

# FLAGDASH™

## DEMO (10 MIN, 2 OR 4 PLAYERS)

The following demo scenario offers a faster way to teach new players how to play. It is best to only play with 2 or 4 players.

*NOTE: It is important to be familiar with the basic rules (pages 2-9 in rule-book). For 2 players, each player may move either runner on a team or the defender. For 4 players, each player may move their runner or the defender.*

### SETUP

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Use the basic setup (pages 2-3 in rulebook) with the following differences (see Example A on back for steps 3-5):

1. Give each player priority tokens #1-6 (remove #7 tokens).
2. Do not use tunnels.
3. Place the right runner for each team (e.g. Blue for Team Red) in the opposing team's territory to the right of the opposing flag.
4. Place the left runner for each team (e.g. Purple for Team Red) in the opposing team's territory two spaces above the left wall.
5. Give the left runner for each team one character flag from the opposing team's right runner (e.g. Purple starts with one of Green's character flags).

### RULE CHANGES

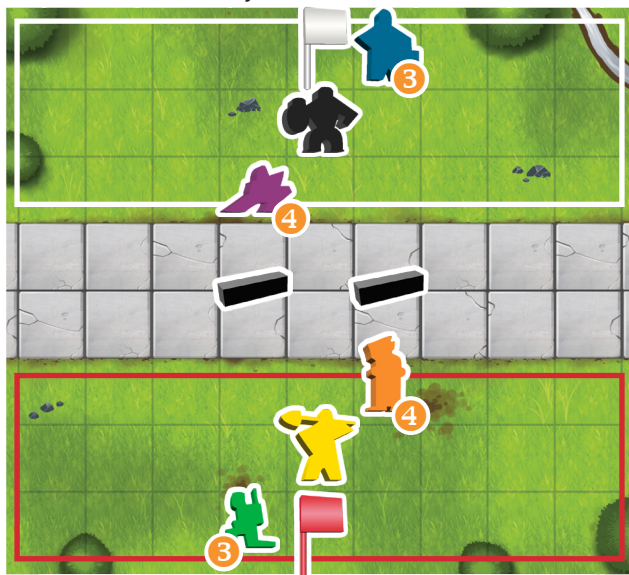
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The following rule changes apply:

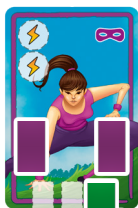
- ▶ Play only 2 rounds. If players are interested, they may continue beyond the 2nd round by adding their #7 tokens.
- ▶ At the end of the each round, give the tiebreak marker to the team that did not have it during the prior round.



### Team White's Territory



### Team Red's Territory



Left Runner **5**



Right Runner

## BEST PRACTICES

It is best to remind players before starting demo that:

- ▶ Runners start in their *opponent's* territory.
- ▶ Players may want to focus on one of two strategies:
  - a) offense with win condition they are set up for.
  - b) defense by moving defender
- ▶ Right runner (e.g. Blue) is set up to win via *team flag*.
- ▶ Left runner (e.g. Purple) is set up to win via *character flags*.

