

FLAG BREAK



Ages 5+



players

Rule Book

MADE WITH ❤️
BY JAMES E.
(10 YRS OLD)

Objective

Flag Break is capture the flag combined with chess. Like capture the flag, the objective is to capture the other team's flag and bring it back to your territory – you are the general in charge moving the pieces on the field. Like chess, every piece has special ways each can move.

You can play 1 squad vs 1 squad (2 player game; recommended) or team up and have 2 vs 2.

Your players are safe on your side of the board, but to capture the opponent's flag, you must venture across the red line into enemy territory. But watch out! If your piece is in your opponent's territory and a defending enemy enters the square, your player goes to jail until they can be freed in a Jail Break!

For the fastest way to learn the game and tips, watch this 3-minute video at www.flagbreak.com.

Number of Players: 2 or 4

2 players: Blue or Green vs Red or Yellow

4 players: Blue and Green vs Red and Yellow

Components

1 board

32 player pieces, 8 each of 4 different colors

2 flags

The Rules

Starting the Game:

1. The person who most recently played capture the flag in real life chooses their color and who plays first.
2. Starting off, you can bring any player from your team onto the board. Note: You can't bring a new player out if you have 2 or more of your pieces on your side, so be thoughtful about which pieces to lead with.

Moving:

3. Like chess, on your turn, you can move 1 piece a certain number of spaces based on their abilities (see Character Sheet). You have to move the full number of spaces (unless you capture an opponent's piece in mid-turn, your turn then ends).
4. If the opponent does not have one of their pieces on your side of the board, you must either move an attacker (someone on the opponent's territory) or move any defensive piece *forward* at least 1 row... until you have to actively defend, you must make progress toward the other flag.
5. You can't move through brambles (except for Ninja).
6. You can't move through the water (except for the Diver who can move through *and* end its turn in the water).
7. No backtracking: you can't go on the same square twice in a single turn unless you are holding the flag.
8. Once you cross the red line onto your opponent's territory, you can't retreat back to your side unless you have the flag or you break your teammates from jail (in which case you automatically return to your side).

9. You can't have 2 players on the same team ever on the same square, even in the middle of your turn when moving. When you are attacking, you can go through a space occupied by an opposing team so long as you don't end your turn on that space (in which case your character would have to go straight to jail!).
10. You cannot bring another piece out onto the board if you have 2 of your players already on your side. You will have to attack in order to get more players into the game!

Capturing an opponent (or getting captured):

11. You are safe on your half of the board, but once you cross the red line into your opponent's territory, if they land on your square during any part of their turn, their turn is over (they can't move any further) and your player goes to jail (your opponent takes your piece off the board and onto their side).

Rescuing teammates from jail:

12. When you land on the jail square on the opponent's side, it is a Jail Break! All of your players in jail automatically return to your base off the board. The player who accomplished the rescue gets "free backs" and is placed by you anywhere in your territory on the row closest to the red line (on an unoccupied square).

Capturing your opponent's flag:

13. Once a player has captured the opponent's flag, it is a Flag Break! You automatically pick up your opponent's flag when you land on the square it is in (picking up the flag does not count as an extra move).
14. During your turn you must move the player holding the flag until it makes it to your side or is caught.
15. You may pick up your opponent's flag and bring it back as far as you can in that turn. If your opponent gets you - that is ok! The flag stays there, your player goes to jail, and your team has made progress. Note: an opponent can never be on the square where the flag resides (remember flag guarding from capture the flag?!). So, when they capture the piece that has the flag, the attacking general who was captured, gets to move the flag 1 space in any direction.
16. Remember, you are never able to occupy the same space as one of your teammates, either during or at the end of your turn.

Defending your flag

17. You cannot pick up your own flag.
18. You can never occupy the space holding the flag.
19. Because the other team can move past your defensive players during the middle of their turn, you aren't able to block the flag or jail.
20. So what if the opponent brings the flag back near their side, but doesn't make it all of the way? As a turn, the defensive player can forfeit a piece not on the board, sending it to the opponent's jail. In exchange, the defensive general is able to move their flag 1 space in any direction (not diagonal nor into the water).

Characters

21. Bandit – the most powerful attacker. Moves 2 spaces, plus if either starting or ending the turn on the opponent's side of the board, gets 3 extra spaces (5 total spaces).
22. Shield – the most powerful defender. Moves 3 spaces, plus if either starting or ending the turn on your own side of the board, gets 1 extra space (4 total spaces).
23. Archer - is the only piece who can move diagonally. Archer moves 2 spaces, which includes either sideways, forward/back, or diagonal.
24. Ninja - like a knight in chess, the Ninja can move up 2 and over 1 or over 2 up 1. Ninja can jump over brambles and water (but can't end in the water).
25. Diver - moves 2 spaces, but this includes being able to go through and end in water. This means that when ending the turn in water, only an opponent's diver would be able to capture you.
26. Soldier - no special powers. 3 to a team. Moves 1 space.

Winning:

27. If your player has the opponent's flag and makes it back to your side of the board, you win!

The Story

Hi, my name is James. I live in Seattle and I am 10 years old.

More than a year ago, I attended a game making class and got inspired about an idea to combine my two favorite games: chess and capture the flag.

I love the strategy of chess and the thrill of capture the flag. Flag Break mixes those two to create an epic game with zero luck and unlimited strategy.

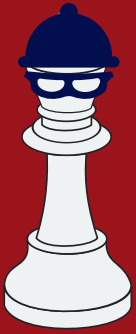
I spent countless hours editing and revising the rules, working on the designs and artwork, and playing the game (and playing it some more).

I wanted to help the world as I started to sell my game. I love the ocean and water (my parents tell stories about me rolling in sand on the beach as a new baby). Because of this love, I selected the non-profit Oceana to help save our oceans. Oceana will be receiving 95% of all profits from this game.

Hopefully Flag Break brings your family hours of fun and helps the world in some small way. We all need to do our part to help save the earth.

**I hope you have fun playing
FLAG BREAK!**

CHARACTER SHEET



BANDIT

2 SPACES + 3 MORE ON OPPONENT'S SIDE



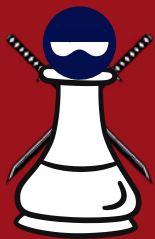
SHIELD

3 SPACES + 1 ON YOUR SIDE



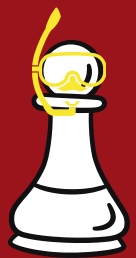
ARCHER

MOVE 2 SPACES, INCLUDING DIAGONAL



NINJA

UP 2 OVER 1 OR OVER 2 UP 1. CAN JUMP BRAMBLES, WATER AND OTHER PIECES



DIVER

MOVE 2 SPACES. CAN GO THROUGH AND END TURN IN WATER



SOLDIER

MOVE 1 SPACE