FLAG DASH™

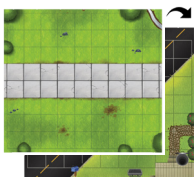## 2-4 Players | 30 Minutes | Ages 8+

*In **Flag Dash**, you play as one of several childhood friends who promised to play their favorite pastime again after they "grew up." Secretly plan your moves to outmaneuver the opposing team in an exciting game of capture the flag! Will your opponents ruin your plans, or will you return home victoriously with the flag?*

1 Game Board

4 Player Screens

1 Tiebreak Marker

6 Character Pawns

6 Character Cards

2 Team Flags

12 Character Flags
(2 per color)

28 Priority Tokens
(4 sets of 7)

2 Trap Tokens*

4 Orange Cone Tokens*

28 Basic Action Cards
(4 sets of 7)

12 Boost Tokens

2 Cat Tokens*

2 Spy Tokens*

6 Tunnel Tokens

2 Flag Markers*

4 Decoy Markers*

4 Special Action Cards*

6 Walls

Components marked with an asterisk are for **CHARACTER ABILITIES, CUSTOM LAYOUT, & VARIANTS.*

SATURDAY. DENNISON PARK.
BRING YOUR 'A' GAME.
P.S. CAN'T WAIT TO SEE YOU!

PieceKeeper
GAMES

OBJECTIVE

Your goal is either to capture the opposing team flag and return it to your own territory *or* to have one of your team's characters collect a character flag from each opposing character.

SETUP

NOTE: *It is recommended to first play with 4 players, as described in pages 2-9. If you are playing with 2 or 3 players, see pages 15-16. If you would like to incorporate advanced rules, see pages 10-14. For variants, see the double-sided insert sheet.*

1. Divide players into two teams (Team White & Team Red), with teammates seated next to each other. Each team will control three characters.
2. Players each select one character that only they control (their *runner*); the third character (their team's *defender*) they will control jointly with their teammate.
3. Place the *game board* between the teams.
4. Place the following components on board (see diagram):
   ▸ Two *walls* and four *tunnels*
   ▸ All six *character pawns*
   ▸ Both *team flags*

Back Side

5. Place all three *character cards* for each team side by side, next to the board. Flip each defender to the back side and each runner to the front side.
6. On each character card, place two *character flags* of the corresponding color.
7. Give each player the following components:
   ▸ A *player screen*
   ▸ A set of seven unique *priority tokens* (behind screen)
   ▸ A set of seven unique *basic action cards* (in hand)
8. Give *tiebreak marker* to the team with the youngest player.
9. Place all 12 *boost tokens* next to the board.

> **Example A:** *Setup for basic game from Team Red's view. Mirror steps 5-7 for Team White.*
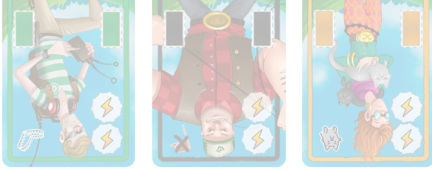
Team White's Territory

Team Red's Territory

GAMEPLAY OVERVIEW

The game takes place over a series of rounds until one team achieves one of two victory conditions. Each round follows this outline:

Phase 1: Plan Moves
Phase 2: Resolve Moves (2x)
- ▶ Determine Move Order
- ▶ Move Characters

Phase 3: Cleanup

PHASE 1: PLAN MOVES

During this phase, each player secretly plans two moves. To plan a move, place one of your action cards face down (see **ACTION CARDS**). Then, select one of your priority tokens (see **PRIORITY TOKENS**) and place it face down on top of that action card.

Position your first move closer to the board than your second move. The action in this phase is simultaneous; there is no player order.

Example B: *For your first move, you secretly select your flag card with the #3 priority token, hoping to grab the flag and then play another card. For your second move, you select your run backward card with the #1 priority token, hoping to move first.*

NOTE: *Teammates may communicate as much as they desire throughout the round and may look at one another's face-down action cards and priority tokens at any time.*

During this phase, each player will resolve their first move (after the move order has been determined). Then, once all first moves have been fully resolved, each player will resolve their second move (after move order has been re-determined).

Determine Move Order

All players simultaneously reveal their selected priority token. Move order is assigned from lowest numbered priority token to highest (i.e., a player with a #1 token will move first). In case of a tie for priority, the tied player on the team who currently has the tiebreak marker moves first. If players on the same team are tied, they choose which of them moves first.

Move Characters

In move order, each player resolves their move. When it is your turn to move, reveal your face-down action card and choose whether you will move your runner or your team's defender.

Then, resolve your action card according to your selected priority token. Each action card is optional; you may forfeit your action. All MOVEMENT RULES apply. Additionally, you may use boosts acquired during prior moves (see USING BOOSTS). When you are done, discard your priority token face up next to the board to signify the end of your move.

NOTE: *You resolve two separate action cards (instead of one), when playing priority token #3 or #6.*

MOVEMENT RULES

▶ You may only move to adjacent spaces (i.e., horizontally or vertically; spaces at diagonals are not adjacent).
▶ You may not move through, or end your move in, a space occupied by another character.
▶ You may not move through a wall or off the board.
▶ You may not move onto a space containing a team flag. Instead, you skip over it to the space on the other side of the flag; this counts as moving only one space.

USING TUNNELS

While you are resolving a move, if a character you are moving (via boost, run, push, lasso, or cats) is on a tunnel at any point before, during, or after your move, you may move the character from that tunnel to any other tunnel. This does not count as moving one space.

▶ If a character or team flag is on another tunnel when you attempt to use a tunnel, you first bump the blocking character or flag one adjacent space away before using the tunnel (see Example C).
▶ When holding a team flag, characters may move onto tunnels but *not* use tunnels.
▶ Each character may only use a tunnel once per move.
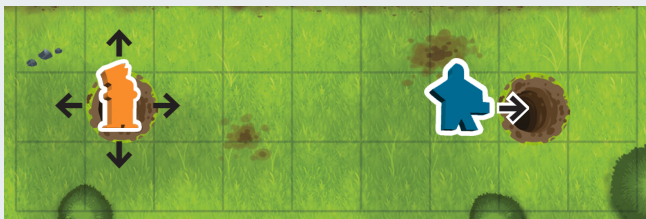
Example C: *Orange is blocking a tunnel. Blue moves onto the tunnel and bumps Orange one space away. Blue may then move to the tunnel previously occupied by Orange (or to a different tunnel).*

USING BOOSTS

Boosts provide flexibility when moving a character.

▶ After playing priority token #2 or #4, place a boost on the character card of the character you moved.
▶ You may discard one or more boosts from a character card to move that character one space for each boost. You may do this immediately before or after resolving any action card with that character.
▶ Boost moves may be in any direction, regardless of what action card you play. All MOVEMENT RULES apply.
▶ Each character may only have up to two boosts at a time.
▶ You may only use boosts acquired during prior moves.

During this phase, all action cards are returned to their owners' hands. Make sure that all used priority tokens are discarded face up next to the board. Give the tiebreak marker to the team that was the last to move.

GAME END

The game ends as soon as either of the following occurs:

▸ One team flag enters the opposing team's territory
▸ One runner collects one character flag from each opposing character

The team that scored the opposing team's flag (or flags) wins!

ACTION CARDS

Action cards determine what actions your characters may take. Below is a detailed list of all basic action cards and their effects.

Run
Move your character one space in the direction indicated by the arrow on the card. (When grass is facing you, the card is oriented correctly.) All MOVEMENT RULES apply.

Flag
Perform one of the following three flag actions:

▸ If your runner is adjacent to the opposing team flag (even separated by a wall), you may take and place it on your runner. You may take the opposing team flag from a teammate in this way.
▸ If your runner is carrying the opposing team flag, you may give it to an adjacent teammate (runner or defender) or drop it on an adjacent space unoccupied by a character (even separated by a wall, in both cases).
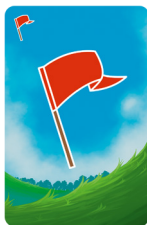
Example D: *Purple is a runner & Yellow is a defender, both for Team Red. Purple holds the opposing team flag. Purple may play the flag card to drop the flag on an adjacent space or give the flag to Yellow.*

▸ If your runner is adjacent to an opposing character, but not separated by a wall, you may collect one of their character flags, if you have not already done so, and place it on your character card. (Nothing happens if both of your character flags are taken by opponents.)

You may not take your own character flag back from an opposing character, and you may not take your own team flag.

NOTE: *"Character" may refer to a teammate or an opposing character.*

Push

If your character is adjacent to another character, but not separated by a wall, move that character up to two spaces vertically, horizontally, or a combination. All **MOVEMENT RULES** apply.

If you push an opposing character that was holding your team flag, they must drop the team flag on the space where they were pushed from. The flag remains where it dropped; it does not reset.

NOTE: *Push is the only way to make your opponent drop your team flag!*


Copy

Copy any other action card you have already played this round (during either your first or second move), resolving that card as though you played it again. Resolve the action according to the priority token you played with the copy card and not the priority token you played with the card you are copying.

PRIORITY TOKENS
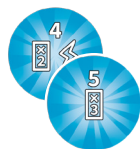
Priority tokens determine move order and how to resolve your action cards. Below is a detailed list of all basic priority tokens and their effects.

Basic (#1 and #2)

Resolve your action card's effect one time. For #2, the character you selected to move also gains a boost.
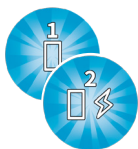
Multiplier (#4 and #5)

For #4, resolve your action card's effect two times (not one time) and the character you selected to move also gains a boost.

For #5, resolve your action card's effect three times (not one or two times).

Combo (#3 and #6)

Resolve the effects of two different action cards — the one you already selected and another from your hand — one time each, *in any order.* Both moves must be carried out by the same character; you cannot split the moves between two characters.
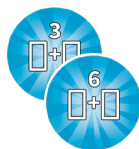
Reset (#7)

Resolve your action card's effect one time and return all of your discarded priority tokens (including this one). If you played #7 during your first move in a round, do not return your priority token played during your second move.

NOTE: *If #7 is the only priority token you have available while planning your moves for a given round, you may only plan your first move. Plan carefully to ensure you can play each move!*

CHARACTER ABILITIES

Players may agree to play with each character's unique special abilities. Characters may only use their abilities when they are runners; defenders may not use special abilities.

NOTE: *Moves resulting from character abilities (e.g., lasso and cats) must follow all* MOVEMENT RULES, *unless explicitly stated otherwise.*

Athletic Businessman: Tripp "the Boss" Truman
Ability: Jump

This businessman is in a rush to play capture the flag after work and didn't bother to fully change clothes. He is the most athletic character, but he doesn't realize how tacky he looks!

+ Gain the *jump card* to use as an action card.

When you play the jump card, if your runner is adjacent to a wall or another character, you may jump over to the space on the other side.

You may not jump if there is another wall or character immediately beyond the wall or character you want to jump over. You may not jump over traps or team flags.

Wannabe Ninja: Rachel
Ability: Spy

This pilates enthusiast is the most serious capture the flag player of the group. She is a wannabe ninja and focuses on stealth. She's determined to win!

+ Gain two *spy tokens* to use as additional priority tokens. These may be used only once each per game.

When you play a spy token, after each player reveals their priority token during the *"Determine Move Order"* step, force one opponent to reveal their selected action card. Then, you must discard the spy token and replace with another one of your priority tokens. You may also replace your selected action card with another card from hand, played face down.

Then, proceed with the *"Determine Move Order"* step. You may only move your runner during this move.

Tech Nerd: James "2-bits" Hendrix
Ability: Trap

This tech nerd is a genius and comes prepared. He uses his tech savvy to trap other characters and show off his skills.

+ Gain the *trap card* to use as an action card and two *trap tokens*.

When you play the trap card, place a trap token up to two spaces (not counting diagonals) away from your runner. You may not place a trap on a space occupied by any character or team flag.

When any other character (including a teammate!) moves onto a space with a trap, they are trapped there until a player plays their #7 priority token with the trapped character. Then, the trapped character escapes and proceeds with the *"Move Characters"* step.

When a trapped character successfully escapes the trap, or when the Tech Nerd moves onto a space with a trap, immediately return the trap to the owner's supply.

If a character holding the opposing team flag enters their own territory for the win and simultaneously moves onto a trap, the flag bearer's team still wins.

Modern Cowboy: Preston
Ability: Lasso

This modern cowboy is the toughest character of the bunch. His use of a lasso in capture the flag is pretty much cheating, but you can't blame him — he is used to roping cattle!

+ Gain the *lasso card* to use as an action card.

When you play the lasso card, if your runner is in the same row or column on the board as another character, you may pull that character one space toward your runner. (This ability is not "blocked" by walls or other characters between your runner and the character you wish to lasso.)

Crazy Cat Lady: Cynthia "Catnip" Furguson
Ability: Cats

This crazy cat lady isn't keen on getting out much, but she's a loyal soul and is anxious to help her team snag the flag. She's brought along her endearing cats, who should prove useful in providing the distraction she needs to make her move.

+ Gain two *cat tokens* to use as additional priority tokens. They are returned with the #7 token.

When you play the #3 cat token, your cats chase the two characters closest to your runner one space away from your runner. Then resolve your selected action card once with your runner.

When you play the #5 cat token, resolve your selected action card once with your runner. Then your cats chase the two characters closest to your runner one space away from your runner.

Construction Worker: Harold B. Onionson
Ability: Dig

Even after a day of hard work, this construction worker is ready to play hard. He decides he can gain the advantage over his companions by utilizing his knowledge of the local underground tunnel system.

+ Gain the *dig card* to use as an action card and two *tunnel tokens*.

When you play the dig card, perform one of the following actions:

▸ If your runner is adjacent to any tunnel, remove that tunnel from board.
▸ Place one of your tunnel tokens onto a space adjacent to your runner. The space may be on the other side of a wall, but may not be occupied by a character, tunnel, or flag.

CUSTOM LAYOUT

During setup, you can change the layout of the game board, placing any number of walls and tunnels and altering the characters' starting positions.

You can even change the location and size of the territories (i.e., where team flags must be taken to score) using the *orange cone tokens*. For each team, on the sides of the board, place two orange cone tokens just off the board to form an invisible "finish line" that a flagbearer must cross in order to score.

To make things tougher, put the orange cone tokens along the edges of the back rows (i.e., the rows that the team flags start on), only a few spaces apart. In this setup, a flagbearer must return to the spaces between the cones on the back row to score! (See Example E on next page.)

Example E: *Blue is on Team Red and must return Team White's flag to one of the three spaces between the orange cones.*

For a secret custom layout, use one or more screens to hide each half of the game board. Then, have each team set up their territory as desired (e.g., placing their characters, team flag, tunnels).

ALTERNATE BOARD SETUP

When your character is on the secret tunnel entrance in the center of the board at the end of Phase 2 (and only then), you may move your character to the secret tunnel exit on your opponent's side of the board.

When a team flag or character is on a secret tunnel exit, other characters may not move to that secret tunnel exit.


Entrance   **Exit**

Example F: *Purple and Blue are runners and Yellow is the defender for Team Red. Green and Orange are runners and Black is the defender for Team White. The walls block the entire 4x4 grids at the top left and bottom right of the board. If you use the secret tunnel to get behind the walls, you may jump over the walls (when moving toward them) as if they were not there!*
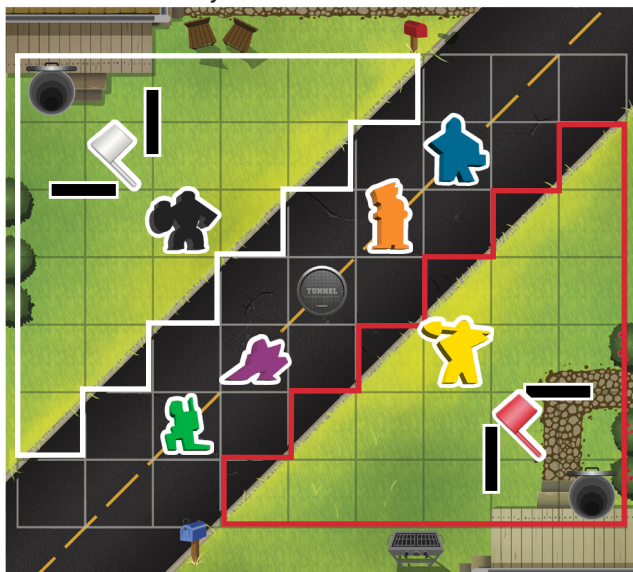
2–PLAYER RULES

You can play 2-player games in one of two ways. It's recommended that your first 2-player game uses Basic rules.

Basic: The following rule changes apply:

▶ Play with one set of seven priority tokens and seven action cards. You may move any one of your three characters with each move.

▶ During setup, move each runner from the left-most and right-most columns one space toward the center of the board; these outer columns are out of play. (You may find it helpful to use the extra walls to separate these columns from the rest of board.)

▶ When your runners are adjacent to one another, you may play the flag card to pass any number of character flags from one runner to the other.

Advanced: Take all game actions as if you were two separate players playing on a team. All rules apply.

3-PLAYER RULES

You can play 3-player games by dividing into uneven teams. The most advanced player should be the single player.

The two players on a team play as normal. The single player plays as two players (i.e., with two hands of cards, two sets of priority tokens, etc.), taking all game actions as if they were two separate players playing on a team.

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Philippians 4:13