

TEKTONO™ DASH

GAME RULEBOOK

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KING'S CALL

A Race-Building Adventure

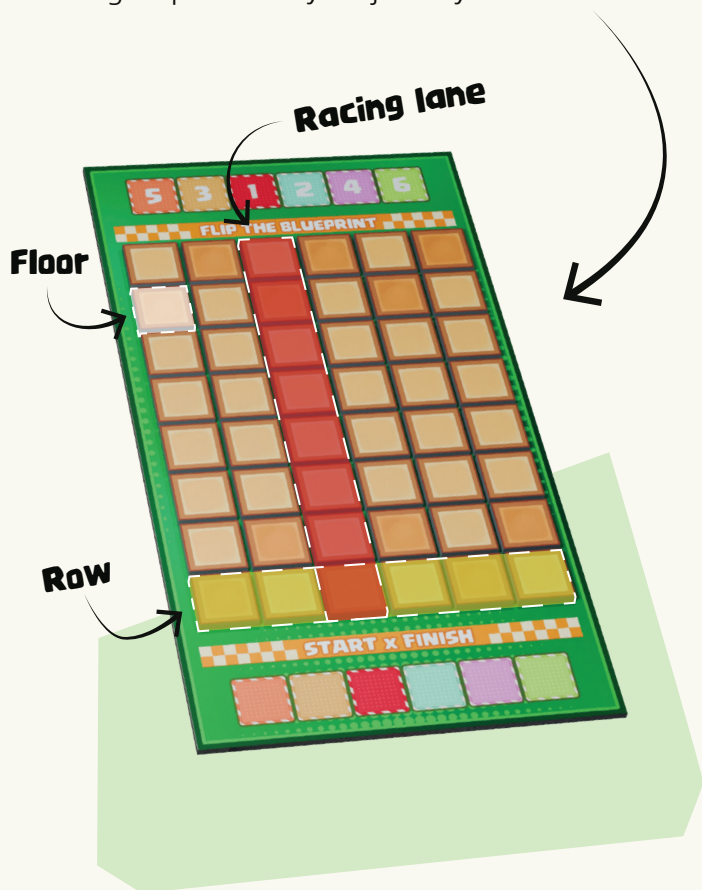
Welcome to Tektonia! You, brave Dasher, have partnered with a quirky Tekton builder to answer the King's call. Your mission: race through the realm, complete your Blueprint missions, and cause just the right amount of mayhem along the way! Will you focus on methodical strategy or embrace chaos? Either way, your path will reveal your true Tekton personality. Ready to become the Champion of Tektonia?



COMPONENTS

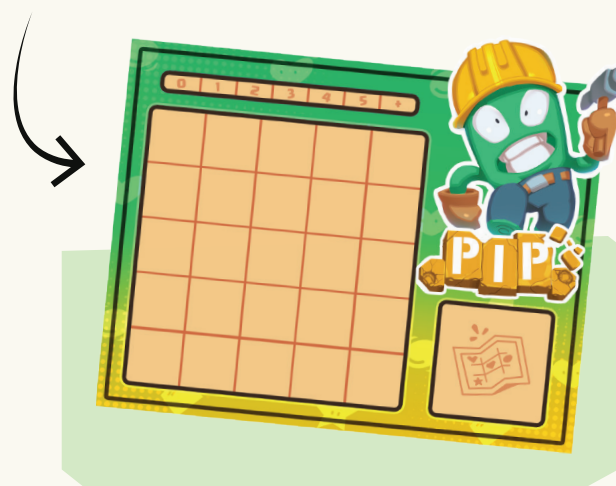
1. Race Board

The main game Board where you'll race to collect vs and reach the finish line. Multiple paths offer different strategic options for your journey.



2. Player Boards and Meeples

Player Boards and 6 meeple (one pair per player). Use your Board to arrange collected Tiles and complete your unique blueprint pattern.



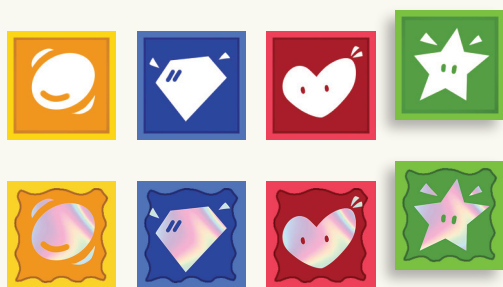
3. Blueprint

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



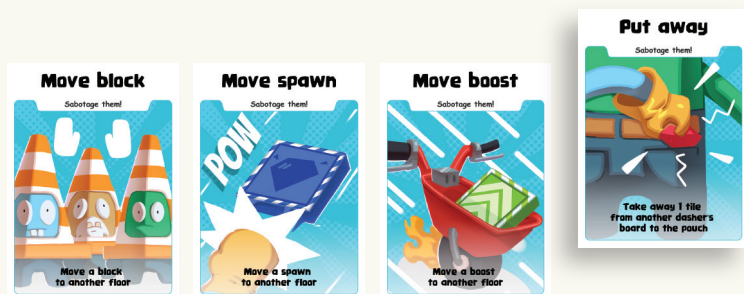
4. Tiles

96 Tiles in 4 distinct types and colors that you'll collect during the race to match your blueprint pattern.



6. Power-up Cards

26 special ability cards that you can activate when landing on power-up Tiles, giving you strategic advantages during the race.



8. Spawn Dice

A specialized six-sided die used to determine the spawning positions during the race. Each face displays unique icons that indicate where new Tiles will appear on the Board.



10. 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 Dasher Specialty skill before racing the final lap.



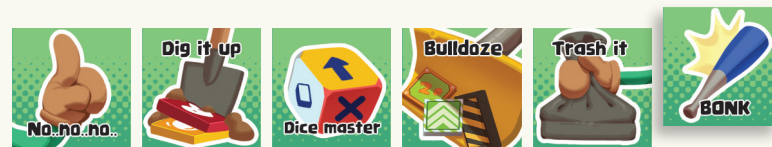
5. Obstacles

- 6 **Spawn** points (4 regular, 2 special)
- 6 **Stack** zones (4 regular, 2 special)
- 6 **Boost** pads (4 regular, 2 special)
- 6 **Block** barriers



7. Dasher Specialty Tokens and Guide

12 Dasher Specialty Tokens that can be used strategically at any point during gameplay to gain advantages. Includes a guide explaining each token's effect.



9. Dasher Totem

A special marker for each player that you can place on any floor space of the game Board to claim a Tile.



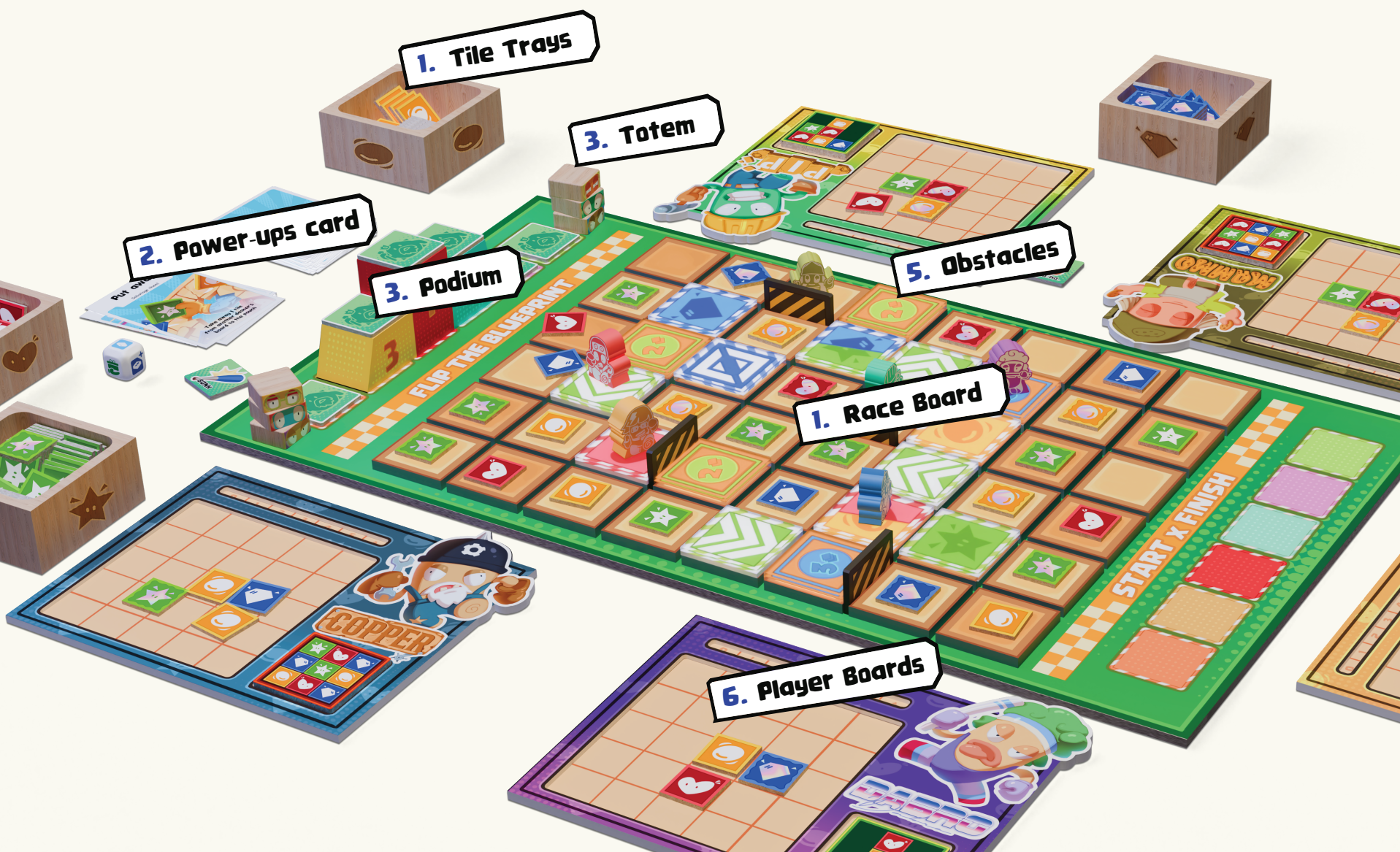
11. Tektonpedia

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



GAME SETUP

1. Set the Race Board in the center of the table with the Tile Trays around it for easy access by all players.
2. Keep the Power-Up Cards and Spawner Dice near the "Flip the Blueprint" area within everyone's reach.
3. Place the Podium at the "Flip the Blueprint" end of the Board according to the finishing number, and stack the Totems next to the finishing positions.
4. Decide how many players will be rolled into the race. This determines the number of Rows that should be used in the Racing Board, number of obstacles and Dasher Specialty Tokens (page 5).
5. Place Dasher Specialty tokens face-down on the podium, matching your player count. Each player receives one token secretly - keep it hidden from other players!
6. Pick your Player Boards and Meeples., then gather around the Board to begin your race.

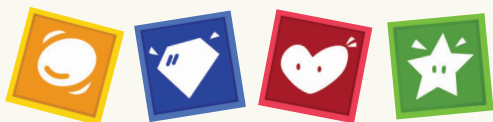


PLAYER BOARD SETUP

Start placing
in this area!



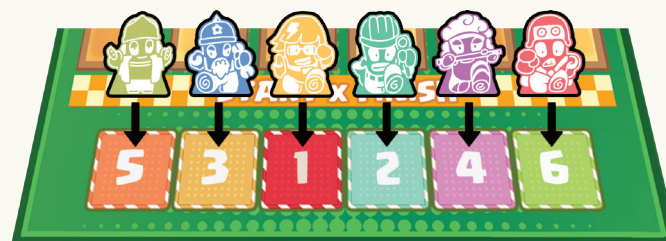
1. Place your Player Board in front of you and set sabotage meter to 0.
2. Make sure you have one Dasher Specialty Guide and one Dasher Specialty Token. Don't let other players see it!
3. Take 2 starting Tiles from the Tile Trays - make sure they're different colors! Place them regular-side-up anywhere in section 3 of your Board (9 Square in the center).



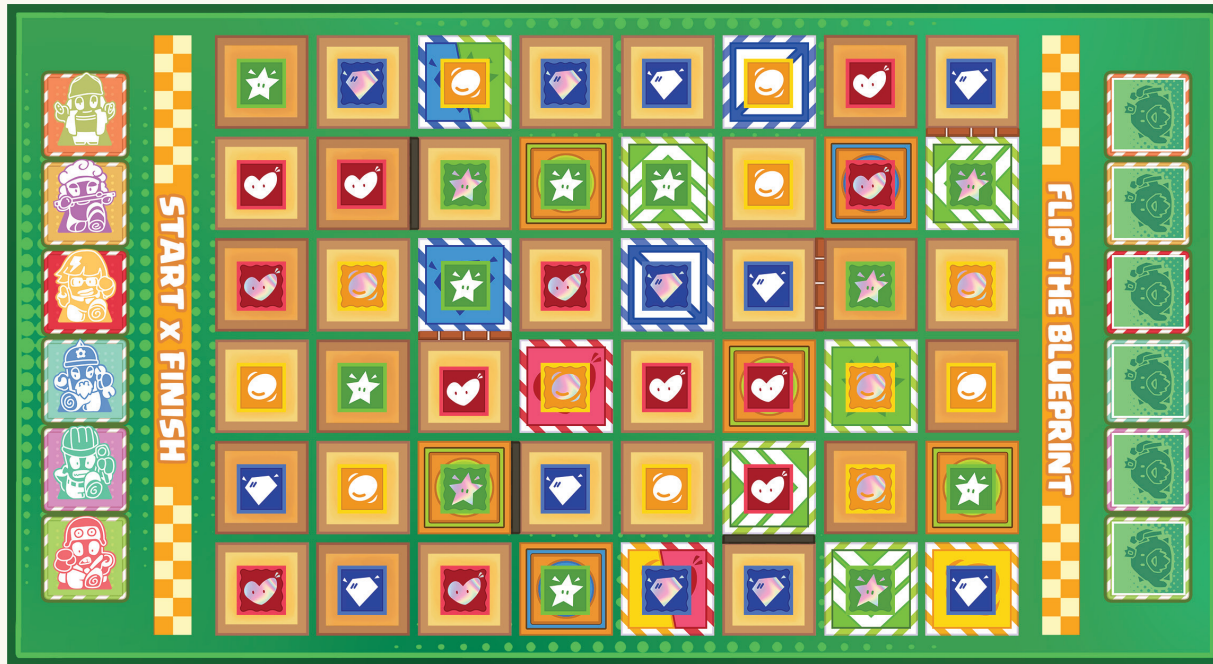
4. Draw one Blueprint and place it in your Board's Blueprint slot, green side up. The red side stays hidden until you complete Lap 1 - no peeking! Return unused Blueprints to the box.



5. Who goes first? The most recent runner or jogger takes the lead, with play continuing clockwise. (Or randomly choose, if you prefer!)
6. Place your Meeple on the track matching your turn order. Ready, set, dash!



OBSTACLES SETUP



List of Obstacles :



Spawn



Stack



Boost



Block



Special
Spawn



Special
Stack



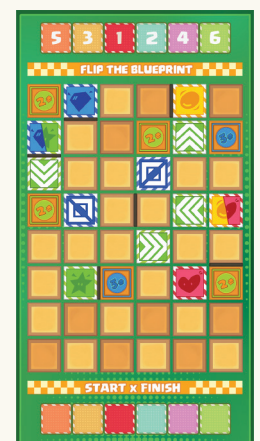
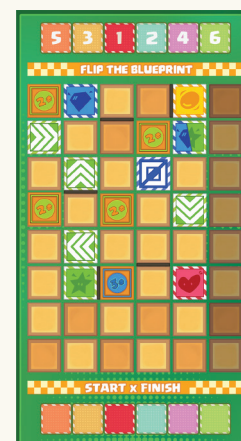
Special
Boost

Racing Lanes Setup

The number of players will define the playable area on the Board and total number of Obstacles to be placed.

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

Player count and active lanes



For 3 players

For 4 players

For 5 players

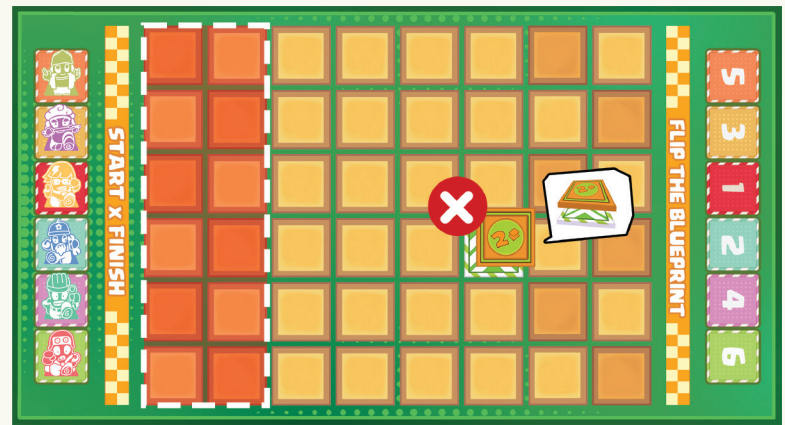
For 6 players

non
costumizable

Stacking and Placement Rules

Player count determines the number of active lanes, as shown previously. For 3 players, choose one of the pre-made setups shown. For 4-6 players, customize your own layout. When placing obstacles, remember these key rules:

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



For 4 Players

Each player receives a **Standard Set**:

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

For 5-6 Players

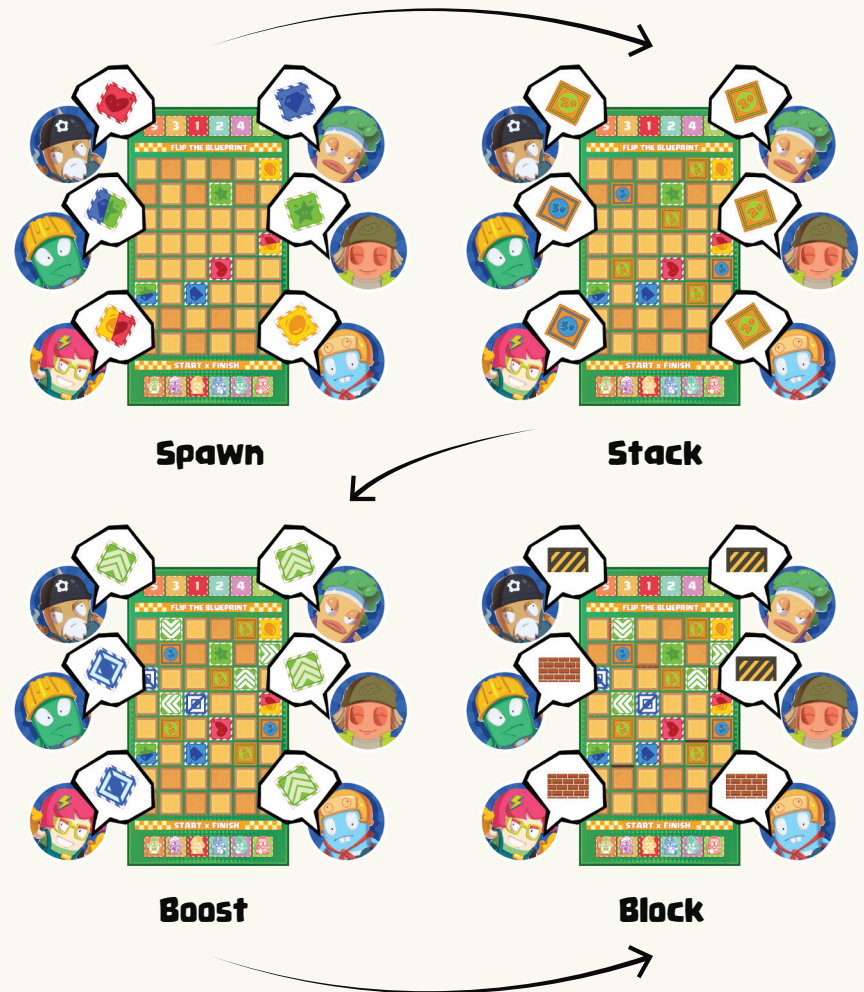
First four players each receive a **Standard Set**.

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

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

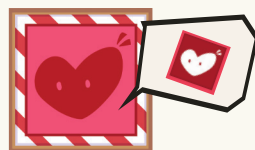
Placement Rules: Players take turns clockwise to place 1 type of obstacles at a time. Placing it by this order: Spawn, Stack, Boost and Block.

Example: All players place their Spawn first, then all place their Stack, and so on until complete!



A. Spawn

Place regular Spawn Obstacles anywhere except first two rows from start line.



B. Stack

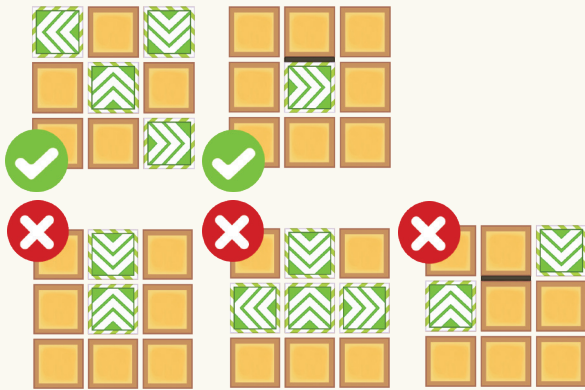
Place regular Stack Obstacles anywhere except first two rows from start line. Remember: Don't stack these with other Obstacles.



C. Boost

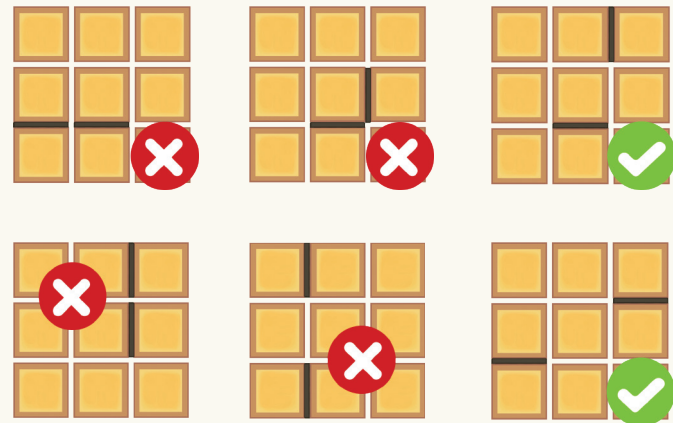
When placing Boost, remember these key rules:

- Cannot form **+** or **T** shapes with other Boosts
- Cannot be placed diagonally with horizontal Blocks
- Boost arrows cannot point to the same direction in a game setup



D. Block

Use two types of Blocks: horizontal and vertical. Split them evenly. If the number is odd, players have the agency to choose. Horizontal blocks cannot be placed in the same row-gap, and vertical blocks cannot be placed in the same lane-gap.



Special Obstacles

Placement of Special Set only unlocked with 5-6 players, with same rule as their regular counterpart.



TILE SETUP

3	6 per type
4	8 per type
5	10 per type
6	12 per type

not recommended

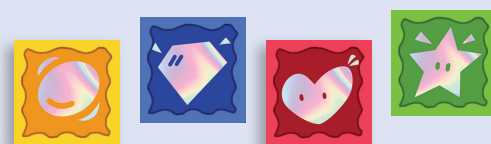
Take Tiles from Tile Trays with equal number for each color to fill up the Race Board. The number of each colored Tiles depends on the number of players as shown on image above.

Regular Tiles



After you gather how much Tiles you need to play, place it on the Board randomly. **Regular side facing up!** Players have agency to decide how randomize the placements of the Tiles be. More random more fun!

Power-up Tiles



And then, after all player agreed upon the setup, each player flip 3 token to show Power-Up side facing up. Again, randomly! And voila, Race Board setup is done!



RACE OVERVIEW

First Lap

1. Goal: Complete your Green Blueprint mission and reach the Flip Line.
2. You get 1 Action Set per turn
3. Strategic tips:
 - Use Obstacles to your advantage
 - Collect Power-Ups Tile to use Power-Ups Cards.
4. Power-Ups activate:
 - When round 3 begins!
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 blueprint and lap unlocks 2 actions per turn for all players, starting with the first lap winner at the beginning of the next turn!
3. Reward: Get 1 extra Dasher Specialty token at the flip line based on your first lap finishing position.
4. Keep Racing: Your Tiles stay on your Board - rearrange them to match your red blueprint pattern.

TAKING A TURN



Move

Move one square in any direction (straight or diagonal).



Take

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



Put

Place a Tile beneath your position on an empty floor.



Special move

Move a Tile one space in a + shape pattern (no diagonals)



Spawn

Roll Dice to Spawn Tiles.

- = Regular Tile under your position
- = Power-Up Tile on Spawn area
- = Regular Tile on Spawn area
- = No Spawn

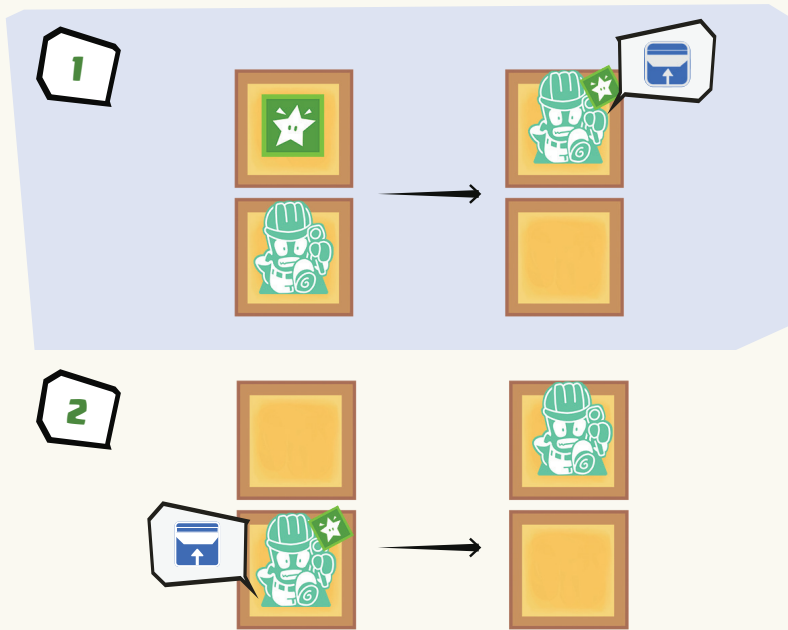
ACTION SETS

Every player must complete a Full Action Set or a Special Move. Every player can't skip 1 of the actions, even if it's inconvenient.



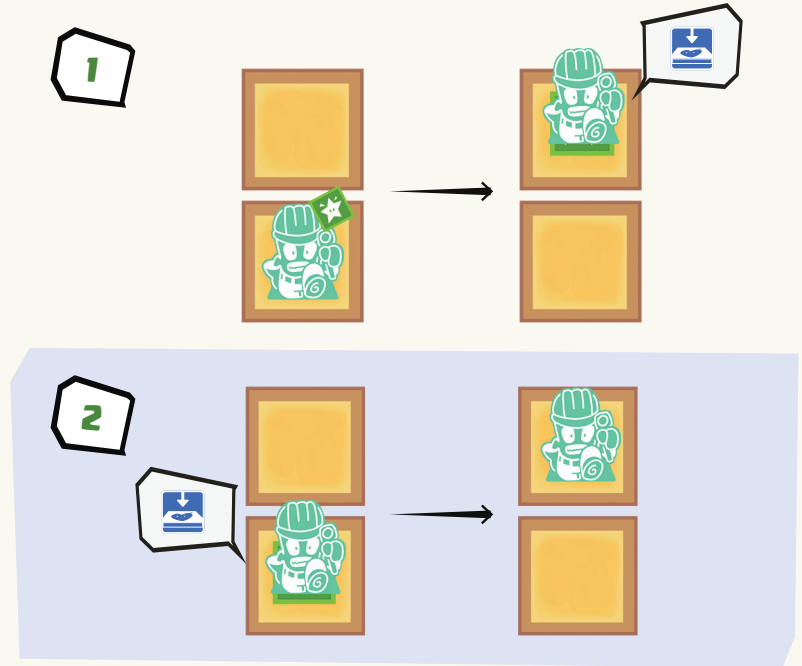
Set A

- Choose either:
- Move then Take 1
 - Or
 - Take then Move 2



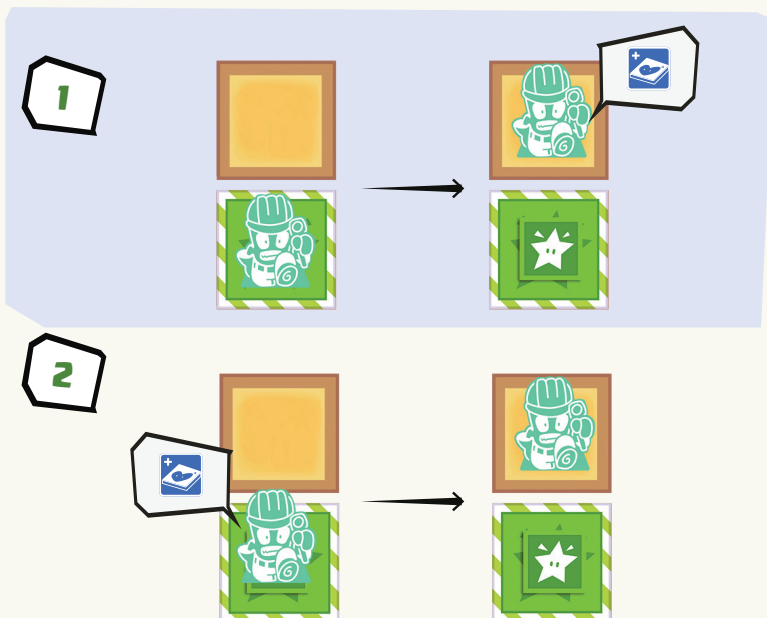
Set B

- Choose either:
- Move then Put 1
 - Or
 - Put then Move 2



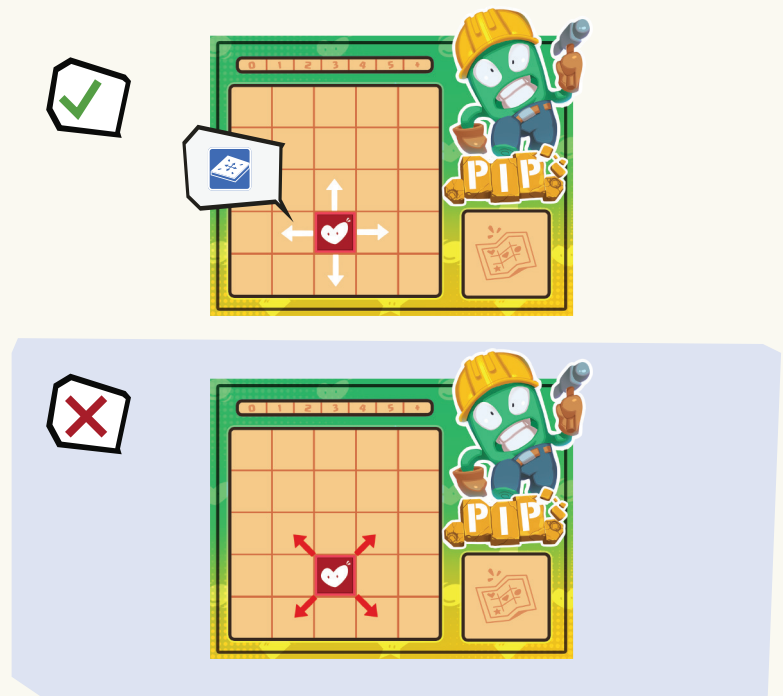
Set C

- Choose either:
- Move then Spawn 1
 - Or
 - Spawn then Move 2



Special Move

- Slide a Tile ✓
- Can't move diagonally ✗



HOW TO RACE



1. Each player gets 1 action set per turn.
2. After a player **completes the** 1st lap with green Blueprint, all players get 2 action sets next round.
3. Power-Up Tiles activate only when the game reaches round 3.
4. Only 1 player allowed per floor.
5. Your Board limit: 4 Tiles per color and 4 Power-Ups Tiles.
6. 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.
 - Stop for one turn, then continue next round.
7. Lap 2 Restrictions:
 - Limited to one special move per round.
8. Returned Power-Ups Tile need one round cooldown before being taken again.
9. Dasher Specialty Token - Use anytime, discard after.



Stuck?

Player can move blocking piece to continue

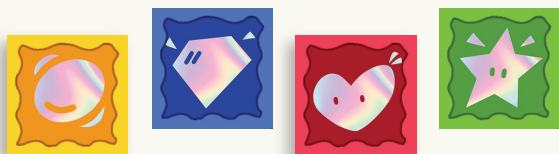
TILES AND OBSTACLE RULES

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 activate 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 graveyard pile.



Regular Spawn



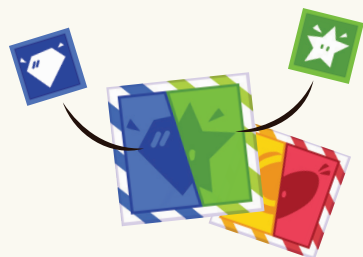
- Tiles (regular and power-up) may appear based on Dice roll.
- After spawning, Tiles move sideways:
 - Center Tiles shift left or right
 - Edge Tiles fall off the Board
 - Tiles stop at blocks or stack in empty floor.



Special Spawn



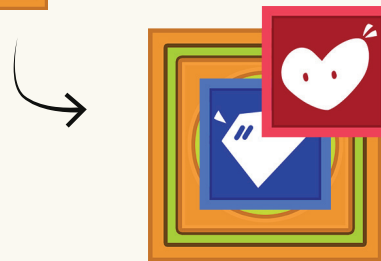
Special Spawn for 5 to 6 players. Works like a regular Spawn, with the exception that you can choose to Spawn one of the 2 types of Tiles shown on the top.



Regular Stack



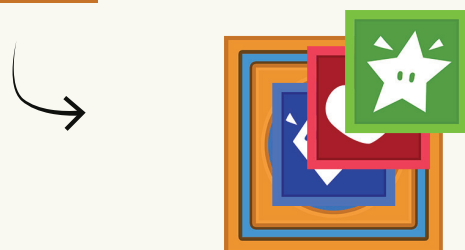
Up to 2 Tiles can stack here. New Tiles go on top. Take Tiles from top only.



Special Stack



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



Boost



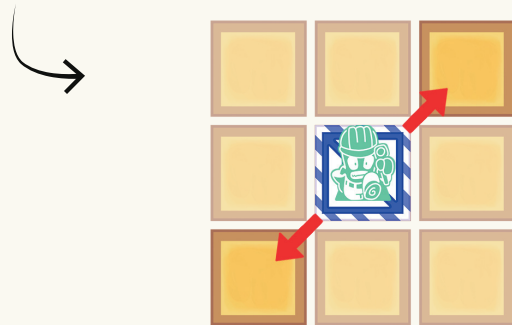
When you land on a Boost Obstacle, either collect any available Tile and move one space in the arrow's direction or collect after moving as per Action Set.



Special Boost



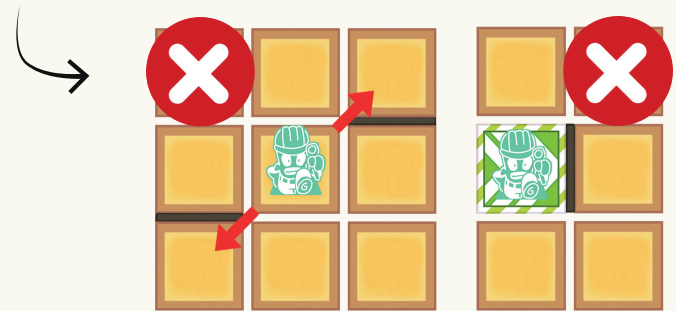
When you land on a Boost Obstacle, either collect any available Tile and move one space in the arrow's direction or collect after moving as per Action Set.



Block

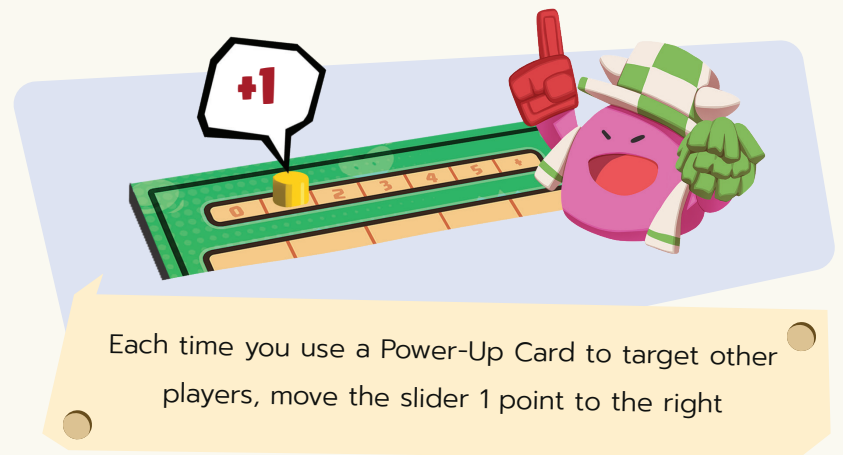


A Block Obstacle prevents dashers from moving forward or diagonally through its position. (Diagram shows Blocked movement paths marked with X)

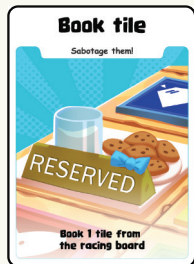


POWER-UPS CARD

When your dasher picks a Power-Up Tile, you draw one Power-Up card. You must then decide if you want to use it. If you choose not to use the Card, return the Power-Up Tile, skip your turn, and place the card in the graveyard pile.

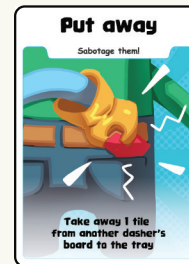


Each time you use a Power-Up Card to target other players, move the slider 1 point to the right



Book Tiles

Book 1 Tile from the Racing Board. Put a Totem on top of the Tiles. It only can be picked up by you.



Put Away

Choose 1 Tile from another Player's Board and return it to the supply tray.



Swap Tiles

Exchange one of your Tiles from your Player Board with any Tile on another Player's Board.



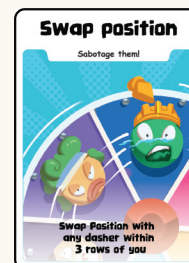
Freeze

Freeze 1 player's movement for 1 turn. the player can't do any action set.



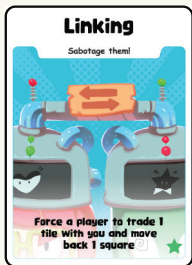
Put Back

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



Swap Position

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



Linking

Force a trade of 1 Tile with another player, then move that player back 1 floor.



Plus Action

Perform one extra action set. You cannot use a special move or collect a used Power-Up Tile you placed down this round.



Burn Tiles

Choose 1 Tile on the racing Board and return it to the Tile Trays.



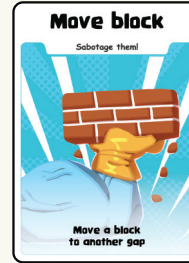
Move Stack

Move a STACK to any floor that has no obstacles or players. All Tiles on the STACK move with it. If the destination has a Tile, swap it with the original STACK location.



Move Dasher

Move a player to 2 floors of your choice. Obstacle effects remain active.



Move Block

Move one Block to any empty gap, following the Obstacle placement rules. Vertical blocks will remain vertical, and horizontal Blocks will remain horizontal.



Move Spawn

Move a SPAWN point to any floor that has no Obstacles or players. All Tiles on it move with it. If the destination has a Tile, swap it with the original SPAWN location.



Move Boost

Move a boost to any floor that has no obstacles or players. All Tiles on it move with it. If the destination has a Tile, swap it with the original Boost location.



DASHER SPECIALTY 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 Specialty Token. Specialty Tokens can be played at any time during your turn or in response to other **players' actions**.



Rock solid

You are not affected by wall Blocks.



Froggy Jump

Jump over an adjacent player and stand next to them.



Bulldoze

Cancel any Power-Ups that involve moving stacks, blocking, spawning, or boosting.



Bonk!

Swap positions with a player adjacent to you.



Dice Master

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



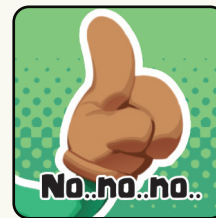
Reflect

Counter any action involving putting back Tiles, swapping Tiles, or putting away Tiles.



Dig it up

Take 1 Tile below you, if available.



No, No, NO

Ignore the effects of freeze, position swaps, or putting away Tiles.



Super Ticket

Swap 1 Tile from your Board with a Tile on the floor where you stand.



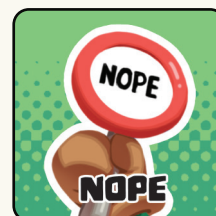
Trash It

Put 1 Tile where you stand, if there is space.



Super Glue

Ignore the effect of a boost.



Nope

Cancel another player's spawn action.

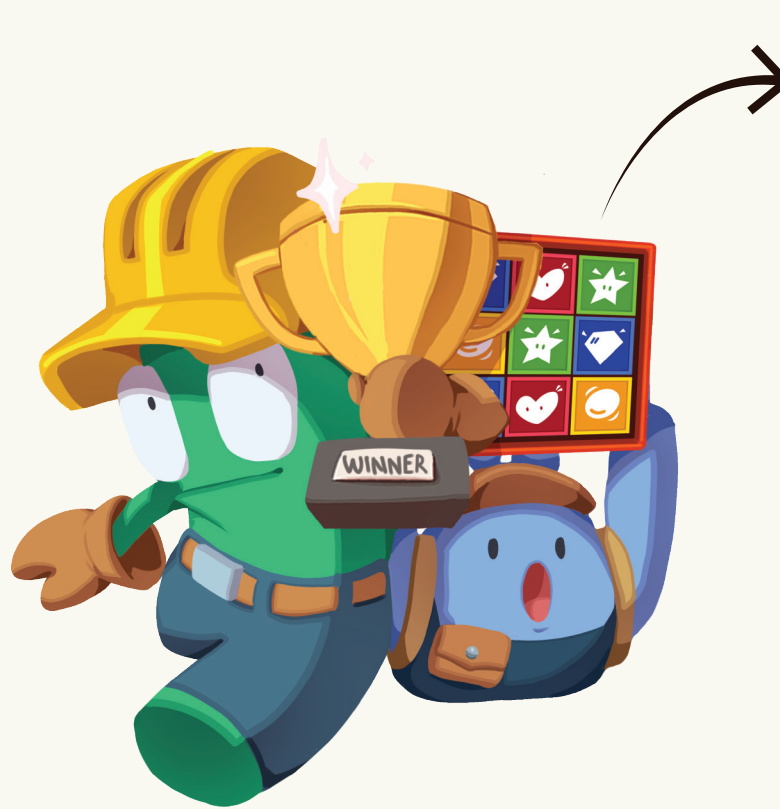
END GAME



To be the ultimate champion, you must race to the finish line on Lap 2 and complete the Red Blueprint. **Finish both, and victory is yours!**

The game ends when one of these **two conditions** is met

But hold on, the game isn't over yet! While our winner claims victory, the remaining player still needs to prove their worth in this final lap! Keep racing till everyone finishes! 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

- LAP 1:** Find your position in the yellow row (1-6)
- LAP 2:** Find your position in the brown column (1-6)
- Your personality number is where these intersect
- You're a Mekton if you used 5+ 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:

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





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!







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DANCHIE GO
STUDIO

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