

blindside™

»» THE GAME OF DIRECTIONAL DOMINATION ««



You are about to change the way you play “board” games forever. *Blindside* is a strategy game that plays like checkers, when jumping your opponent, but pawns move like those in Chess. Each pawn has a “blind-side” and a specific range of mobility which can be altered during game play from various attacks! Furthermore the game doesn’t come with a standard game “board”. *Blindside*’s unique four-piece interlocking board can be configured using 1, 2, 3 or all 4 of its pieces. Combine this with repositionable game spaces and various arrow configurations for pawn mobility and players can expect a consistently rich strategy game AND enjoy a new and exciting experience with every opponent! If you want to get right to it, please see the [Quick Start](#) instructions on the last page. For a more in-depth view of the game please start below.

EQUIPMENT: GAME BOARD: Four-piece interlocking, **14 PAWNS:** 7 Red, 7 Black, **46 ARROWS:** 23 Red, 23 Black, **26 REPOSITIONABLE SPACES:** 12 Action Spaces, 14 Start Spaces: 7 Red, 7 Black both with suggested arrow placement.

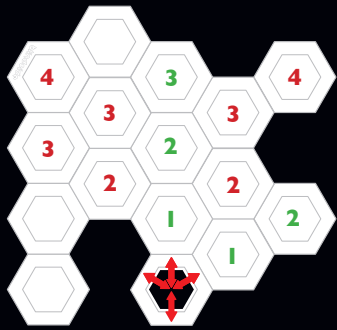
OBJECT: Capture 17 of your opponent’s arrows by strategically maneuvering on, around, or through your opponent’s pawns while protecting your pawns arrows and mobility.

SETUP: Construct the battlefield using the four interlocking game boards. *NOTE: The Blindside logo will be in each corner of the board when assembled correctly using all four pieces.* Each player selects a set of seven black or red pawns and 23 arrows to represent their army. Black hexes use red arrows and Red hexes use black arrows. This helps players quickly see the mobility of their pawns in the heat of battle. Next carefully punch-out the Start Spaces and correctly place them on the board. Players then load the arrows into their pawns according to the suggested arrow placement on the Start Spaces. We recommend beginners use the board and space configuration shown at the end of the instructions. As you get familiar with the game, the board(s), Start Spaces and Action Spaces can be reconfigured and used in any number of ways for endless game play scenarios!



START SPACES: These repositionable game spaces are markers used at the beginning of each game to determine placement and arrow configuration for your army’s pawns. They have no other significance and should be used like any other regular space on the board during play.

PLAY: The red army strikes first and turns then alternate for the rest of the game. Only one move per turn, but a single turn could result in multiple attacks. Players will attempt to capture their opponent’s arrows by one of two ways: jumping or by landing on them. [See Capturing Arrows.](#) Players are not allowed to jump over their own pawns and no two pawns can occupy the same board space or Action Space at one time. If an Action Space is occupied - players cannot use it’s actions. [See Action Space.](#) When arrows are captured they are removed from the attacked pawn and are out of the game. If a pawn loses all of its arrows, it is deemed dead and removed from the board. First to capture 17 of their opponent’s arrows is victorious!



MOVEMENT: Pawns can only move in a straight line but can move in any direction it's arrows are pointing **UP TO** the number of spaces equal to arrows loaded in that pawn. For example: A pawn with four arrows can move 1, 2, 3 or 4 spaces in a single direction. In the example to the left, the pawn has four arrows and has the ability to move up to 4 spaces, but in this particular scenario the pawn can only move: forward 1, 2 or 3 spaces or to the right 1 to 2 spaces. *NOTE: The green numbered spaces are valid moves and the red numbered spaces are not valid.* Pawns can not backtrack spaces during their move unless they utilize an Action Space, which would allow the pawn to change direction during that move.



ACTION SPACE: No two pawns can occupy an Action Space at the same time. If the space is occupied then it's "actions" cannot be used. This also applies during a landing attack. See *Capturing Arrows*. There are two functions for the Action Space on your turn, changing direction or rotating your pawn.

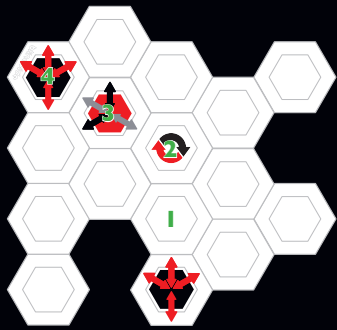


CHANGE DIRECTION: Players can use any unoccupied Action Space to change the direction of their pawn during a turn. For example a pawn with 4 arrows moves up 2 spaces onto an unoccupied Action Space and continues movement for 1 to 2 more spaces in any direction it's arrows are pointing. The change in direction is only valid at the Action Space and the pawn would need another Action Space to change direction again. In the example to the left, the pawn could also: move forward 2 spaces, change direction and backtrack the 3 and 4 spaces to end right back where they started. This maneuver is very effective during an attack for capturing multiple arrows from a single pawn or multiple pawns. It's possible to execute a jump attack and then backtrack and execute a landing attack! See *Combo Attack*.

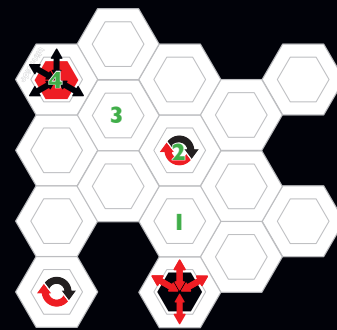
Changing direction does not mean "rotate". Notice the pawn is still facing the same direction after using the Action Space. The red numbered spaces show where the pawn can't move since there weren't any arrows pointing in those directions. The pawn can also backtrack, using the Action Space to change direction and move back to where they started.

ROTATE: A player can choose to stop on an Action Space and rotate their pawn in any direction to end their turn. **-OR-** A player can choose not to move at all and use their turn to rotate any one of their pawns that are on an Action Space. Both rotations can be to any degree.

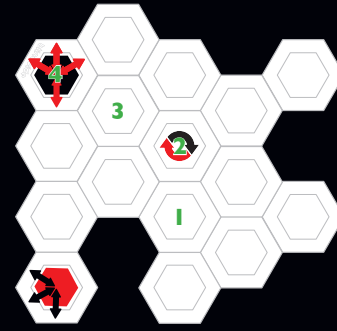
CAPTURING ARROWS: There are only two types of attack used when capturing an opponent's arrow(s): jumping over their pawn or landing directly on their pawn. Players can make multiple attacks in one turn. If the pawn placements are right it is possible to do serious damage.



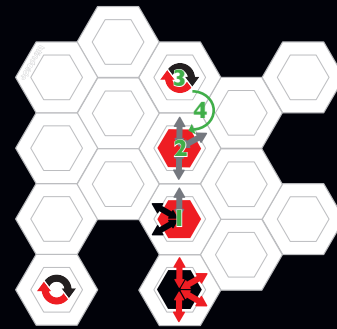
JUMP ATTACK: In a jump attack, a player captures and removes the opponent's arrow(s) that align with the jump, making possible a double arrow capture. If the opponent's last arrow is removed from the attack then the pawn is dead and removed from the game board. If a player jumps over an opponent's pawn that does not contain any arrow(s) aligned with the jump, then no arrow(s) are captured. In the example to the left, the black pawn moves forward 2 spaces, uses the Action Space to change direction and makes a double arrow capture. The gray arrows show which arrows are removed from the red pawn as a result of the jump attack.



Before landing attack: The black pawn can execute a landing attack because it has 4 arrows and is exactly 4 spaces away from the red pawn.



After landing attack: The black pawn now occupies the space where the red pawn was. An arrow of choice was removed from the red pawn, and it was placed on an unoccupied Action Space facing the corner.



Combo attack: The black pawn has four arrows and moves forward 3 spaces for a jump attack on both red pawns and uses the Action Space to change direction to end the turn exactly with 4 spaces resulting in a landing attack! The damage is severe. The first red pawn loses one arrow that was aligned with the jump. The second red pawn loses 2 arrows that were aligned with the jump AND then loses 1 arrow from the landing attack. Since all 3 of it's arrows were captured it is now dead and removed from the game. Ouch!

LANDING ATTACK: To execute a landing attack, a player must land **EXACTLY** on their opponent by the number of spaces equal to arrows in that pawn. For example: A pawn with 4 arrows can only do a landing attack if it's opponent's pawn is exactly 4 spaces away. Once the attack is made, one arrow of choice is removed from the opponent's pawn. The attacker then moves the captured pawn and its remaining arrow(s) to any unoccupied Action Space and rotating it in any direction they choose. If the captured pawn has no remaining arrows, it is dead and removed from the game board. In the "Before landing attack" example to the left, the black pawn chooses to move forward 2 spaces, uses the Action Space to change direction, and moves 2 more spaces for a landing attack on the red pawn. One arrow of choice is removed from the attacked pawn and the captured red pawn is placed on any unoccupied Action Space. *TIP: It's always a good idea to face an opponent's arrows away from you. This makes it so they have a blind-side toward you and have to use their next turn to rotate the pawn to get back in the action. This tactic does not make many friends.*

COMBO ATTACK: The two capturing techniques may be combined in such a way that you jump over an opponent's pawn(s) and also land exactly on another of their pawn(s). In any multiple attack situation, all capture rules apply accordingly. In the *Combo attack* example to the left, the black pawn is able to attack 2 red pawns in one turn. One red pawn is attacked once, and the other attacked twice 2 different ways!

WINNING THE GAME: The first player to capture 17 of their opponent's arrows is declared the winner.

Advanced players can play with extended game play rules where winning results in the capture of all your opponent's arrows. If agreed, players can declare a tie or stalemate.

SPICE THINGS UP: Once you have the hang of things the sky is the limit with *Blindside*. Here are a few suggestions to make your next game full of excitement:

Use a new board configuration using 1, 2, or 3 pieces in multiple directions. Make voids and islands to navigate through during battle.

Load pawns the way you want and vary the number and placement of Action and Start Spaces on the board.

And our favorite: Configure the board, and one-by-one take turns placing the Actions Spaces and then take turns placing your Start Spaces!

Play with **NO** Action Spaces or Start Spaces.

Allows pawns to rescue arrows when reaching a designated space, like "king me" in checkers.

Players can speed things up by using a chess clock.

RECOMMENDED SETUP: The four-piece interlocking game board will have the Blindsight logo in each corner when assembled correctly.

ACTION SPACES:

Place the repositionable action spaces according to the example shown.



Action Space

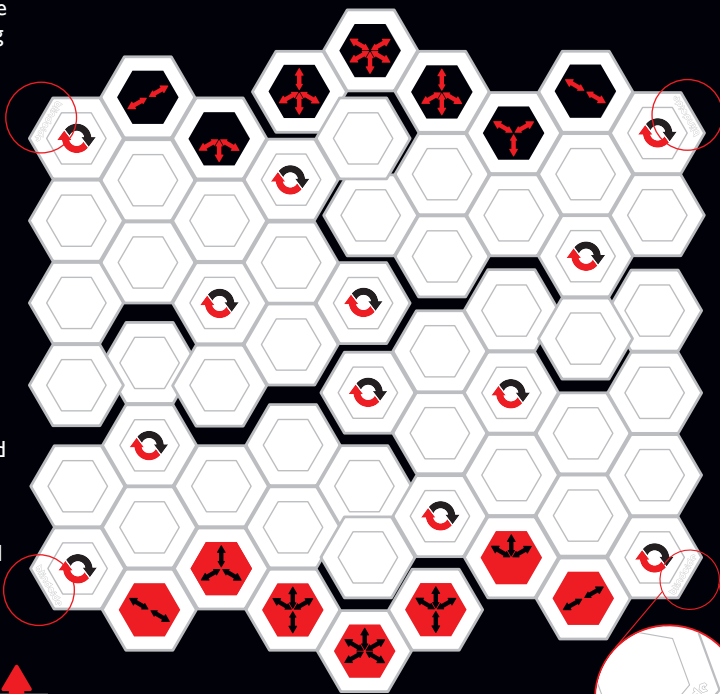
START SPACES:

These are markers to determine Black and Red army starting positions. Place and configure them according to the example shown.

PAWN SETUP:

Pawn arrows are placed to match the Start Spaces for each army. When loading pawns the arrows have a small and large head. The small head should rest inside the pawn.

Black Army Start Spaces

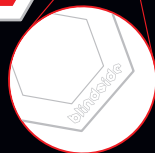


Red Army Start Spaces

Small arrow head



Large arrow head



QUICK START: Set up the boards, game spaces and pawns like the above example. The object of the game is to capture 17 arrows from your opponent.

Pawns can only move in a straight line in a single direction that any of its arrows are pointing. But can travel up to the number of spaces equal to the number of arrows loaded in that pawn. For example: A pawn with 4 arrows can move 1, 2, 3 or 4 spaces in a straight line in any one direction its arrows are pointing. Pawns can change their direction, not rotate, when using an action space during a move but can still only travel the amount of spaces equal to the arrows in the pawn. Players may also choose to move and stop on an action space to rotate their pawn and end their turn -OR- choose not to move at all and rotate any one of their pawns on an action space.

Capturing arrows is done by jumping pawns and removing the arrow(s) that align with each jump -OR- by landing directly on them by exactly the same number as arrows in the attacking pawn. In a landing attack only one arrow is captured and the attacking pawn has choice of which one to remove. The attacker then places the attacked pawn on any unoccupied action space and can position it at any angle. It is possible to have multiple pawns attacked in one turn. It is also possible to have 2 different types of attacks in a single turn. First to capture 17 arrows is the winner. If you get stuck or have any questions refer to the long form instructions.



Do you have a question? Give us a call at 800.433.4263 or visit us online, www.tallicor.com to see our full line of great games!



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