



LAKAM

FLAG ZONE

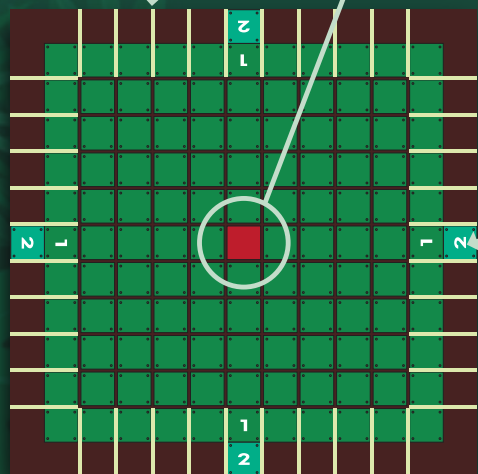
2-4


60 min


AGES
 8+

START GAME

- 1 Place the walls at the ends of the board without leaving spaces
- 2 Place center zone in the center of the board
- 3 Each player chooses one position at the end of the board by placing your character on Start square and placing your flags on flag square
- 4 Each player rolls the number die, who gets the highest number will start their turn, following the player to the left
- 5 Before starting the game all players must take 1 action card, this must not be show to others players



ELEMENTS

ACTION DIE


Roll the die and apply the action at the beginning, during or at the end of your turn

NUMERIC DIE

Roll the dice and advance your character the squares that the dice indicate, it is not possible to advance less or go back

X2 Move 2 walls consecutively at the beginning, during or at the end of your turn

X1 Move 1 wall at the beginning, during or at the end of your turn

 Place a mine one square away from your character, if there are no mines available, remove one from the board and relocate it

1 Take an action card from the deck, this card can not be show to other players and can be played in this turn



CHARACTERS

Each player will choose a character by placing it on their start square

Each can carry a maximum of 2 flags



FLAGS

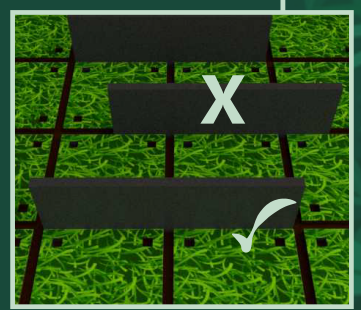
Each player starts the game with 2 flags located in their flag square, these cannot be taken or transported by their owner, only enemy flags can be transported

WALLS

The walls have the function to block or make way for characters, they can only move within their lane and cannot jump other walls

MINES

When a character passes over a mine, he must drop all the flags that he has, leaving them in the square where he was, also sends the character to his starting square



CHARACTER BASE

START SQUARE- place your character in the starting box before starting the game, only you can place yourself in this box and no other player

FLAG SQUARE - Place your flags in this square before starting the game



CENTER ZONE

To deliver enemy flags it is necessary to place exactly in the central square advancing all the spaces of the numerical die without going back, it is only possible to place in this square if a flag was delivered this turn



ACTION CARDS

Action cards cannot be used in the turn in which they are drawn and you can only use one card per turn either at the beginning, during or at the end of your turn, once the action is applied put the card in a new deck, once the cards of the main deck are finished, shuffles to form a new deck



Exchange the position of 2 flags that are in play



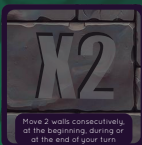
Roll the number die and move other player that number of squares



After a challenge both players repeat their roll dice



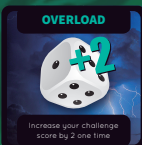
Change the position of 2 players (flags included)



Move 2 walls consecutively, at the beginning, during or at the end of your turn



Place 3 mines one square away each during your turn



Increase your challenge score by 2 one time

LET'S PLAY

YOUR TURN

- Roll both dice to start your turn.
- Advance the number of squares on the numerical die without going back, it is not possible to advance fewer squares, it can only be moved horizontally and vertically, not diagonally, it cannot jump to other characters, walls or mines.
- ACTIONS: these can be applied at the beginning, during or at the end of the turn, however in case of moving 2 walls they must be moved consecutively.
- FLAG TAKING: to take a rival flag it is necessary to go over the box where the flag is located carrying a maximum of 2, in case there are 3 or more in a box the player in turn will choose which flags to carry. (It is NOT possible to carry your own flags).
- CHALLENGE: To challenge a rival, it is necessary to advance and move to a square of the rival, it is not possible to challenge through walls or diagonally. The player in turn will roll the numerical die followed by the defending player, whoever obtains the highest number wins, the loser will throw the flags they carry with them and will relocate their character to their starting square (the winner will not take the thrown flags or stand in the defeated player's square).
- DELIVERY OF FLAGS: To deliver rival flags it is necessary to place exactly on the central square having to advance all the squares that the numerical dice indicates and without going back, it is not possible to deliver flags if there is a character located in the central square (you cannot place a character in the center square unless he turned over flags on his turn).

GAME MODES

PUNTUATION MODE

OBJETIVE

Take and deliver to the center of the board the rivals flags, be careful that they do not deliver yours

WHO WINS

The game ends when only single player flags remain in play, the player with the most flags (own and enemy) wins the game

ELIMITATION MODE

OBJETIVE

Take and deliver to the center of the board the rivals flags, be careful that they do not deliver yours

WHO WINS

The player with the last flag standing wins

FLAG KING MODE

OBJETIVE

Place a flag in the center of the board, make your way to capture the unique flag

WHO WINS

The player who deliver the flag on his starting square will win

EXTRA NOTES

- You cannot place yourself on another player's starting square.
- If a player loses his flags he can continue playing until the end of the game (except in elimination mode).
- By stepping on a mine and being sent to your starting square, you can continue advancing if you have available movements.
- If you challenge another player before advancing, you will lose the possibility of moving your character once the challenge is over.
- You can only do one challenge per turn.
- In the event of a tie, the player who have flags in play will win.
- If a character is in his starting square, he cannot be changed with action cards.
- When passing through the flags square of a rival you can only take one flag, it is only possible to carry two flags of the same rival player if at least one was in play and not in his flag square.

