

DAREBASE

1st Edition, 2005
By Matt Worden

Sports / Team Tag
2 players
15 – 30 Minutes
Ages: 8 and Up

Components

- 1 Game Board (3 sections)
- 10 Player Pawns (5 blue, 5 yellow)
- 10 Power Cubes (5 blue, 5 yellow)
- 4 Flag Markers
- 3 6-sided dice

Introduction

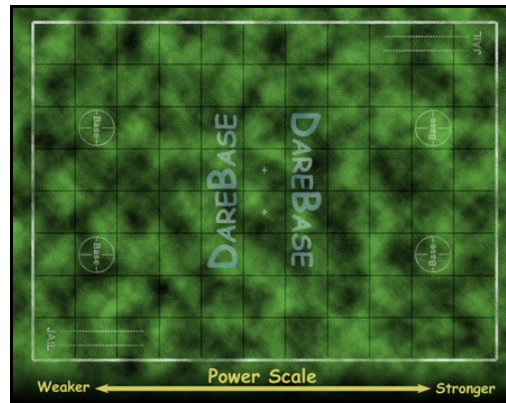
DAREBASE is based upon a schoolyard game of team tag. Players start at the opposite ends of a field and attempt to capture members of the other team by tagging them. When a player runs out onto the field, that player is considered to have more “power” than any of the players already out on the field. A player can only capture an opponent if he or she has more power than that opponent. The game is full of feints and taunts, hoping to lure a stronger opponent into a chase that will result in that opponent getting tagged by an even more powerful teammate.

This tabletop board game attempts to recreate the feeling of that schoolyard game, in a 5-on-5 contest. It adds in a capture-the-flag element to give each team an incentive for having their players run deep toward the opposing end of the field. Several different scenarios are available to play the game in different ways (see insert).

Game Board & Pieces

The Game Board represents a grassy playground with white chalk markings outlining the playing field. The playing field consists of a large rectangle made up of sidelines and endlines and containing a "Jail" and two "Bases" toward each end of the field. It is divided into squares -- 11 long by 8 wide. Each Jail is a column of 3 squares starting from a team's endline and running along their right sideline. Each Base is a single square -- 2nd in from a team's endline and 3rd in from each sideline.

Along one side of the playing field, a “Power Scale” is shown, indicating “Weaker” in one direction and “Stronger” in the other.



Each team consists of matching pairs of Player Pawns and Power Cubes, numbered 1 through 5, in the same color. During the game, the Player Pawns will be used on the game board to represent the players' positions on the field, and Power Cubes from both teams will be mixed together along the Power Scale to show order of Power for all of the players on the field. A player described as “stronger” would have a Power Cube closer to the “Stronger” side of the Power Scale, and a “weaker” player's Power Cube would be closer to the “Weaker” side of the Power Scale.

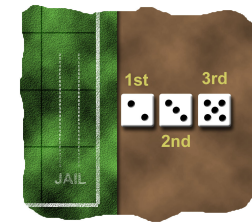
Throughout these rules, the two people controlling the game will be referred to as “coaches”, while “players” will refer to the Pawn-Cube pairs.

Game Setup

Assemble the game board on a non-slippery surface between the coaches. Each coach takes a set of the 5 Player Pawns and 5 Power Cubes of the same color. At the start of the game, none of the players are on the field yet – they should all be placed just off the end of the board in front of their coach.

The Flag Markers are setup according to whatever scenario is being played (each scenario is detailed on the scenarios insert sheet).

The 3 dice are rolled and lined-up next to the board opposite the side containing the power scale. The die showing the fewest pips should be next to the board, the next highest die should be to the outside of the first die, and the die showing the most pips should be to the outside of the second die.



During a turn, the coach in control of the board will make use of the two dice closest to the edge of the game board to determine what moves can be made. The third die will give the coaches a short glimpse into what future turns will be using.

The blue coach goes first and turns alternate between the coaches.

Turns

The coach in control of the board examines the first two dice to determine which players are eligible to move and the maximum distance for the move. After making a legal move (if there is one), the coach then advances the dice and control of the board passes to the other coach.

Make a Move: If the first two dice are ...

- ... **not doubles** (not showing equal values), the coach moves a player such that (a) the number on the Player Pawn is equal to the value showing on one of the dice and (b) the player moves a number of squares up to the value showing on the other die. A die showing a 6 may be used either as a distance or as a match for any Player Pawn number. (Examples: If the dice are a 3 and a 5, the coach can either move player #3 up to 5 squares, or player #5 up to 3 squares. If the dice are a 6 and a 4, the coach can either move player #4 up to 6 squares, or move any one of his other players up to 4 squares.)
- ... **doubles** (both showing 1, both showing 2, etc.), the coach moves any player a number of squares up to the value showing on one of the dice. (Example: If the first two dice are a pair of 3's, the coach can move any one of his players up to 3 squares.)

Player movement must follow these rules:

- Orthogonal (horizontal or vertical) movements count as a 1-square movement
- Diagonal movements count as a 2-square movement
- A coach can only move a player that is on his team
- A coach can only move a player that is not currently in jail (Note: The moving player can use any unoccupied "jail square" just like any other square on the field.)
- A player can move fewer than the allowed number of squares
- A player cannot move onto a square that is already occupied by a teammate or a stronger opponent
- A player can move onto a square that is occupied by a weaker opponent (this is considered "capturing a player", as described later in this rules pamphlet)
- A player cannot move diagonally between two diagonally adjacent opponents

Note: If a coach has a legal move available, he must move a player at least 1 square. If the coach has no legal moves, his turn is over without making any moves.

Advance the Dice: Once a coach has completed his player movement, he takes the first die (the die closest to the board), rolls it, and places it to the outside of the other two dice. The three dice are slid back next to the board, and his turn is complete.

Add/Remove Players on the Field

An off-field player can be moved onto any unoccupied square along the coach's endline as the first step of movement (considered a 1-square movement). When this is done, the matching Power Cube with that player's number is added to the Power Scale. It should be placed to the "Stronger" side of any cubes already on the scale to show the player as the most powerful on the field. (Existing cubes can be slid toward the "Weaker" side of the Power Scale in order to make room.)

An on-field player can be moved off-field from any square along the coach's endline (considered a 1-square movement). When this is done, the matching Power Cube with that player's number is removed from the Power Scale. Players can only go off-field along their own team's endline.

A player can be removed from the field and immediately returned to the field again during the same turn if he still has moves available (costing a 1-square movement to

leave the field, plus another 1-square movement to re-enter the field). The player must re-enter the field on the same square from which he left it. That player's Power Cube is moved to the "Stronger" end of the Power Scale, showing him to be the strongest player on the field.

Capturing a Player

A player can capture a weaker opponent by moving onto the square that opposing player is on. When a capture is made, the Player Pawn and Power Cube for the captured player are stacked together upon the Jail square closest to the opponent's endline. Any previously captured players are shifted one square away from the endline to make room. If the shifting of existing prisoners bumps into a non-jailed player on the field, that player is also shifted one square away from the endline to make room.

When a player captures an opponent, he must remain in the square where the capture occurred and forfeit any remaining movement – the turn is over.

A team can only hold 3 players in jail at the same time. If 3 players are already in jail, and a fourth player is captured, the Pawn and Cube for the player that has been in jail for the longest amount of time (the furthest from the endline) is returned to the off-field group of players by the coach's endline ("free backs"). That player can then be returned to the field again on a later turn.

Rescuing a Player from Jail

The jailed player furthest away from the endline can be rescued from jail when another player from the same team is moved onto the square the jailed player is on. The Pawns and Cubes for both players are returned to the off-field group of players by the coach's endline ("free backs"). Either player can be returned to the field again on a later turn. When the rescue is completed, any remaining movement is forfeit – the turn is over.

Handling a Flag

To pick up a flag, the player must move onto the square containing the Flag Marker, using the standard movement rules. A player that shares a square with a Flag Marker can "carry" that flag – the Flag Marker is moved along with the Player Pawn as part of normal movement. The Flag is considered "dropped" when the

Flag Marker is left behind in a square while the player continues to move on to the next square(s).

Additional Movement and Capture rules when handling a flag:

- A player cannot carry a flag onto another square that also contains a Flag Marker
- A player cannot carry more than 1 flag at a time
- A player can pick up, carry, and drop a flag all within the same turn
- A player who is carrying a flag cannot capture another player (however, the player can drop the flag and continue on to capture a weaker opponent within the same turn)
- A player who is carrying a flag can be captured like any other player on the field (the Flag Marker is left behind and claimed by the player who did the capturing)

See the Insert for Different Game Scenarios

Special Thanks to: Britt Worden, Jerry Worden, Ran McClain, Andy Juell, David Tome, Michael Daugherty, Johan Forsell, David Whitcher, Clark Rodeffer, and absolutely everyone at the Board Game Designers Forum (www.bgdf.com).



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DAREBASE

Scenarios

The following scenarios can be used to define the goals of the game, including setup, special rules, and the game winning conditions. When first learning the game, and for standard play, the "Steady Supply" scenario should be used. Those looking for a longer game should consider using "Double Delivery", while those wanting something quicker should consider using "Quick Pick-Up".

Steady Supply (Standard Game)

- **Overall Goal:** Deliver flags from the center of the field to each of your opponent's bases.
- **Setup:** At the start of the game, two Flag Markers are placed on the field – 1 on each of the center squares, marked with a "+" sign.
- **Special Rule – Free Backs on Delivery:** When a player delivers a flag to the opponent's Base, the player immediately is removed from the field and returned (along with his matching Power Cube from the Power Scale) to the off-board group of players near the coach's endline ("free backs").
- **Special Rule – Permanent Delivery:** When a flag is delivered to an opponent's Base, it cannot be moved from that position throughout the remainder of the game. Players can still move onto and through that square, but the Flag Marker cannot be moved.
- **Special Rule – Add a Third Flag:** When the first flag is delivered to a Base, the coach who made the delivery places a third Flag Marker onto the field, on an unoccupied center square (marked with a "+" sign). If both center squares are open, the coach can choose which of the two squares the Flag Marker is placed on. If both center squares are occupied, the coach places the Flag Marker within the center row, on the nearest open square to either side of the center squares.
- **Winning the Game:** The first team who is able to deliver a Flag Marker to both of the opponent's Bases wins the game.

Scenario: Double Delivery (Longer Game)

- **Overall Goal:** Deliver flags from the center of the field to each of your opponent's bases.
- **Setup:** At the start of the game, two Flag Markers are placed on the field – 1 on each of the center squares, marked with a "+" sign.

- **Special Rule – Free Backs on Delivery:** When a player delivers a flag to the opponent's Base, the player immediately is removed from the field and returned (along with his matching Power Cube from the Power Scale) to the off-board group of players near the coach's endline ("free backs").
- **Special Rule – Permanent Delivery:** When a flag is delivered to an opponent's Base, it cannot be moved from that position throughout the remainder of the game. Players can still move onto and through that square, but the Flag Marker cannot be moved.
- **Special Rule – Second Round:** If there is no winner after both of the first two flags have been delivered, a second round is played. All players (including those in jail) are returned to their coach's off-field group of players. All Power Cubes are also removed from the Power Scale. The last two Flag Markers are put onto the field, on the two center squares, just like at the start of the game. The game continues from that point until someone delivers a Flag to the opponent's remaining Base.
- **Winning the Game:** The first team who is able to deliver a Flag Marker to both of the opponent's Bases wins the game.

Scenario: Quick Pick-Up (Shorter Game)

- **Overall Goal:** Have players run to each of the opponent's Bases.
- **Setup:** At the start of the game, a Flag Marker is placed onto each of the 4 Base squares.
- **Special Rule – Free Backs on Pick-Up:** When a player reaches an opponent's Base that still has a Flag Marker on it, the player immediately is removed from the field and returned (along with his matching Power Cube from the Power Scale) to the off-board group of players near the coach's endline ("free backs"). The Flag Marker is also removed from the board and given to the coach along with the returned player.
- **Winning the Game:** The first team to collect both Flag Markers from the opponent's Bases wins the game.

Scenario: Classic Capture-the-Flag

- **Overall Goal:** Get your opponent's flag and bring it back to one of your Bases while protecting your own flag at the same time.
- **Setup:** At the start of the game, each coach places a single Flag Marker onto one of his Base squares (the coach's choice).
- **Special Rule – There are no Special Rules:** There are no additional rules or restrictions in this game. No "free backs" on flag grabbing or delivery. No restrictions on when flags can be moved. Only the standard movement, capture, and flag-handling rules apply.
- **Winning the Game:** The first team to have both Flag Markers on their Base squares at the same time wins.

(continued on back)