Toki & Bloki™ – THE CARD GAME

A game about sparks, friendship & safety

Collect Toki – Bloki secures – Walleta protects – Gasi moves – Haki disrupts

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Rules Overview

The goal is to rescue Toki and accompany him on his journey to the safe house, **Walleta**.
If Toki is lying in front of you on the table, he is still unprotected. Before continuing his journey, however, he can receive protection from **Bloki**.

Gasi is played whenever a player wants to do more than just a single action during their turn. Normally, only one action per turn is allowed, such as playing a Toki card or a protection card. By additionally playing a **Gasi card**, the player immediately gains one extra action in the same turn.

Gasi therefore represents energy that brings movement into the game. Typically, Gasi is used to protect a newly played Toki and move it directly into Walleta, or to regain the ability to act after a disruption caused by Haki.

After being used, Gasi is placed face up and then removed from the game.

Bloki secures Toki on the way to Walleta, the safe house.
A Toki protected by Bloki cannot be attacked (disrupted) by Haki.
When Gasi is used to move a Toki into Walleta, the Bloki card is removed from the game.

Walleta is a permanent part of a player's play area. Once a player plays a Walleta card, it remains in front of them permanently. Tokis placed into Walleta are considered safe and can no longer be removed by Haki or other effects.

Walleta stays in front of the player and grows throughout the game.
Important: Tokis inside Walleta can no longer be moved – they have "arrived".

Haki works differently from Walleta. A Haki card is played to disrupt another player by either returning one unprotected Toki from that player's area back to their hand, or by forcing that player to skip a turn.

If the affected player has a Gasi card, they may use it to prevent skipping the turn – but be careful, there are only a limited number of Gasi cards.

After being played, Haki is immediately removed from the game. It does not remain in play and does not return. Haki is therefore a one-time disruption and not a permanent attack.

Summary:
Gasi provides short-term extra actions and is then removed.
Walleta remains permanently in front of the player and safely collects Tokis.
Haki has a one-time disruptive effect and is then gone.

Toki & Bloki – The Card Game

A game about sparks, friendship & safety

Game Concept

Collect Tokis (the small sparks) and bring them to safety.
But be careful: Haki tries to disrupt unprotected Tokis!

Only those who use Gasi, Bloki, and Walleta wisely will win.

Players & Age

- Players: 2–5
- Age: 5+
- Playing time: approx. 10–20 minutes

Objective

At the end of the game, the player with the most Toki points wins.

Game Idea

In Toki & Bloki, players collect small Tokis – valuable drops of light.
Whoever manages to secure their Tokis in Walleta in time and protect them from disruption wins the game.

Core idea in one sentence:
Players help Tokis travel safely along the light paths (blockchain), build blocks, and secure their Tokis in Walleta – while Haki tries to cause chaos.

But beware:
Not every path is safe, energy is limited, and sometimes Haki, the hacker spark, appears.

Game Components

The game consists of **48 cards**:

- Toki cards (value 1, 2, or 3) – score points
- Bloki cards – protect Tokis
- Gasi cards – provide additional energy
- Walleta cards – permanently secure Tokis
- Haki cards – disrupt other players

Winning the Game

The game ends once the draw pile is empty and all players have played their final hand.
The winner is the player with the highest total score from Tokis secured in Walleta.

Only Tokis inside Walleta are counted.

Roles & Characters

Toki – the Token

- Main character
- Each player collects Tokis
- Tokis score points

Bloki – the Block

- Secures Tokis
- Only Tokis protected by Bloki truly count

Gasi – the Energy Spark

- Required to move Tokis
- Without Gasi, Tokis cannot move to Walleta

Walleta – the Safe House

- Protects Tokis from Haki
- Tokis inside Walleta cannot be stolen

Haki – the Hacker Spark

- Disrupts and blocks
- Not evil, just mischievous
- Brings excitement and laughter

Card Types

1. Toki Cards (10×1 / 6×2 / 2×3)

- Show 1–3 Tokis
- Goal: collect and secure

2. Bloki Cards (8 cards)

- “Secure” Tokis

- Only when Toki + Bloki are together is a block built

3. Gasi Cards (10 cards)

- Allow actions:
    - Move Tokis into Walleta
    - Defend against Haki
- Each action costs 1 Gasi

4. Walleta Cards (6 cards)

- Place Tokis inside
- Tokis in Walleta are safe

5. Haki Cards (6cards)

- Actions such as:
    - “Haki disrupts an unprotected Toki”
    - “Haki blocks a turn”

Important:
Haki can NEVER steal Tokis from Walleta.

Setup

1. Shuffle all cards.
2. Each player receives 5 cards.
3. The remaining cards form a face-down draw pile.
4. Each player has their own play area:
    - Hand (hidden)
    - Play area (open for Walleta and Toki/Bloki)
    - Walleta area (if played)
5. The youngest player starts.

Gameplay

Players take turns clockwise.
Each turn consists of **exactly one action**.
Additional actions are only possible by using Gasi.

Possible Actions

1. Play a Toki

- Place a Toki card face up in front of you.
- Tokis in the play area are still unprotected.

2. Play a Bloki (Protect)

- Place a Bloki card on one of your Tokis.
- This Toki is now protected and cannot be removed by Haki.
- Bloki remains on the Toki until it is moved into Walleta using Gasi.
- Only one Bloki card may be played per turn.

3. Play Walleta (Secure)

- Place a Walleta card face up in front of you.
- Move one or more of your Tokis from your play area into Walleta (only possible with Gasi).
- Tokis in Walleta are:
    - permanently safe
    - no longer attackable
    - counted as points at the end of the game

Walleta remains permanently in front of you. Tokis inside are permanently protected.

4. Play Haki (Disruption) (max. 1 action per Haki)

- Choose another player.
- Take one unprotected Toki from their play area.
- Return it to that player's hand.
- Remove the Haki card from the game.
- You may also force the player to skip a turn (can be prevented with Gasi).

Tokis in Walleta or protected by Bloki cannot be affected.
Walleta and Bloki can never be attacked!

5. Play Gasi (Energy) (max. 1 action per Gasi)

- Play a Gasi card to immediately perform an additional action.
- Use it to move a Toki into Walleta (if Walleta is in play) or to defend against Haki.
- Gasi is removed from the game after use.
- Multiple Gasi cards may be played in one turn if available.
- Gasi may be played from hand or immediately after drawing it.

6. Draw a Card (if no action is possible)

- If a player cannot perform any action, they draw one card from the draw pile.

- After completing your action, you must draw one card.
- Your turn then ends.

Hand Limit

- A player may hold a maximum of **7 cards** at the end of their turn.
- Excess cards must be placed under the draw pile.

End of the Game

The game ends when:

- the draw pile is empty
  and/or
- a player has played their last card

Scoring

- Only Tokis inside Walleta are counted
- Add up the values of Tokis (1–3)
- Tokis outside Walleta do not count

The player with the highest score wins.
In case of a tie, the tied players win together.