



Banner Blitz



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Ages: 8+

Players: 2

Estimated Duration: 15-25 minutes

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Box Contents

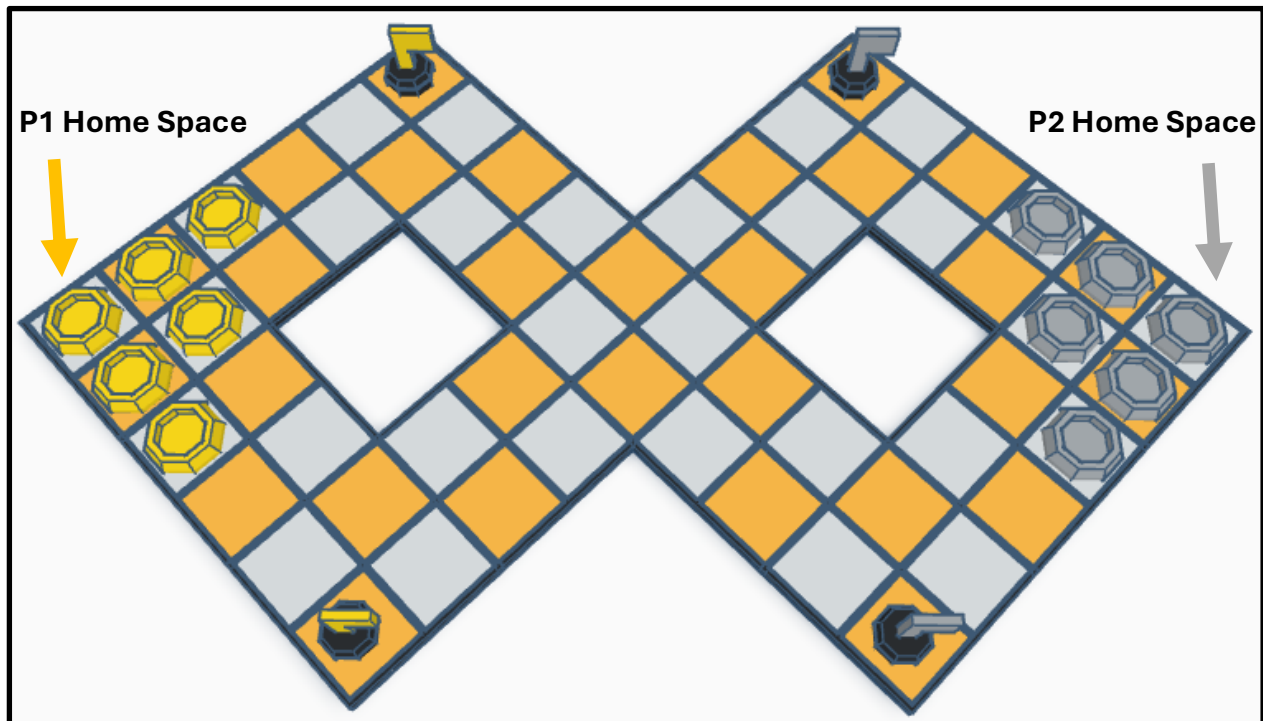
Player 1 Tokens	x 6
Player 1 Flags	x 2
Player 1 Die	x 1
Player 2 Tokens	x 6
Player 2 Flags	x 2
Player 2 Die	x 1

Objective

The object of the game is to bring both enemy flags back to your Home Space, or eliminate all enemy pieces.

Setup

- 1: Using the MCB Modules and included connectors, build a board as shown below.
- 2: The spaces at the far corners of the board are each player's 'Home Space'
- 3: Place the hexagonal player Tokens and Flags as depicted below.



Rounds

- 1: On your turn you will use your Die to move your tokens to gain position, capture enemy pieces, and capture/carry enemy flags.
- 2: Each round begins with both players rolling their respective dice.
- 3: The player with the higher roll then chooses to either:
 A: Keep the HIGHER roll and move SECOND,
 Or
 B: Take the LESSER roll and move FIRST.
 For Example: If Player One rolls a 6 and Player Two rolls a 4, Player One gets to choose if they will move BEFORE Player Two, but only move 4 spaces, or Move AFTER Player Two and move 6 spaces.
- 4: The players then take their turns in the newly decided order.
- 5: If there is a tie, the player with the fewest Tokens brings one of their captured Tokens back into the game by placing it on whatever unoccupied space is closest to their home space. Then the players roll again.
- 6: If both players have the same number of remaining tokens, both players bring a Token back into the game.
- 7: This process is repeated every round.

On Your Turn

Piece Movement

- 1: Players may divide their movements across as few or as many Tokens as they see fit.
 For Example: If a player rolls a 5, they may move one Token 5 spaces, or move one token 3 spaces, and another token 2 spaces, or move 5 tokens 1 space each, and so on.
- 2: Players do not need to use all of their available movements, but must move at least one Token at least one space.
- 3: Tokens can be moved in any direction (Vertically, horizontally or diagonally), but each can only move in ONE direction per turn.
- 4: Tokens cannot jump each other.

Capturing Enemy Pieces

- 1: If you move one of your Tokens onto a space that is occupied by an enemy Token, the Enemy Token is Captured and removed from the board immediately.
- 2: The Token you just moved may not move any more during this turn.
- 3: A player may only capture ONE Enemy Token per turn.
- 4: The player may continue moving other Tokens if they have remaining movements.

Picking Up Enemy Flags

- 1: If a Player moves one of their Tokens onto a space that is occupied by an Enemy Flag, the Flag is placed on top of the token.
- 2: If the player so chooses, they may continue moving this token if they have remaining movements.
- 3: Upon picking up the Enemy Flag, the Player is also permitted to choose a new direction for the Token to move.
- 4: Movement of Tokens carrying Flags follows the same movement rules as normal Tokens except that they are not able to Capture Enemy Tokens.

Stealing Flags

- 1: If a Player moves one of their Tokens onto a space that is occupied by an Enemy Token that is Carrying a Flag, the Enemy token is Captured, and the Flag is transferred to the Player's Token.
- 2: If the newly stolen Flag is one of the Player's OWN Flag's, they must drop it at the end of their next turn.
- 3: In such cases, the Player is allowed to move that piece normally, but at the end of the movement must deposit the flag on any adjacent space at the end of the Token's movement.

Capturing Flags

If a Player manages to bring an Enemy Flag all the way back to their Home Space, that Flag is Captured and removed from the game.

Victory Conditions

The first player to capture BOTH enemy flags, or ALL enemy tokens is the winner.

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AGE LIMIT.

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