

TEKTON DASH™

GAME RULEBOOK

Contents

1. Components
2. Game Setup
3. Racetrack Setup
4. Tile Setup
5. Player Board Setup
6. Race Overview
7. Actions Options
8. How to Actions
9. How to Race
10. Track Elements & Tiles Rules
11. Power-Ups Card
12. Ability Token
13. End Game
14. How to use Tektopedia
15. Variety and Game Modes

KING'S CALL

A Race-Building Adventure

Welcome to Tekton Dash, a **Racing-Building Game** where 3-6 **players** compete in an **epic two-lap showdown!** Racing prowess meets architectural mastery as you **build Blueprints** while dodging your rivals' tricks.

Set in the whimsical world of Tektonia, **players take on the role of Dashers** partnered with quirky **Tektons** to answer the King's call. Find the four lost magical tiles, complete your Blueprint missions, and cause just the right amount of mayhem along the way - but hurry! Take too long and your Tekton turns into a Mekton and joins the takeover of Tektonia.

Each turn, players can dash forward, collect tiles, construct their **Blueprint**, or **sabotage** rivals with **Power Cards**. The racetrack constantly shifts with obstacles, shortcuts, and player-triggered events, demanding quick thinking and adaptability. With a perfect blend of speed, strategy, and sabotage, **only the most cunning Dasher will claim victory!**



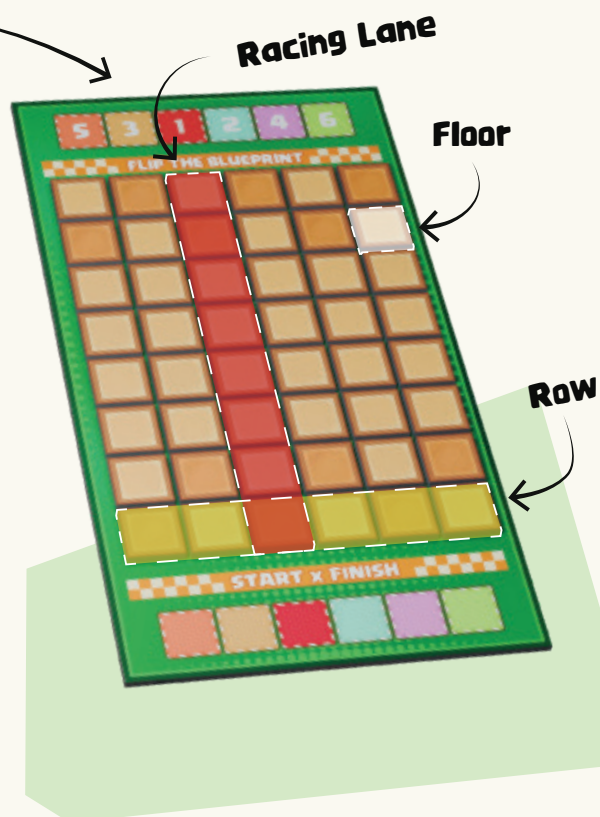
COMPONENTS

1. Racetrack

The main Game Board featuring Racing Lane and Rows where you'll race to collect Tiles and reach the finish line. Multiple paths offer different strategic options for your journey.

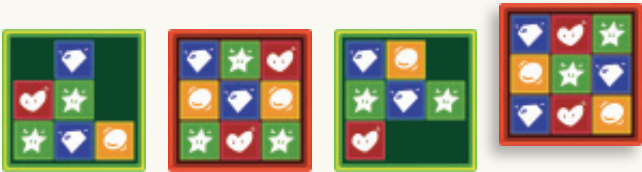
2. Player Boards, Meeples, and Totem

Each player receives a Player Board, a Meeple, and a Totem. Use your Board to arrange collected Tiles, complete your unique Blueprint pattern, and be careful not to become a Mekton along the way.



3. Blueprint

Each Blueprint shows a unique pattern that you must recreate by arranging Tiles collected during the race.



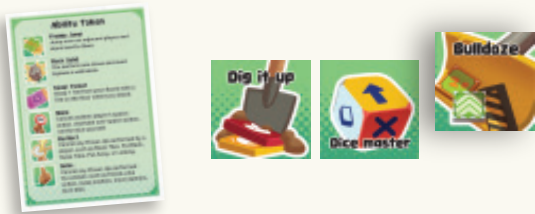
5. Track Elements

- 6 **Spawn** Track Element (4 regular, 2 special)
- 6 **Stack** Track Element (4 regular, 2 special)
- 6 **Boost** Track Element (4 regular, 2 special)
- 6 **Wall Block** Track Element (3 of each images)



7. Ability Tokens and Card

12 Ability Tokens that can be used strategically at any point during gameplay to gain advantages. Check the Ability Token Card for each token's effect.



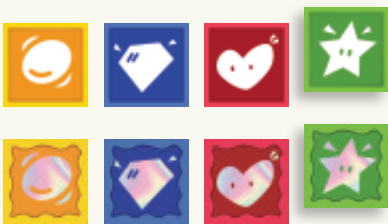
9. Podium

Your stepping stone to victory! The first three players to complete the first lap earn privileged positions here. From the podium, you'll choose your second Ability Token before racing the final lap.



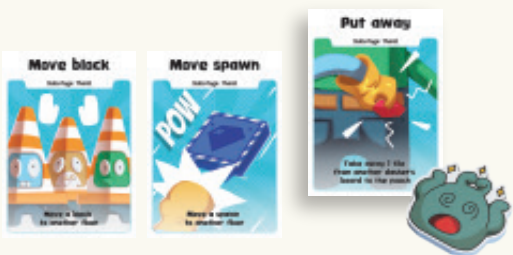
4. Tiles

96 Tiles in 4 unique symbol types with 2 sides (Regular and Power-Up) that you'll collect during the race to match your Blueprint pattern.



6. Power-up Cards and Sabotage Marker

26 special Power-up Cards that you can activate when you take Power-up Tiles, giving you strategic advantages during the race, and a Marker to mark sabotaged players.



8. Action Aid Card and Spawn Dice

Your guide to remember the allowed actions during the game and our Spawn Dice to generate more Tiles during the game.



10. Tektonpedia

A special guide revealed at the game's end that analyzes your gameplay choices to determine your unique Tekton personality type.

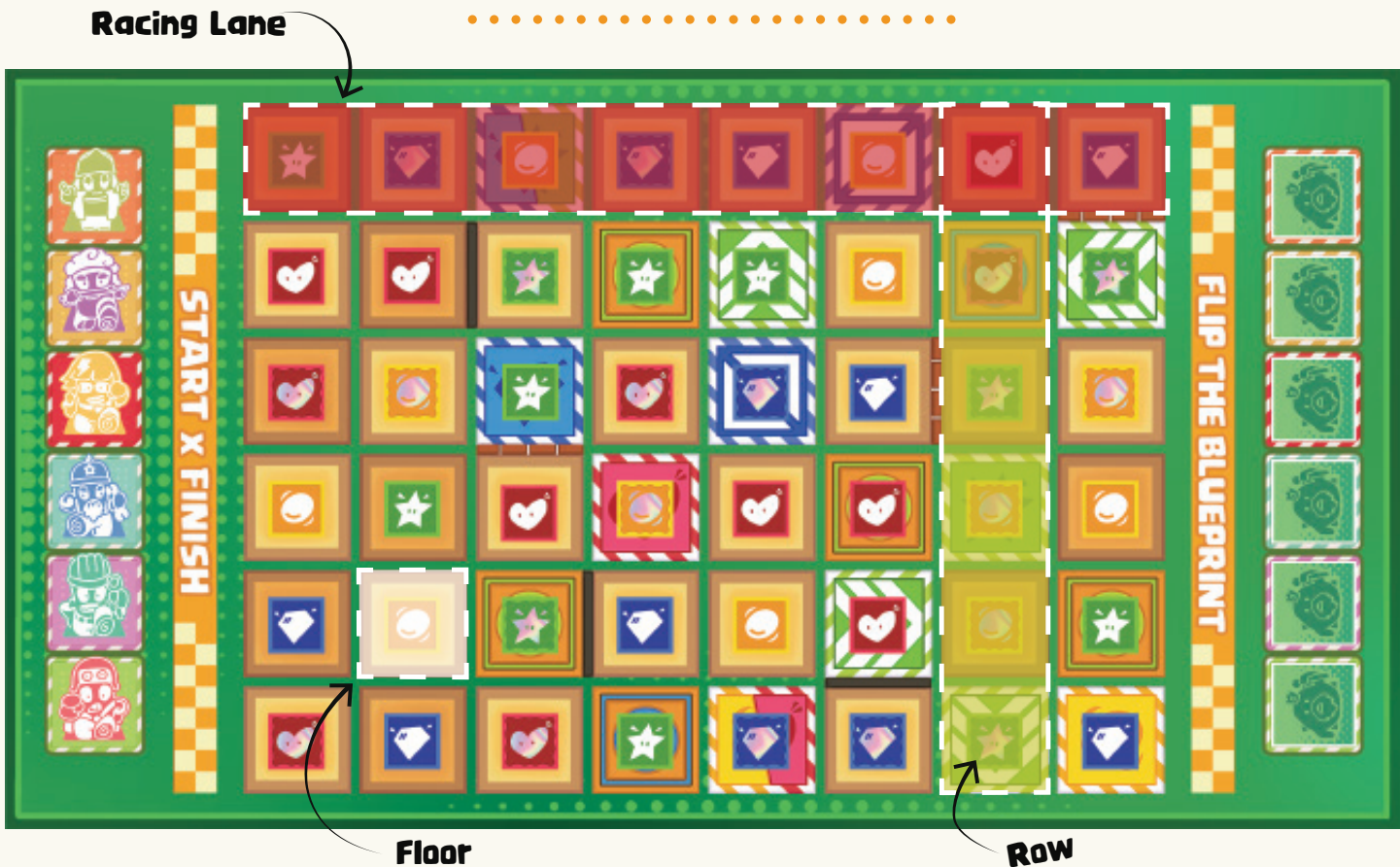


GAME SETUP

1. Set the Racetrack in the center of the table with the Tile Boxes around it for easy access by all players.
2. Keep the Power-Up Cards, Sabotage Marker, and Spawn Dice near the Racetrack within everyone's reach.
3. Place the Podium at the "FLIP THE BLUEPRINT" end of the Racetrack matching with the numbered square.
4. Decide player count (3-6 players). This determines the number of Racing Lane on the Racetrack, Track Elements, Tiles, and Ability Tokens needed (see page 6 and 15).
5. Place Ability Tokens face-down on the Podium, matching player count. Each player receives one token secretly - keep it hidden from other players!
6. Pick your Player Boards, Meeple and Totem, then gather around the Racetrack to begin your race.



RACETRACK SETUP



In Tekton Dash, you'll race to collect Tiles for your Blueprint, navigating around Track Elements that create strategic challenges. Place these elements before arranging Tiles on the Racetrack.

To make your life easier we have already prepared some setups for you (page 6).

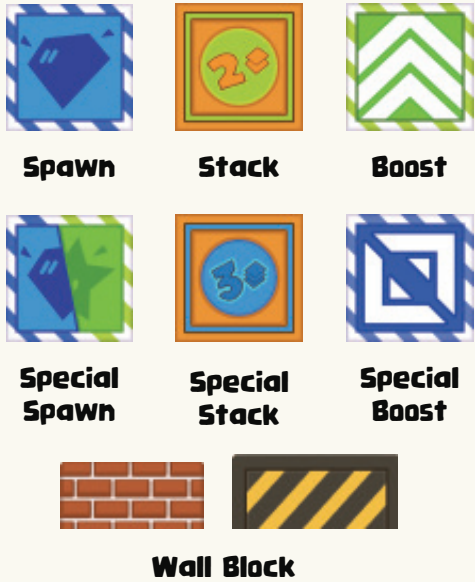
Player Count & Racing Lanes

The number of players determines both the Racetrack's usable area and the number of Track Elements to place. For example 4 players, use 4 of each Track Element; for 5 players, use 5 of each. See the exception for 3 players on page 6

Number of Players	Number of Racing Lanes	Number of Track Elements
3	3 Racing Lanes	13
4	4 Racing Lanes	16
5	5 Racing Lanes	20
6	6 Racing Lanes	24

Applying our Track Elements

If you are following one of our pre-made Racetrack setups, you only need to place each Track Element on its designated floor as shown in the Recommended Setup diagram (page 6)..

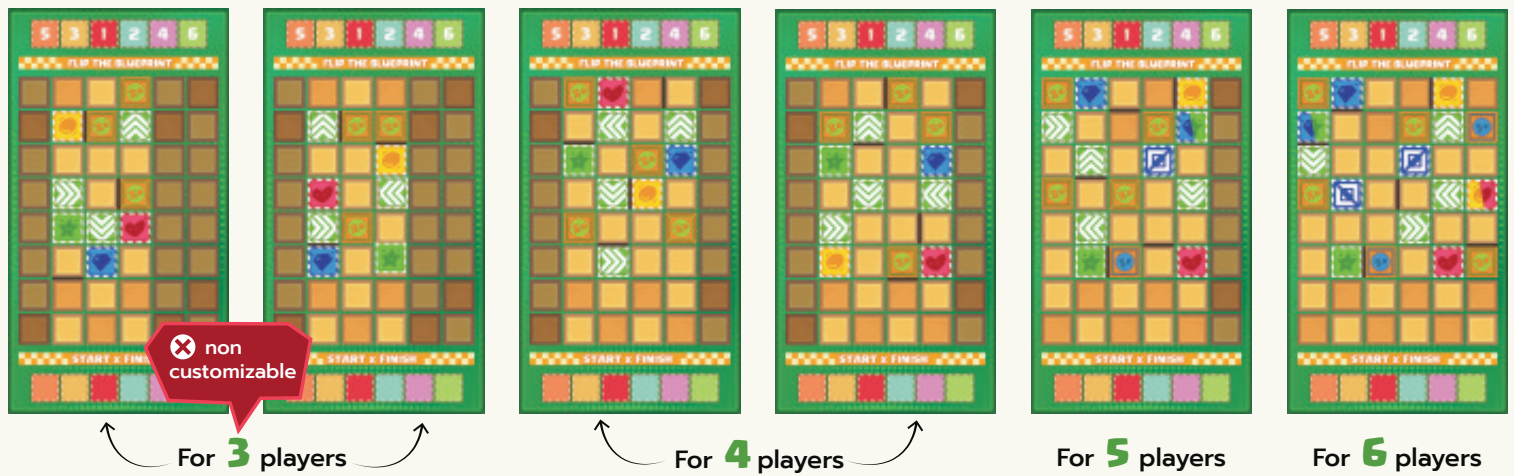


Recommended Setup For Your First Game

After learning the basics, use these setup options to create varied gameplay experiences. Choose a pre-made layout for your first games or create custom setups as you become more familiar with Tekton Dash.

3 Players Setup

If you're wondering, the 3-player setup requires using 4 Spawn Track Elements (red, blue, yellow, green). For the other Track Elements (Stack, Boost, Wall block) use 3 of each.



ADVANCED SETUP

Setup Guidelines

Select the setup that matches your player count. For 3 players, choose one of the pre-made layouts shown above. For 4-6 players, follow these guidelines to create your own custom racetrack (**image 1 and image 2**):

- Track Elements cannot be stacked on top of each other
- The first two rows from the starting line must remain clear of Track Elements (Lap 1)
- **Exception:** Players with a **Move Track Elements** Power-Up Card may place Track Elements in any row

For 4 Players

Each player receives a **Standard Set**:

- 1 Spawn - 1 Boost
- 1 Stack - 1 Wall Block

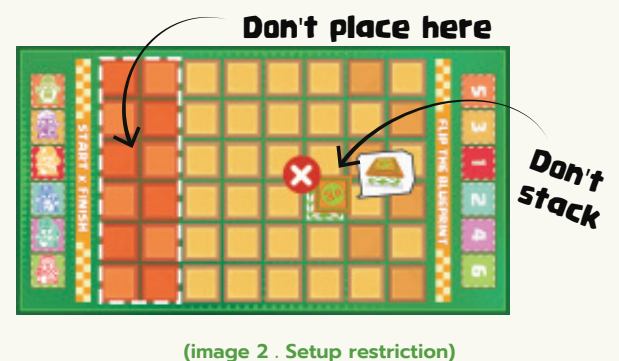
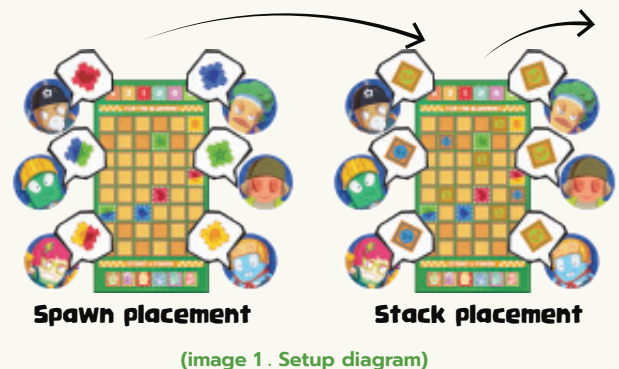
For 5-6 Players

First four players each receive a **Standard Set**.

Fifth and sixth players each receive a **Special Set**:

- 1 Special Spawn - 1 Special Boost
- 1 Special Stack - 1 Wall Block

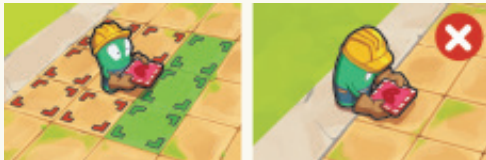
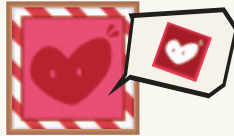
Placement Rules: Each player is responsible for placing their own Track Elements. Place elements one type at a time in clockwise order. Placing it by this order: Spawn, Stack, Boost and Wall Block. Complete all Spawn placements before moving to Stack placements, and so on.



TRACK ELEMENTS PLACEMENT RULES

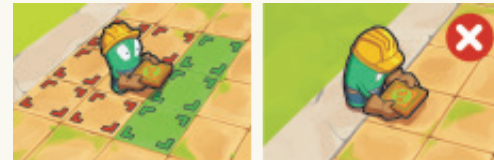
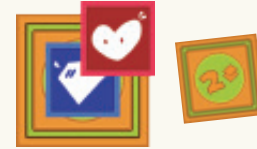
A. Spawn

Place Spawn anywhere except in the first two rows from the starting line. **Spawn points are where new Tiles will appear during gameplay.**



B. Stack

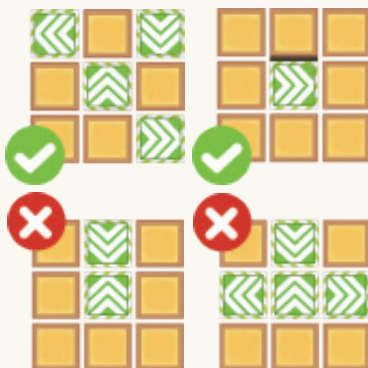
Place Stack anywhere except the first two rows from the starting line. **Stacks allow Tiles to accumulate in one spot (up to 2 to 3 Tiles according to the number on the Stack).**



C. Boost

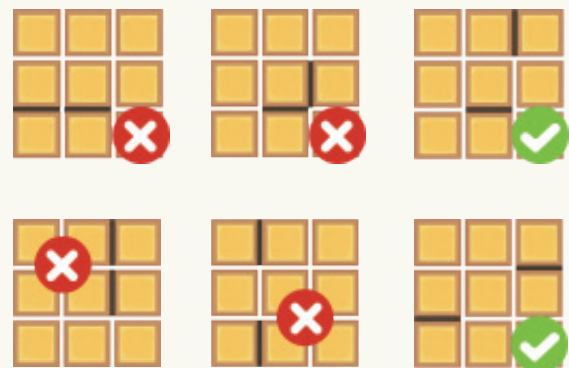
Place Boost anywhere except in the first two rows from the starting line. **Boost propel players forward in the direction of the arrow.** Key rules:

- Cannot form **+** or **T** shapes with other Boosts
- All Boost arrows on the board must point in different directions to create varied movement options.



D. Wall Block

Block the movements of Dashers. Split them evenly between horizontal and vertical orientation. For odd numbers, players decide the Wall Block orientation. Horizontal blocks cannot be placed between the same two rows and vertical blocks cannot be placed between the same two lanes.




Special Track Elements

Special Track Elements have enhanced abilities: Special Stacks hold 3 Tiles, Special Spawns offer choice of two Tile types. Placement of Special Set only unlocked with 5-6 players, follow the same placement restrictions as regular elements.



RACETRACK TILE SETUP

3  players	6 per color
4  players	8 per color
5  players	10 per color
6  players	12 per color

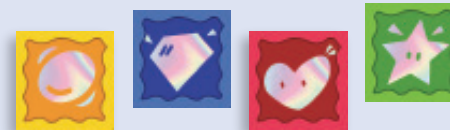
Select Tiles from the Tile Boxes according to the chart above. Use an equal number of each color. **The number of each colored Tiles depends on the number of players as shown on image above.**

Regular Tiles



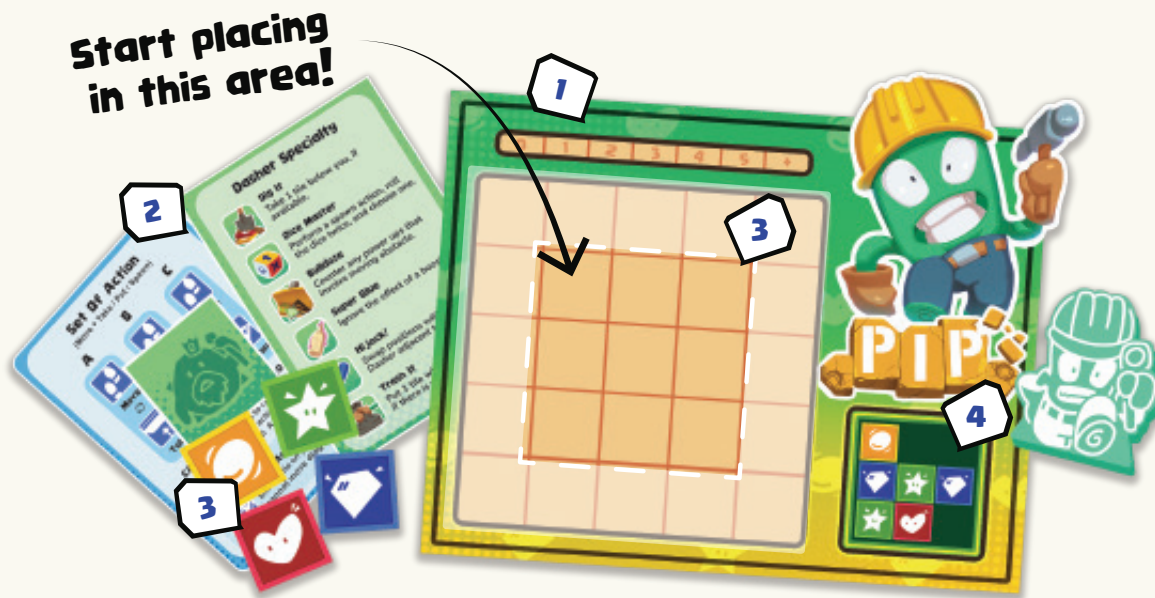
After collecting the required number of Tiles, place them randomly on the Racetrack with the **Regular side facing up**. Players can choose how to randomize the Tiles. The more random, the more fun!

Power-Up Tiles



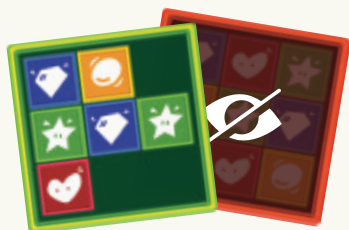
And then, after all players have agreed upon the setup, **each player selects 3 regular Tiles on the board and flips them** to show their Power-Up side. Again, randomly! And voila, setup done!

PLAYER BOARD SETUP



1. Place your Player Board in front of you and **set sabotage meter to 0**.
2. Make sure you have one Ability Guide Card, one Actions Aid Card and one Ability Token (**don't let other players see it!**).
3. Take 2 starting Tiles from the Tile Boxes - make sure they're different colors! Place them **regular-side-up** anywhere in the central 3x3 grid of your Board. (9 Squares in the center) as starting position, you can use 5x5 grid during the game!

4. Draw one Blueprint and place it in your Board's Blueprint slot, **green side (first lap pattern) facing up**. The red side stays hidden until you complete Lap 1 - no peeking! Return unused Blueprints to the box.



5. Who goes first? **The person who most recently went running takes the lead.** (Or randomly choose, if you prefer!). Play proceeds clockwise from the first player.
6. Players then place their meeples in reverse order. The last player chooses where to place their player token (meeple) at the starting position, followed in counterclockwise order with the first player placing last. And the game begins! **Ready, set, dash!**



RACE OVERVIEW

First Lap

1. Goal: **Complete your Green Blueprint mission (matching the tile pattern shown), without using more tiles than needed.**
2. You get 1 action set per turn (choose either Racetrack Action OR Player Board Action).
3. Strategic tips:
 - Use Track Elements to your advantage
 - Collect Power-Up Tile to activate Power-Up Cards.
4. Power-Ups activate starting in round 3!
5. After completing the 1st lap, flip the green Blueprint to the red Blueprint. The Tiles will remain on your Board. Dash into the 2nd lap and rearrange your Tiles!

Second Lap

1. Goal: **Complete your red Blueprint mission and cross the finish line.**
2. First player to complete their Green Blueprint unlocks 2 sets of action per turn for all players (**meaning you can perform two Racetrack Actions, OR one Player Board Actions and Racetrack Action**).
3. Player who reach Flip The Blueprints line with 2 actions, take the Ability Token, flip the blueprint, and pass the turn.
4. Reward: Get 1 extra Ability Token at the 1st lap finish line. 1st 2nd and 3rd position peek 2 and return 1 token.
5. Keep Racing: Your Tiles stay on your Board - rearrange them to match your red Blueprint pattern.

ACTIONS - YOUR TURN OPTIONS

Each turn, you must choose between two action types:
Racetrack action (Move + Free Action) **OR** Player Board action.

On your turn choose either:

Racetrack Action

Move + Free Action

(can be used before OR after moving)

OR

Player Board Action

Build action

(no Free Action no Move)

Racetrack Action



Move

Move one floor in any direction (ortogonal or diagonal). When choosing Racetrack Action, you **MUST** move one floor **AND MAY** use a Free Action either before or after moving.

Strategic tip: Choose wisely when to use your Free Action: before moving, after, or not at all—timing is everything.

Free Actions



Take

Collect a Tile from beneath your position to your Player Board.



Put

Put back a tile from your Player Board to beneath your position, must be an empty or available floor.



Spawn

Roll Dice to Spawn Tiles and choose which type you want to spawn. You can spawn independently from anywhere on the board.



On self = Regular Tile under your position



Power-Up = Power-Up Tile on Spawn point



Regular = Regular Tile on Spawn point



No Tile = No Spawn

OR

Player Board Action



Build

Move a tile on your player board 1 square away in an ortogonal direction (it cannot be diagonal)

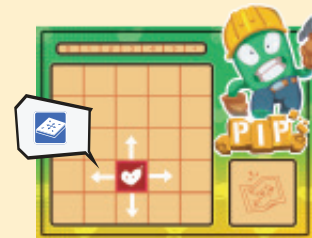
- Move a Tile



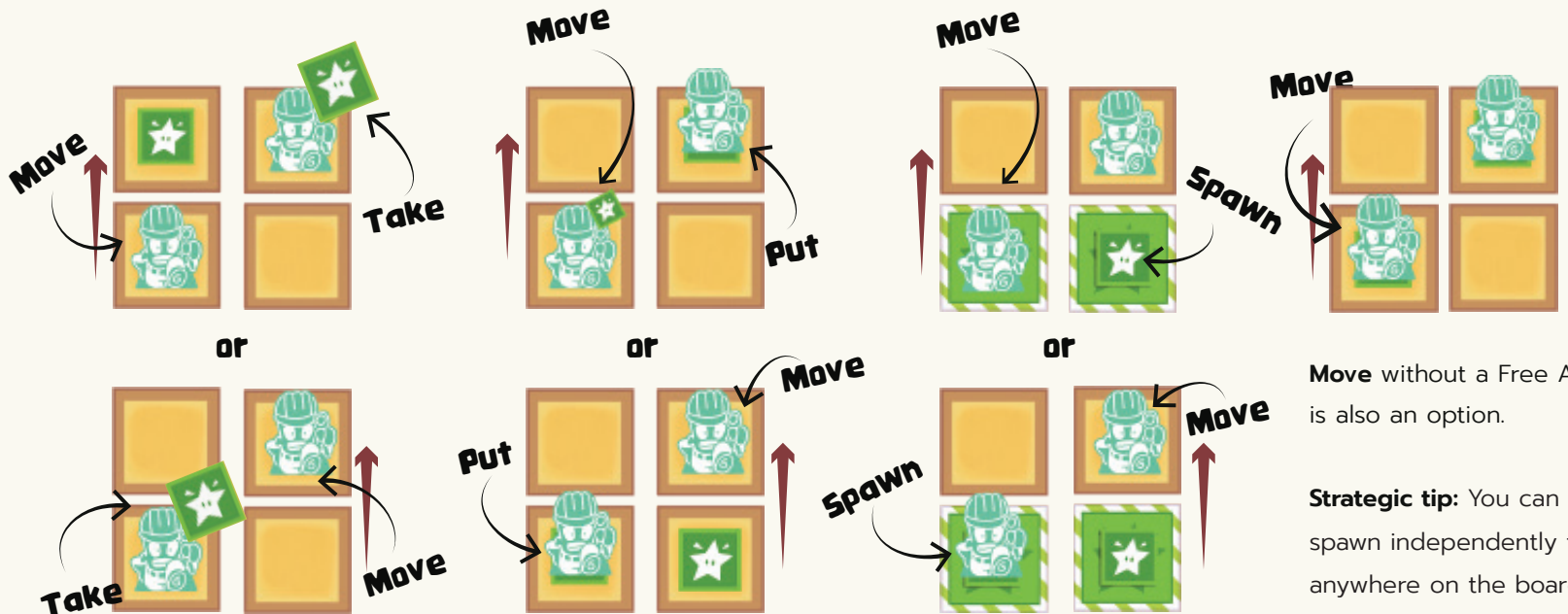
- Can't move diagonally



Strategic tip: Choose when you need to position your tiles according the pattern of your blueprint.



RACETRACK ACTION - HOW TO



Move without a Free Action is also an option.

Strategic tip: You can spawn independently from anywhere on the board.

HOW TO RACE

- Each player gets 1 action per turn (**choose either Racetrack Action OR Player Board Action as explained on the Actions page**).
- After a player completes the 1st lap, all players get 2 actions per turn (**can be two Racetrack Actions, OR one Player Board Actions and Racetrack Action**).
- 2 actions Restrictions: You may only use one Player Board Action per round, even with 2 action sets.
- Player who is sabotaged by Power-Up card hold **sabotage marker**. That player **can't be targeted** by next Power-Up card that target player.
- Only 1 player is allowed per floor.
- Your Board limit: 4 Tiles per color and 4 Power-Up Tiles.
- Blueprint has two sides: **green (lap 1)** and **red (lap 2)**.
Only flip to red side once:
By the time players reach the **Flip the Blueprint** line, they need to complete the Green Blueprint exactly as shown, **without any excess Tiles**. Flip the blueprint and the turn passed.
- Power-Up Tiles activate only after the game reaches round 3.
- Returned Power-Up Tile require **one full round cooldown** before being taken again and be activated.
- Ability Token:** Provides a **bonus action (doesn't count against your regular actions)**. Use and discard at any time during your or opponent turns.

All paths blocked? Stuck?



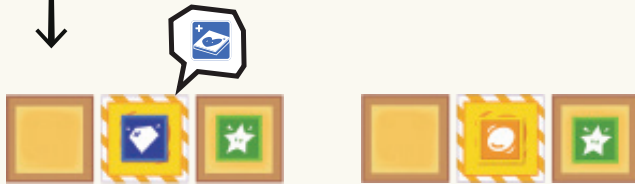
If all paths are blocked, you may move a blocking element by spending your action for the turn (or one of your two actions in lap 2).

TRACK ELEMENTS RULES

Regular Spawn



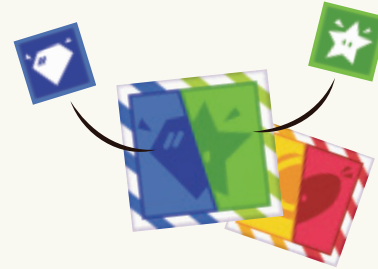
- Tiles (regular and Power-Up) may appear based on a Dice roll.
- You can spawn independently from anywhere on the board by choosing what type you want to spawn.
- If there is a tile on top of the destined Spawn Track elements, take out that tile and replace it with the respective color.



Special Spawn



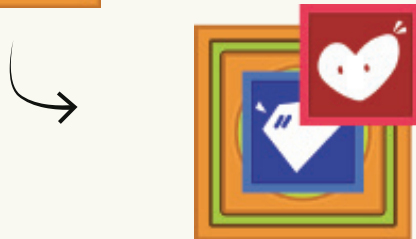
- Special Spawn for 5 to 6 players. Works like a regular Spawn, with the exception that you can choose to Spawn one of the 2 types of Tiles shown on the top.



Regular Stack



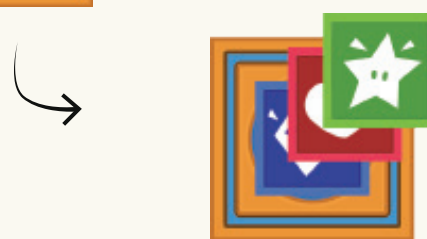
- Up to 2 Tiles can stack here. New Tiles go on top. Take Tiles from the top.



Special Stack



- Up to 3 Tiles can stack here. New Tiles go on top. Take Tiles from the top.



Boost



- When you land on a Boost, either collect any available Tile and move one Floor in the arrow's direction or collect after moving **(as part of your Racetrack Action)**. If there a dasher/WALL in direction of your boost direction. you stay on the boost.



Special Boost



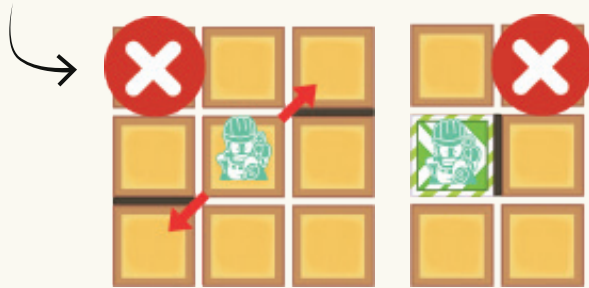
- When you land on a Boost either collect any available Tile and move one Floor in the arrow's direction or collect after moving **(as part of your Racetrack Action)**. If there a dasher/WALL in direction of your boost direction. you stay on the boost.



Wall Block



A Wall Block prevents dashers from moving forward or diagonally through its position. (Diagram shows Blocked movement paths marked with X)



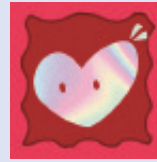
POWER-UP CARDS

When your dasher **picks a Power-Up Tile**, you **draw one Power-Up Card**. Decides whether to use it or not. **If unused, the Tile is returned, the turn is skipped, and the card goes to the discard pile.**

Sabotaged players hold a marker, granting them protection from being targeted by player-specific Power-Up Cards.

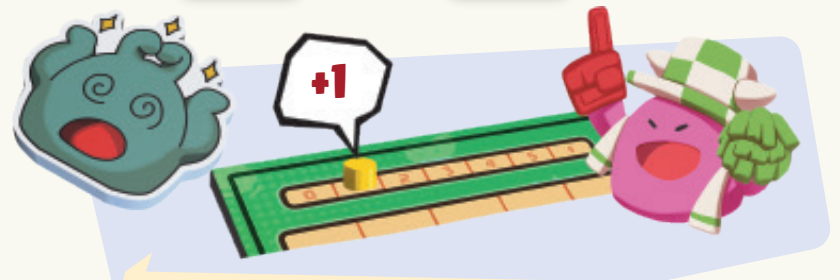
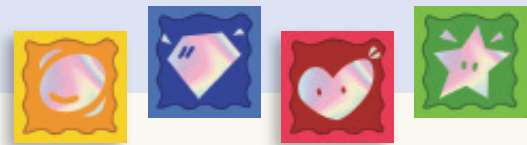
Using Power-Up cards doesn't consume your regular actions.

POWER-UP TILES



- Collect a Power-Up Tile to get a Power-Up Card
- Your Board limit: 4 Tiles per color and 4 Power-Ups
- Power-Ups can be activated starting round 3

When a player picks a Power-Up Tile, draw a Power-Up Card. Decide whether to use it. If not, return the Power-Up Tile, skip your turn, and place the Card in the discard pile.

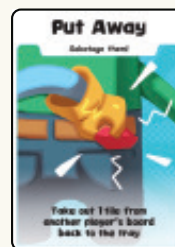


Each time you use a Power-Up Card, move the slider 1 point to the right on your sabotage meter.



Book Tiles (Mini Expansion)

Reserve 1 Tile from the Racetrack. Put a Totem on top of the Tile. It only can be picked up by you. You need to pick it up with a Racetrack action.



Put Away (Mini Expansion)

Choose 1 Tile from another Player's Board and return it to the tile box.



Swap Tiles

Exchange one tile from your Player Board with any tile on another player's board. The source and destination tile locations remain unchanged.



Freeze

A frozen player skips their entire turn (cannot do any Racetrack or Player Board actions).



Put Back

Select 1 Tile from any Player's Board and return it to an unoccupied empty floor on the Racetrack.



Swap Position

Exchange positions with any player within 3 rows of your current position.



Plus Action

Perform one extra Racetrack Action on your turn. You can't use Build Action or collect a returned Power-Up Tile you placed down this round.



Move Stack

Move a Stack to any floor that has no Track Elements or player. All Tiles on the it move with it. If the destination has a Tile, swap it with the original stack location.



Burn Tiles

Choose 1 Tile on the Racetrack and return it to the Tile Box.



Move Wall

Move one Wall to any empty Gap, following the Track Elements placement rules. Vertical blocks will remain vertical, and horizontal Blocks will remain horizontal.



Move Dasher

Move a player 2 floors to any direction of your choice. Track Elements effects remain active.



Move Spawn

Move a Spawn to any floor that has no Track Elements or player. Tile on it move with it. If the destination has a Tile, swap it with the original Spawn location.



Linking (Mini Expansion)

Force a trade of one tile with another player. Request any color you want and both side choose freely where to place it. Then, move that player back one floor.



Move Boost

Move a Boost to any floor that has no Track Elements or player OR rotate it on the same position. Tile on it move with it. If the destination has a Tile, swap it with the original Boost location.



ABILITY TOKEN

Each player has a unique specialty ability that can be used once per game. After completing the first lap, you'll receive a second Ability Token. **Ability Tokens can be played at any time** during your turn or in response to other **players' actions**. Using ability token not counted as an action.



Rock Solid

You perform one move and must bypass a wall block.



Froggy Jump

Jump over an adjacent player and stand next to them.



Bulldoze

Cancel a Power-Ups involving moving Track Elements and take over the actions yourself.



HiJack

Swap positions with an adjacent player around your current position.



Dice Master

Perform 2 Spawn actions. You may choose the best result for yourself.



Reject

Cancel any Power-Ups performed by a player that involves tile effects, including Book Tiles, Put Back, Swap Tiles, Put Away, Burn Tiles, or Linking.



No Dice

Cancel another player's spawn action. And take over spawn action, roll the dice yourself.



Swap Ticket

Swap 1 Tile from your Player Board with a Tile on the floor where you stand. The positions of both tiles remain the same.



Drop It

Place 1 Tile from your Player Board to the floor where you stand, only if the spot is available.



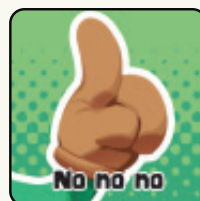
Super Glue

You perform one Move Action to a Boost adjacent to you and ignore its effect.



Dig it up

Take 1 Tile below you, if available.



No No No

Cancel any Power-Ups performed by a player that involves Dasher effect, including Freeze, Plus Action, Swap Position, Move Dashers.

END GAME CONDITION



To become the ultimate champion, race to the finish line on Lap 2 and complete the Red Blueprint.

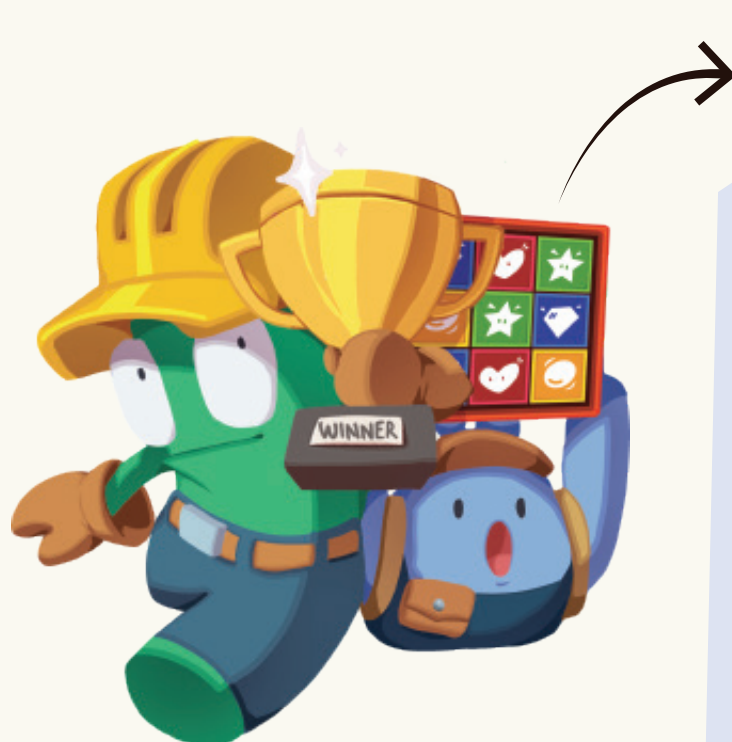
Achieve both, and victory is yours!

There are two ways to end the game!



There are two ways to end the game!

- 1. The first is when a player reaches the finish line; the game ends immediately.** The next positions are determined based on where players stand on the race board—the closer your row is to the finish line, the higher your position. In the event of a tie, check your Blueprints. The player with more correct tiles earns the higher position.
- 2. The second one (our favorite) is to keep racing!** Remaining players must prove their worth in the final lap. Keep racing until everyone crosses the finish line. Don't give up!



FINISHED THE RACE?

Time to discover your true Tektonian self!

After finishing your race, you can check which Tekton or Mekton represents your personality on the tektonpedia. The Tektonpedia, our magical personality guide, will match your racing achievements to either a quirky Tekton or a chaos-loving Mekton character.

Check your race results to uncover which character perfectly mirrors your gameplay style!

TEKTONPEDIA TABLE

1. LAP 1: Find your position in the yellow row (1-6)
2. LAP 2: Find your position in the brown column (1-6)
3. Your personality number is where these intersect
4. You're a Mekton if you used 6+ sabotages!

Example

2nd place (Lap 1) × 3rd place (Lap 2) = 2-3 on your sabotage meter only 4. Find personality #2-3 in the Tekton profiles of the Tektonpedia.

LAP 1 \ LAP 2	1	2	3	4-5	6
1	1/1	2/1	3/1	4-5/1	6/1
2	1/2	2/2	3/2	4-5/2	6/2
3	1/3	2/3	3/3	4-5/3	6/3
4-5	1/4-5	2/4-5	3/4-5	4-5/4-5	6/4-5
6	1/6	2/6	3/6	4-5/6	6/6

TEKTON OR MEKTON

Track Your Chaos Level!

Each time you sabotage another players using a Power-Up Card, your sabotage meter increases by one point. What does this mean? It determines whether you're a Tekton or a Mekton!



Every sabotage reveals your racing nature:

- Use Power-Ups to disrupt other players
- Watch your sabotage meter climb
- Your total sabotages shape your destiny

The Verdict:

- ◆ 0-4 sabotages > You're a Tekton
- ◆ 5+ sabotages > You've embraced the Mekton way



VARIETY AND GAME MODES

Did you enjoy dashing in Tekton Dash? Collecting tiles, sabotaging, and creating mayhem along the way? Great! If you are familiar with the game and love creating your own racetracks, then some new game mode ideas might entertain you even more!

1. Kids Play

Try normal Tekton Dash without hassle and trickery of the track and other dasher! Create your own racetrack but ignore all the track elements! Do not setup the Track Elements. Focus on the tiles and also ignore the Power-Up tiles and the Ability Token. Try to race by focusing on pace and tile building along the way ! Suitable for peaceful session with your family and friends!



2. Tile Building Journey

For those who enjoy tile building more than anything else, we've got you covered! Set aside the Power-Up Cards and Ability Tokens; this mode is designed for players who love peaceful, focused tile building. Race as in the usual game mode with tiles and Track Elements serving as obstacles, but concentrate on your tile building skills and racing pace. It might sound simple, but every step forward is valuable in this pure form of racing and tile building while navigating around track elements.

3. Tekton Super Dash

Need a quick game for game night with friends? Try Tekton Super Dash—it's Tekton Dash condensed into just 1 lap! Set up your Racetrack and Tiles as usual, but start with Red Blueprints instead of Green ones. Place stacks of Ability Tokens on the 4th row of the racing board. The game consists of only 1 lap, beginning with Red Blueprints right away. Start with 2 starting Tiles as usual and collect new Ability Tokens by crossing the 4th row. It's quick, tricky, and still packed with mayhem and chaos!



4. Tekton Dash Mayhem

If you enjoy normal Tekton Dash but crave spicier, more cunning moves from all Dashers, this mode is perfect for you! Tired of being sabotaged? Want payback but can't because your target holds a sabotage marker? Wish those markers didn't exist? This is it! Tekton Dash Mayhem is simply normal Tekton Dash without the sabotage markers—that's all it takes to transform the game. Experience sabotage at its finest with no restrictions!



GAME SETUP VIDEO

<https://danchiego.com/tekton-dash/setup-video>

Need help with the rules? Watch our video guide for a clear explanation of TektonDash gameplay, including strategies and special scenarios.



DIGITAL GAME

<https://danchiego.com/tekton-dash/digital-game>

Dive into our digital version featuring stunning animations and multiple game modes. Challenge friends online and embark on new adventures - just scan the QR code to begin!



WEBSITE PAGE

<https://danchiego.com>

Enjoying TektonDash? Scan the QR code to visit our website and discover more about our journey, latest updates, and upcoming projects!





Tekton
DASH

TM

DANCHIE **GO**
STUDIO

Tekton Dash 2025.©All rights reserved.