



Barrier Battles Official Rules and Gameplay



Barrier Phase

The first phase of any Barrier Battles match is the "Barrier Phase." During this phase, two players will choose a surface to play on. Whether it be a table or a floor, the surface must have pre-determined boundaries that each player agrees to. Players will then construct fortresses on their half of the play area using oppositely colored blocks and pieces. One player will make a fortress using 15 red blocks (Barrier Pieces), 5 red disc pieces (Battle Pieces), and 1 orange disc piece (the King Piece). The other player will construct a fortress using 15 blue Barrier Pieces, 5 blue Battle Pieces, and 1 purple King Piece. The players must build on their half of the play area, but besides that, there are no other restrictions. Any tower, pyramid, maze, castle, ship, or other idea is valid. Once one player finishes making all adjustments to their base, their opponent will have up to 1 minute to finish their base. After the second player finishes, or time runs out, the Battle Phase will begin.

*A play area at least 1m² is recommended. Tables with different sizes and shapes do not detract from the game, they just make the game different to battle on.

Battle Phase

Once the Barrier Phase ends, the Battle commences! Starting with the player who finished building first, the two players will take turns flicking either their Battle Pieces or their King Piece. After a piece is flicked, it keeps its new position. The next player's turn will start once all pieces cease motion. If a piece hits a Barrier Piece and the Barrier Piece moves, it also keeps its new position. After a player flicks a Battle Piece, any Battle Pieces it hits are eliminated, and therefore removed from play. Any pieces that land outside the area of designated play, (the most common example of this is a Battle Piece falling off a table), the piece is eliminated, and consequently removed from play. The player whose King Piece survives the longest without getting eliminated wins the game.

During a player's turn, all of their Battle Pieces, and their King Piece have the "poison effect." This means until the end of their turn, any Enemy Battle Piece or King Piece that touches a Battle Piece or King Piece with the "poison effect" are eliminated, and removed from play. Here are a few examples of the poison rule being applied: 1. If a player hits a Battle Piece into their opponents base, and their opponent's Battle Piece falls onto their piece, the opponent's piece is still eliminated. 2. If a player hits a Battle Piece into another friendly Battle Piece, and that Battle Piece hits an enemy Battle Piece, the enemy Battle Piece is eliminated. Battle Pieces, however, cannot eliminate friendly Battle Pieces by collision. However, if a Battle Piece knocks a friendly Battle Pieces outside the play area, the Battle Piece which left the play area will be eliminated.

Barrier Pieces cannot be directly flicked. However, Battle Pieces can be flicked into Barrier Pieces, moving them. Barrier Pieces provide cover for the Battle Pieces and the King Piece, and can be utilized in strategy however a player chooses. If a player flicks a Barrier Piece into an enemy Battle Piece, or a friendly Battle Piece, and the Battle Piece falls outside the designated play area, the Battle Piece will be eliminated.

In every respect, King Pieces act like Battle Pieces except once they are eliminated, the player loses and their opponent wins. King Pieces can eliminate and be eliminated in the same ways as other Battle Pieces.

If two King Pieces get eliminated through falling off the table on the same turn, a tiebreaker will be initiated. In a tiebreaker, the play area will be cleared of all other pieces besides the two King Pieces, which will be placed at their farthest distance possible on the play area. Then, starting with the player whose turn is next, the players will play out a game using only their King Pieces. They can flick to move position, or try to eliminate the enemy King Piece through impact. The player whose King Piece gets eliminated either through falling outside the play area, or getting hit by their opponent will lose, and their opponent will win. It is worth empathizing a tiebreaker will only be initiated if two King Pieces get eliminated through falling outside the designated play area. If a player flicks their King Piece into the enemy King Piece, and then both King Pieces fall off the table, the player who flicks will still be the winner.

*A legal flick is defined as one swift motion of the finger where neither the arm or wrist move from their original position. Only the finger can move during a flick. Within those domains, any flip, press, or flick onto any part of the piece is legal.

*If a player's Battle Piece is completely covered by Barrier Pieces, and thus unable to be flicked without moving the Barrier Pieces, the Battle Piece may not be flicked until there is an opening. If there is no way to flick any of a player's remaining Battle Pieces or King Pieces due to them being covered by Barrier Pieces, their turn will be skipped until a shot opens up.