

Board Tag

A game for 2-6 players

by Greg Stolze

Objective

The objective of the game is to be the first player to end an IT phase with all three of his dice set to 6.

Setup

To play Board Tag, you need a chessboard. Each player needs three six-sided dice of the same color. No two players can have the same color dice. These dice are **Runners**.

The game also requires an **IT** piece. This can be anything that fits the board and which has a clearly visible front and back. (I use a chess knight.)

Before the game starts, pick who's going to be IT. That person puts two dice on the board. They can start in any square that's on the board's edge. Then everyone else takes turns (moving right to left) putting all three of their Runners on the board, in edge squares. All the Runner dice start the game set at 1.

IT starts in the very center of the board, facing whichever direction the IT player wishes. Unlike Runners, who move on squares, IT moves on the lines between the squares. IT therefore starts at the intersection of the board's middlemost lines.

What's Going On?

You've played Tag, right? The goal of the person who's IT is to turn a Runner into IT. Because each player controls three Runners, this means that you could, in theory, tag one of your own Runners. Don't. There's no gain in it.

The Runners' goal is: Don't get tagged! The longer they go without being tagged, the higher their score goes. If you end an IT phase with all three dice scoring 6, you win.

The game proceeds in turns. First, all the Runners go. That's called the "Run Phase." When they've all moved, IT gets to move. That's the "IT Phase." One Run Phase and one IT Phase makes one turn.

Run Phase

The player controlling IT still has two Runners on the board. He can move both of them now. After that, the other players take turns moving one die at a time, going left to right, until everyone is done. The IT player's Runners can't gain points! Remember that, it's important.

Runners can move into any adjacent square, in any direction, as long as it's not occupied. Or they can stay put.

Every Runner gets to move one square for free, once per Run Phase. If the Runner's score is greater than 1, he can spend points off his score to take extra moves, on a one-for-one basis. He can never spend his last point on movement, however. IT Runners can spend points for movement just like any other Runner. Just remember that they can't increase their score while their player controls IT.

- If a Runner doesn't move during a turn, he gains a point.
- If the Runner enters any square adjacent to IT, or if IT moves adjacent to the Runner without tagging him, that Runner gains a point.

IT Phase

Once all the Runners are moved, the IT Phase begins.

IT moves along the intersection of lines on the board, and it can only move two forward and one to the side, or two to either side and then one forward. (Like a chess knight who can't move backwards.) It gets to move like this once per turn for free.

It can also rotate to any facing. It can turn once per turn for free.

When a Runner gets tagged, the die is removed from the board and loses a point (down to a minimum of 1.) While off the board, that's the IT score. Just as Runners can spend points to gain extra moves, so can IT. By reducing the score on the IT die (which is off the board, remember) IT can either rotate an extra time, or move again.

If IT ends a move or a rotation with a die in one of the two squares in front of IT, it has the option to tag that die.

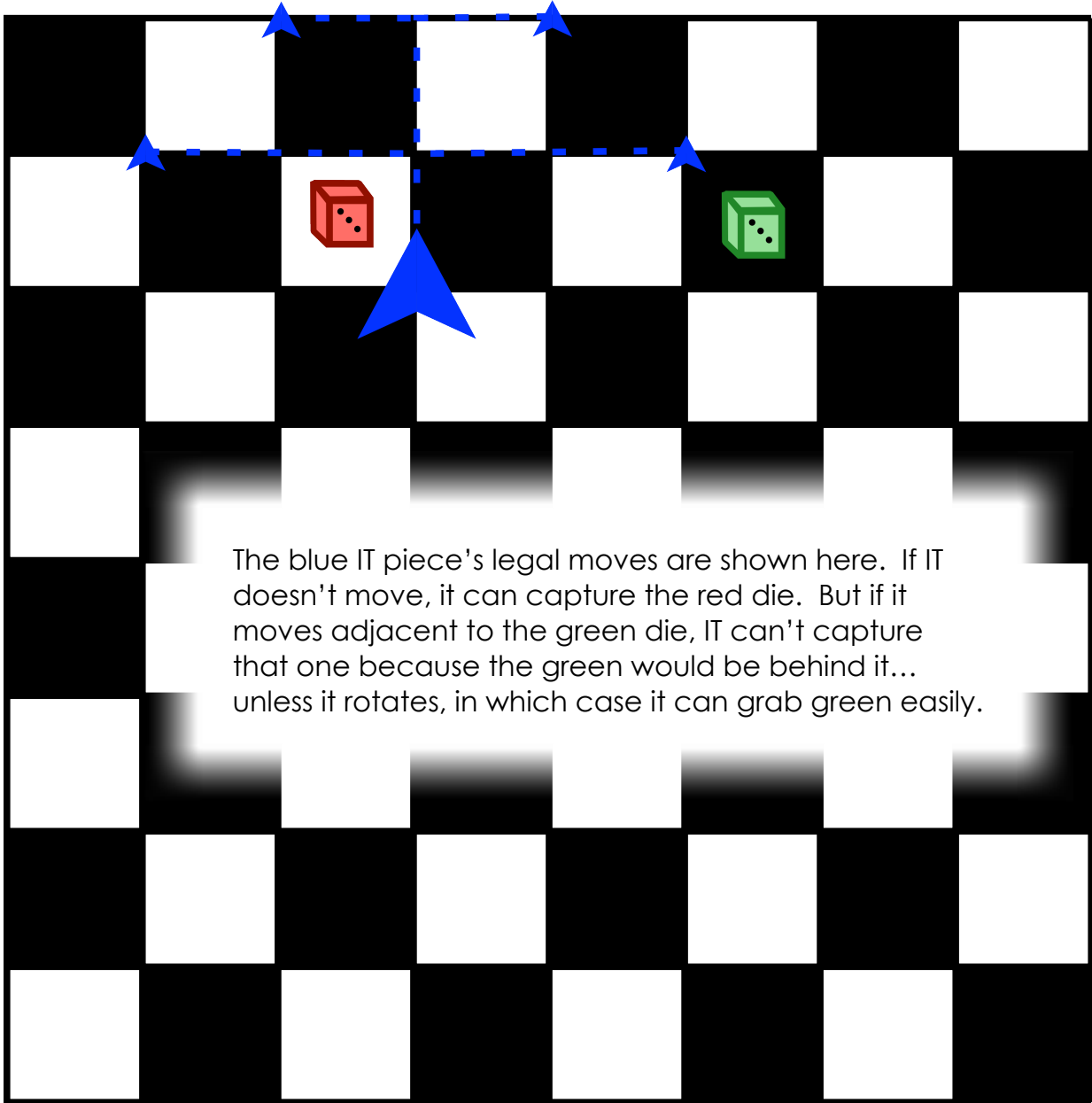
If you're IT and someone else has sixes showing on all their dice, your choices are to tag one or lose the game.

Tagged!

When IT tags a Runner, several things happen. While the IT piece stays in place, control of IT now passes to the player whose Runner got tagged.

The caught Runner loses a point (down to a minimum of 1) and its die is removed from the board. That die is now the IT die. IT can spend points off that die's showing in order to take extra moves or rotations.

The old IT die gains a point and returns to play in any open square on the edge of the board.



The blue IT piece's legal moves are shown here. If IT doesn't move, it can capture the red die. But if it moves adjacent to the green die, IT can't capture that one because the green would be behind it... unless it rotates, in which case it can grab green easily.