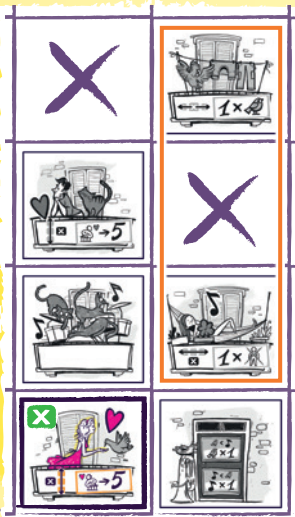
12 There are no other balconies either vertically or horizontally connected to this balcony that also have flowers, so this group is made up of only 1 balcony (the balcony with the condition): **1 point** (for the single flower).



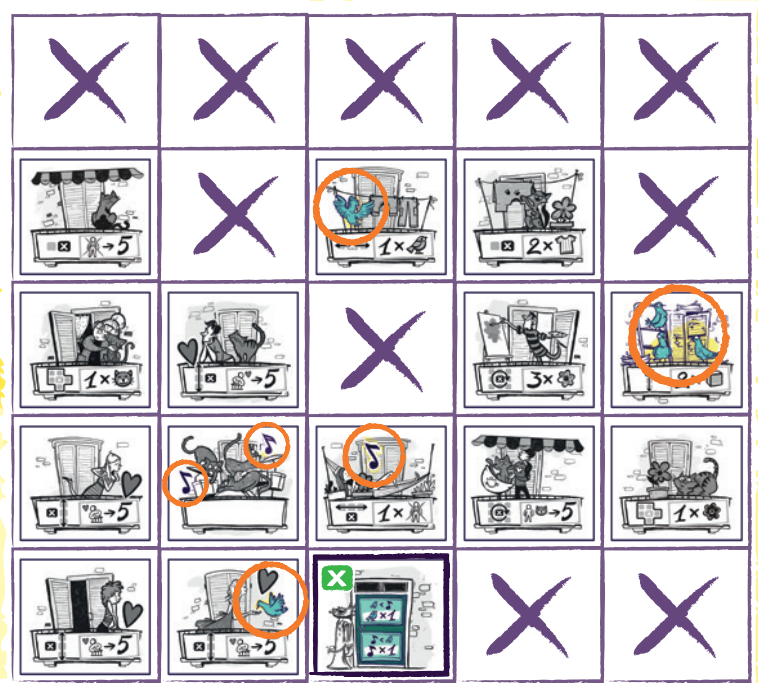
13 There are two lovebirds in the column directly to the right. However, one of them is already paired with another lovebird (see item 5) and the other one is facing the wrong way, so this balcony **doesn't score any points**.



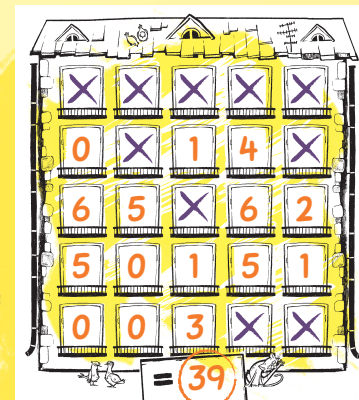
14 There are no lovebirds facing left in the column directly to the right, so this balcony **doesn't score any points**.



15 There are fewer musical notes (3) than birds (5), so the entrance scores **3 points** (1 point per each musical note).



Final score: 39 points.



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English Edition Published and Distributed Worldwide by **Ares Games Srl**,
 Via dei Metallmeccanici 16, 55041, Capizzano Pianore (LU), Italy.
 www.aresgames.eu. Retain this information for your records.

English Edition | Production: Roberto Di Meglio, Fabio Maiorana, and Fabrizio Rolla.
Editing: Kevin Chapman. © 2024 Ares Games Srl. All rights Reserved. Produced in Suzhou, CN.