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Battle Lines

SETUP: Place your counters face down on the dots on your side of the board.

GOAL: Move one of your units into your opponent's colored Reserve area.

Areas: Each rectangle is an Area. An area can hold one unit for each dot. The long flank areas can hold one unit, though they have no dot.

PLAY: 2 Actions/Turn. Move or Attack.

Move - Move a unit into an adjacent area. No unit can enter an area with enemies.

Attack - Remove an adjacent enemy unit.

Kills
 Kills and is Killed by All
 Can not Block or be Blocked.

Blocks - A unit may not attack into an area with a unit that can kill it.

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Business Card Derby

Setup: Place each car in the square of its color, facing its opponent. Each player places an Action Token face down in their Move box and their HP token on 5.

Goal: Reduce your opponent's HP to 0.

Turn Sequence:

1. Turn over the Action Token in the Move box.
2. Move your car as shown on the Action Token. The car may not leave the board. If the car enters the square with another car, that car is pushed and both cars are Hit. (Front Hit = 0HP, Side = 1HP, Rear = 2HP)
3. Place an Action Token face down in the Move box.

Forward 1
 Reverse 1
 Spin
 Forward, Turn, Forward

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Reserves

Reserves

Setup: Each player puts 4 stones on their edge and 1 in Reserve.

Goal: Make a path from your Reserve to your opponents.

Play: Move one stone one square in any direction.

- All stones must stay 'in contact' (a path of adjacent stones leading to your Reserve.)
- Stones left hanging move to Reserve.
- You may not move so that a stone of yours is out of contact.
- You may not fill the row next to your Reserve. If full, You must move a stone out on your next turn.
- A stone may push one other stone, but not off the board.

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Jump 'n' Spin

Goal: Move one of your pieces into one of your opponent's home squares.

Setup: Place the counters on the squares with dots in the center.

Play: Players alternate turns. Each turn move one counter:

Jump over adjacent counters of your color. Switch places with adjacent counters of your opponent's color.

You must make a move every turn, or forfeit the game.

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The Lineup Shuffle

Goal: Get four counters in a row vertically, horizontally or diagonally.

Setup: The board begins empty.

Play: Each turn place one counter next to the board and slide up, down or across, stopping when it meets a square holding a counter or the opposite edge.

Ending in a Draw: If both players run out of counters and neither has four in a row, the game ends in a draw.

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Elbow Room

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