



BACKLASH



AGES
7+

INSTRUCTIONS

Backlash is a 2-player strategy game, where players compete to remove their opponent's tokens from the board.

Contents:

- Gameboard
- 8 Black Underling tokens
- 8 Black Overling tokens
- 8 White Underling tokens
- 8 White Overling tokens

Objective:

Be the first player to remove the opponent's tokens from the board.

To Start:

- Each player chooses a colour and places 8 Overling tokens and 8 Underling tokens on opposite sides of the board. See Fig.A.
- White plays first.

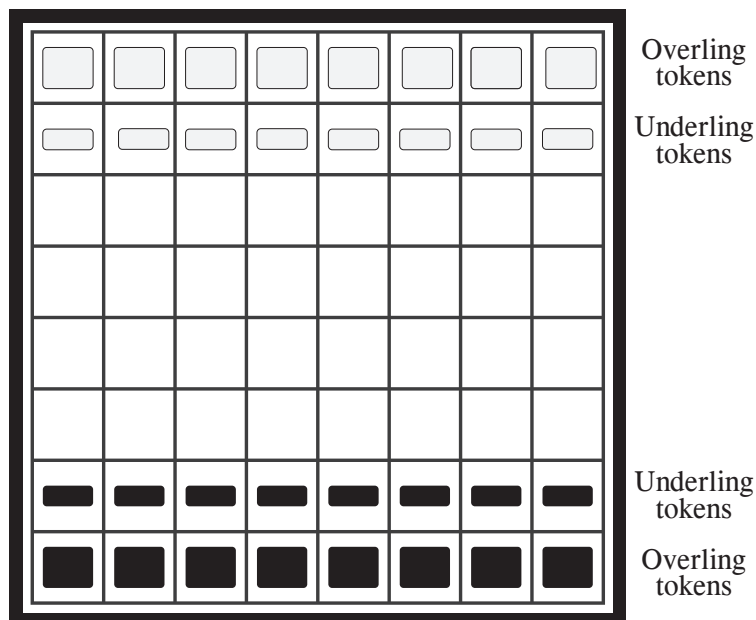

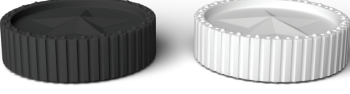


Fig. A

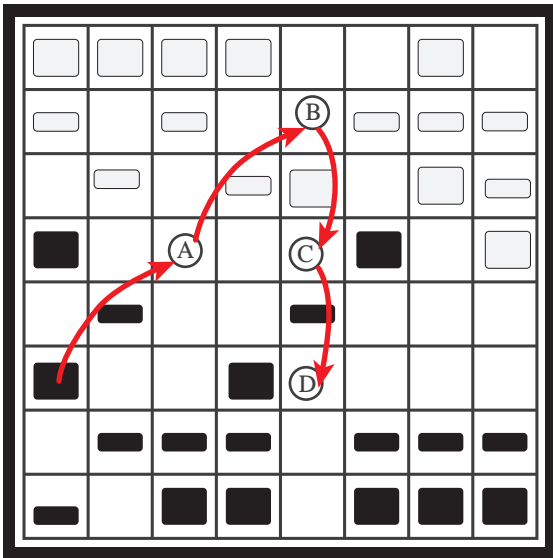
To Move:

- The powers to Move or Jump are based on the type of token (see rules below).

Token	Powers
 Overling token	During a turn, a player <ul style="list-style-type: none"> • Can make one or multiple jumps over own or opponent's tokens in any direction; opponent's token(s) is/are removed, if jumped over. (or) • Can choose to move 1 space in any direction rather than jump.
 Underling token	<ul style="list-style-type: none"> • Can move only 1 space in any direction. • Can only remove the opponent's token by moving diagonally on the space it occupies • When the Underling token reaches the far side of the board, it can be exchanged for a player's previously removed Overling token and placed back on the same square, where the Underling token was removed.

The following are illustrative examples of the moves that an Overling and Underling can make in a game.

ILLUSTRATION A



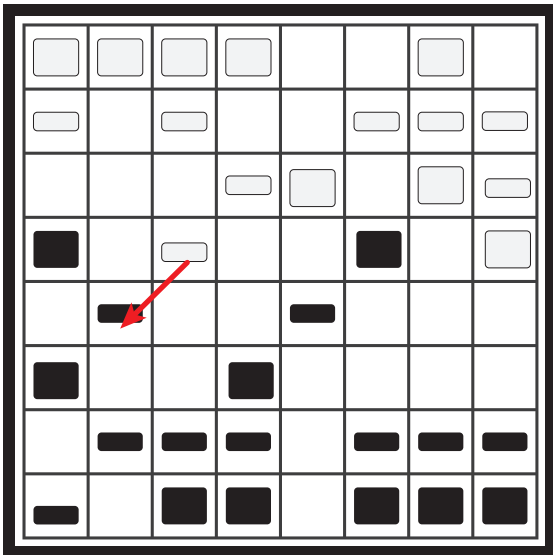
Step 1: Black Overling token jumps over Black Underling token diagonally, to land on the empty space 'A'.

Step 2: The same Black Overling token jumps diagonally over a White Underling token to land on the empty space 'B'. The White Underling token is removed from the game board.

Step 3: The same Black Overling token now makes a vertical downwards jump over a White Overling token to land on the empty space 'C'. The White Overling token is removed from the game board.

Step 4: The same Black Overling token jumps over a Black Underling token to land on the empty space 'D'. This move is optional.

ILLUSTRATION B



Step 1: The White Underling token moves diagonally and occupies the space of the Black Underling token; the Black Underling token is removed from the game board.

The Winner: The first player to remove all the tokens of the opponent wins!

