

SUMMER CAMP GAMES

CAPTURE THE FLAG



Rulebook

Sneak, scout and dash across the meadow. Two camps, one flag each, and a lot of hoodies stuffed with leaves.

2

players

45

minutes

Welcome to camp

It's the last week of summer, and Blue cabin and Red cabin settle it the old way: Capture the Flag.

Each camp hides its flag somewhere on its own half of the meadow, under one of three camp markers. Your campers sneak across the midline, find the real flag, grab it and carry it back to your side. The other camp is trying to do the same to you, and anyone caught on the wrong side of the line gets tagged and marched off to jail.

The twist is that you never quite know what you're looking at. Your campers start as **blinds**: upright wooden blocks with their faces turned toward you. Some are real

campers; some are decoys, camp hoodies propped on broomsticks. A camper stays hidden until it breaks cover to run, and once it's out in the open, enemy eyes can pick it out.

How you win

- **Bring home the flag:** a camper carrying the enemy flag steps onto your half.
- **Jail them all:** every enemy camper is in your jail.

What's in the box



30 terrain tiles

15 designs for each camp. Each tile is a flower of 7 hexes.



16 camper blocks

8 per camp, with a portrait sticker on one face.



6 decoy blocks

3 per camp. From behind they look just like campers.



6 camp markers

Per camp: 1 flag and 2 empty tents, placed face down.



2 jails

One per camp. Captured enemies sit here.



16 Scramble cards

8 per camp, for tag contests.



2 flags

One per camp, revealed when its marker is flipped.



On Watch tokens

For revealed campers that stay still and keep their eyes open.



The divider

The box lid stands across the midline during setup.

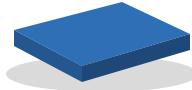
Four words to know

Every block on the board is a **camper** (a real member of your team) or a **decoy** (a fake). A camper can be in one of three states:



Blind

The block stands upright, sticker facing its owner. The other camp can't tell a camper from a decoy.



Revealed

Laid flat, sticker down. Everyone can see it's a real camper out in the open, but not who.



Identified

Flipped sticker up: now everyone knows who it is.

Becoming identified: a revealed camper flips sticker-up when an enemy camper spots it, or when it tags someone, flips a camp marker, picks up a flag or uses its ability. Going back into hiding (*going dark*) stands it up as a blind again, and its identity is secret once more.

Decoys are never revealed. When an enemy spots or tags one, it's taken off the board and goes back to its owner's

supply, ready to be used again.

Raiders and defenders: a camper on the enemy's half is a **raider**; on its own half, a **defender**.

Your home line is the row of hexes along the far edge of your half, deepest from the midline.

The meadow



A game in progress, seen by Blue. Blue's half is outlined in blue, Red's in red; the midline is where the outlines meet. Red's blinds show only as "?".

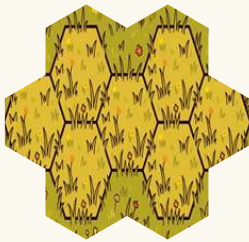
Terrain

Every hex shows two small badges. The **amber** one is the **move cost**: what a revealed camper pays on top of 1 to step in. The **green** one is the **cover**: how it changes a camper's Exposure (how easy it is to see). Lower Exposure is harder to spot.

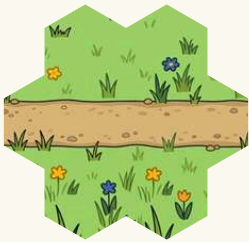
	TERRAIN	MOVE	COVER	NOTES
	Meadow	+0	0	Open grass. Fast, and nowhere to hide.
	Trail	+0	0	
	Bridge	+0	0	Crosses a stream.
	Field	+1	-1	Cabbages and tall crops.
	Brush	+1	-1	Also shortens sight through it (see Seeing).
	Forest	+2	-2	Blocks lines of sight.
	Boulders	+2	-2	Blocks lines of sight. A spotter standing here gets Eyes +1.
	Stream	+2	+1	Splashing about makes you <i>easier</i> to see.
	Pond	no	—	No one may enter.

The 15 tiles

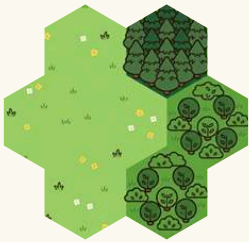
Each camp has one of each design. You build your half from 10 of them (or use a prebuilt map).



1. Open Meadow



2. Meadow Trail



3. Meadow Edge



4. Copse



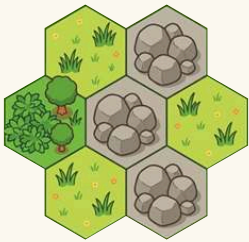
5. Deep Woods



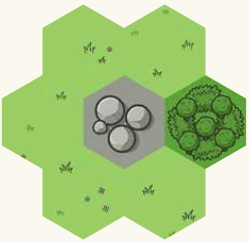
6. Woodland Trail



7. Thicket



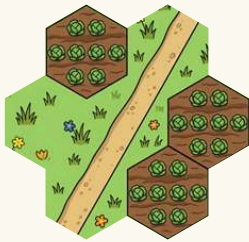
8. Boulder Field



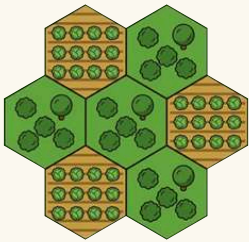
9. Lookout Rock



10. Cabbage Patch



11. Farm Lane



12. Orchard



13. Creek Crossing



14. Duck Pond



15. Forest Brook



Setup

- 1 Divider up.** Stand the box lid across the middle of the table so neither player can see the other's half.
- 2 Pick your team.** Take your Captain plus any 4 of your other 7 campers. Put the rest back in the box.
- 3 Build your half.** Lay out 10 of your 15 tiles, 2 rows deep and 5 along the midline, or lay out one of the prebuilt maps.
- 4 Place your jail** at least 4 hexes from the midline.
- 5 Hide your flag.** Place your 3 camp markers face down: 1 flag and 2 empty tents. Each must be at least 2 hexes from the midline, not on a Pond, and not next to another marker.
- 6 Place your blocks.** Stand your 5 campers and 1 or 2 decoys (your choice) upright at least 3 hexes from the midline, stickers facing you. Any decoy you don't place starts in your supply.
- 7 Divider down.** Each player shuffles their Scramble deck and draws 3 cards.
- 8 Red's head start.** Red activates one block. Then Blue takes the first full turn, and play alternates.

Playing on BoardGameArena

BGA does the divider for you: you set up at the same time without seeing each other's half, the map is prebuilt, and the cards are dealt automatically.

Where to hide the flag?

Deep isn't always best. A flag at the very back is a long walk for raiders, but it also leaves your tents doing the hard work. Put a tent where you'd obviously hide a flag.

Your turn

1. **Refresh:** draw Scramble cards until you hold 3. (If your deck runs out, shuffle your discards.)
2. **Activate** each of your blocks once, in any order you like. You may skip any of them.
3. **Spot check** after every activation (see Seeing).
4. **End:** remove Winded tokens from your blocks that activated, then it's your opponent's turn.

Moving a blind

A blind moves **1 or 2 hexes**, whatever the terrain. It can't enter a Pond or a hex with another block in it. Campers and decoys follow exactly the same rule, so the way a blind moves gives nothing away.

A blind can't spot, tag, flip camp markers, carry a flag or rescue prisoners, and campers can't use their abilities while blind. To do any of that, break cover first.

Breaking cover

At the start of its activation, a camper blind may lay its block down, sticker down: it is now **revealed**. It takes a full revealed activation straight away. A decoy can't break cover, so any block that moves 3 or more hexes is a real camper.

Moving a revealed camper

A revealed camper has **Movement Points (MP)**: 3, 4 or 5, from its Movement rating. Each hex costs **1 plus its amber badge**. A camper with full MP may always move at least 1 hex.

You must stop when you step onto a camp marker, a flag or a jail.

Running

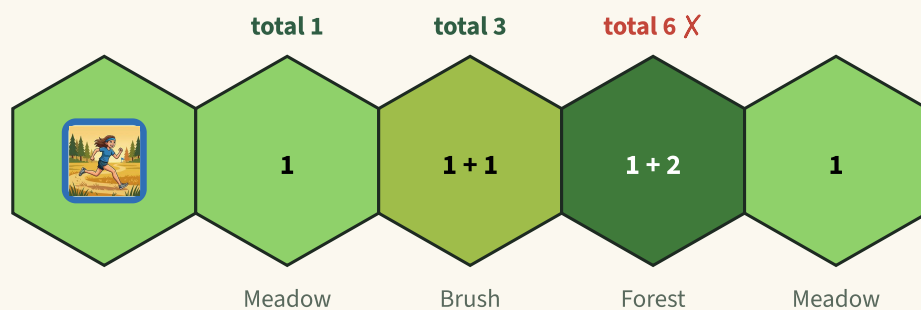
A camper that moves **3 or more hexes** in one activation has **run** (the Shadow: 4 or more). After running, it can't go dark if any enemy block (blind, revealed or decoy) is within 3 hexes with a clear line. Kids running flat out get noticed.

On Watch

A revealed camper that spends its activation without moving gets an **On Watch** token: Eyes +1 until it moves again.

Going dark

At the end of a revealed camper's activation, the spot check happens first. Then, if no revealed enemy can see it (and it didn't just run past an enemy), it may **go dark**: stand it back up as a blind. Its identity is secret again. A flag carrier or an escort can never go dark.



Each hex costs 1 plus its amber badge.

Revealed Sprinter

Movement 3 → 5 MP

Meadow then Brush: 3 MP.
The Forest would cost 3 more,
so she can't get through it.
(Breakaway: Brush costs 1.)



Seeing

Only revealed campers can spot. Blinds keep their heads down, and decoys are, well, hoodies.

Eyes = Vision

2, 3 or 4 · +1 standing on Boulders · +1 On Watch

Exposure = Stealth + cover

Stealth gives +1, 0 or -1 (decoys 0) · cover is the hex's green badge

Range = Eyes + Exposure – Brush in between

An enemy block is **spotted** if it's **adjacent** to a revealed camper, or if the line between them is clear and the distance is no more than the Range.

The line

Draw a line from the center of one hex to the center of the other. **Forest and Boulders** between them block it. If the line runs exactly along a hexside, the spotter gets the clearer side. Every **Brush** hex the line crosses takes 1 off the Range (the Lookout ignores this).

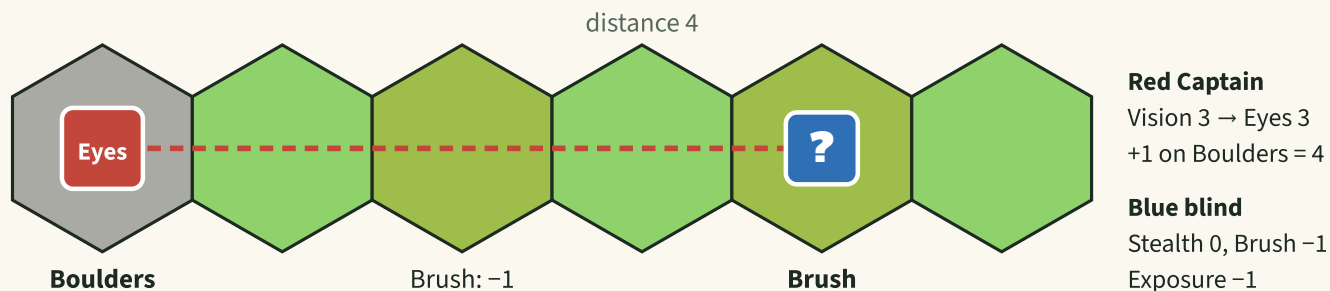
When a block is spotted

- A **decoy** is removed and goes back to its owner's supply.
- A **camper blind** is laid flat and identified, sticker up.
- A **revealed camper** lying sticker-down is flipped up: identified.

The spot check happens after every activation, for every revealed camper on both sides.

On BGA

Spotting is automatic. Before you move a blind, any hex where it would be seen is marked with an eye: solid red if it *will* be seen, dashed amber if it *might* be (an unidentified enemy with sharp eyes could see it).



Range = 4 + (-1) - 1 Brush between = 2. The blind is 4 hexes away, so it stays hidden. Two hexes closer, it would be caught.

Vanishing tricks

Once the other camp has seen where your Sprinter went to ground, how do you keep them guessing? Mix your campers up with your decoys.

Split

When a camper goes dark on **Field, Brush, Forest or Boulders** (the Trickster: anywhere), you may take a decoy from your supply. Mix it with the camper's block out of sight, then stand one in the camper's hex and the other in an adjacent empty hex it could legally enter.

Now there are two blinds where there was one camper, and only you know which is which.

Shell Game

Once per turn, between activations, pick two of your blinds within 2 hexes of each other that **no revealed enemy can see**. Swap them in secret, or just pretend to: shuffle them about behind your hand and put them down.

Camp Runner (optional variant)

During your Refresh, you may place one decoy from your supply on any empty hex of your home line. Agree before the game whether you're using this rule.

On BGA

Splits and Shell Games happen out of sight. When your opponent plays the Shell Game, you see their two blinds whirl around each other, whether or not they really swapped. A Split shows a second blind appearing.

Reading the board

Every blind could be anyone. A few things give campers away:

- a block that moves 3+ hexes (decoys can't break cover);
- a block that tags, flips a marker or carries a flag;
- Sniff Out from an enemy Tracker.

And a few things hide them again: going dark, Splits, the Shell Game, and decoys that keep walking like they mean it.



Hoodie on a stick: from across the meadow, who can tell?



Tagging: the Scramble

Only defenders tag. A revealed camper on its own half may tag an enemy block on that half by moving into its hex. (The Anchor's Long Arms can tag from next door.) Raiders can't tag.

Tagging a blind: flip it first. If it's a decoy, it goes back to its owner's supply and the tagger's activation ends. If it's a camper, Scramble!

Scramble

Both players secretly choose a card from their hand and reveal them together.

Tagger = card + Agility + 1 if 2+ MP left + 1 per earlier try on this raider this turn

Raider = card + Agility

No cards in hand? The card counts as 0.

- **Tagger equal or higher:** caught! The tagger moves into the raider's hex and its activation ends.
- **Raider higher:** the raider slips away but is **Winded** (-1 MP on its next turn), and the tagger's activation ends.

Both cards go to their owners' discard piles.

Ganging up

A raider that slips one tagger can be tried again by another, and each earlier try this turn adds +1 to the next tagger's total.

The Scramble deck

Each camp has the same 8 cards. The words are just for fun: the top one when you're chasing, the bottom one when you're dodging.

FUMBLE	REACH	LUNGE	DIVE	POUNCE
0	1	2	3	4
FREEZE	DUCK	SPIN	JUKE	VANISH

There are two each of the 1, 2 and 3 cards, and one each of 0 and 4.

Escort to jail

From its next turn, the tagger walks its prisoner to jail: 2 hexes per activation along the cheapest route on its own half, to a hex next to its jail. The prisoner then goes in. While escorting, the tagger can't do anything else or go dark. A prisoner can't be rescued on the way, and counts as jailed.



Jail

Jailed campers sit face up on the enemy's jail.

Jailbreak: a revealed teammate that ends its move on the enemy jail frees everyone inside. Every prisoner there, plus the rescuer, goes back to your home line as blinds, on any empty hexes.

A camper carrying the flag can't enter the enemy jail.

Guarding the jail

The jail is a magnet for raiders once it has prisoners in it. A defender On Watch nearby, standing on Boulders, sees a long way.

Flags

Finding the flag

Only a revealed camper can enter an enemy camp-marker hex. It flips the marker: an empty tent is removed; the flag stays. Either way, the camper is identified.

Grabbing it

Picking up the flag costs 1 MP. The carrier moves at most **2 hexes per activation** and can't go dark. Everyone will know exactly where it is.

Dropped flags

If the carrier is tagged, the flag drops face up in that hex. Any raider may pick it up again for 1 MP.

Taking it back: a defender that picks up its own dropped flag walks it home, 2 hexes per activation along the cheapest route, to the hex the flag started in, doing nothing else until it's there. The defender that made the tag must wait until its next turn to start.



Empty tent: removed



Blue flag



Red flag



Winning

Bring home the flag. The moment a camper carrying the enemy flag steps onto your half, your camp wins.

Jail them all. If every enemy camper is in your jail (or being escorted there) at the end of a turn, your camp wins.

Tips for your first game

- Move decoys like campers. A decoy that never goes anywhere fools no one.
- Breaking cover is loud. Do it when you need speed, and plan where you'll go dark.
- Keep a defender or two at home. Only defenders can tag.
- Count Ranges before you step into the open: Boulders and On Watch add up quickly.

- Hold your 4 card for a Scramble that matters, like the one over your flag.

Playing on BoardGameArena

- **No peeking:** while your opponent takes their turn you see nothing. When your turn starts, a replay slides every piece you could see from where it was to where it went.
- **Scrambles** pause the turn: a defender who must pick a card gets the replay so far first.
- **Ready blocks** glow white. An activation ends by itself when there's nothing else that block can do.
- **Hover** a camper's stats in the side panel for a quick reminder of how they work.

Summer Camp Games: Capture the Flag

Game design by Ryan Barnard · Illustrations made with Nano Banana Pro · Rules version 0.2 (playtest)

The campers

Stats are rated 1 to 3, and every camper's stats add up to 8. **Agility** adds +1/+2/+3 in a Scramble; **Movement** gives 3/4/5 MP; **Stealth** gives Exposure +1/0/-1; **Vision** gives Eyes 2/3/4.



Priya



Sunny

Captain ALWAYS PLAYS

Agility ●●○ +2 Scramble
 Movement ●●○ 4 MP
 Stealth ●●○ 0 Exposure
 Vision ●●○ Eyes 3

Whistle. Once per turn, one revealed teammate within 3 hexes gets +1 MP this turn. Every camp must play its Captain.



Juniper



Marisol

Sprinter

Agility ●●○ +2 Scramble
 Movement ●●● 5 MP
 Stealth ●○○ +1 Exposure
 Vision ●●○ Eyes 3

Breakaway. Once per turn, enter one Field or Brush hex without paying the +1.



Wren



Kit

Shadow

Agility ●●○ +2 Scramble
 Movement ●○○ 3 MP
 Stealth ●●● -1 Exposure
 Vision ●●○ Eyes 3

Quiet Feet. Moving 3 hexes doesn't count as running for you; only 4 or more does.



Ezra



Hollis

Lookout

Agility ●○○ +1 Scramble
 Movement ●●○ 4 MP
 Stealth ●●○ 0 Exposure
 Vision ●●● Eyes 4

Eagle Eye. Brush between you and a target doesn't shorten your sight.



Bo



Ray

Anchor

Agility ●●● +3 Scramble
 Movement ●●○ 4 MP
 Stealth ●○○ +1 Exposure
 Vision ●●○ Eyes 3

Long Arms. Spend 1 MP to start a Scramble with an adjacent enemy without entering its hex.



Pip



Moxie

Trickster

Agility ●●○ +2 Scramble
 Movement ●●○ 4 MP
 Stealth ●●● -1 Exposure
 Vision ●○○ Eyes 2

Hoodie on a Stick. You may Split anywhere, not only in cover.



Dakota



Arlo

Tracker

Agility ●●○ +2 Scramble
 Movement ●●○ 4 MP
 Stealth ●○○ +1 Exposure
 Vision ●●● Eyes 4

Sniff Out. Once per turn, point at an enemy blind within 3 hexes that you have a clear line to. Its owner must tell you whether it's a decoy.



Theo



Nell

Ranger

Agility ●●○ +2 Scramble
 Movement ●●● 5 MP
 Stealth ●●○ 0 Exposure
 Vision ●○○ Eyes 2

Trailblazer. Forest, Boulders and Stream cost you +1 instead of +2.

Quick reference

A turn

- 1. Draw up to 3 cards (Camp Runner: place a decoy on your home line).
- 2. Activate each block once.
- 3. Spot check after each activation.
- 4. Remove Winded from blocks that activated.

Revealed campers

- MP 3 / 4 / 5. Each hex costs 1 + amber badge.
- Ran = 3+ hexes (Shadow 4+): no going dark near an enemy block (3 hexes, clear line).
- Didn't move: On Watch, Eyes +1.
- Stop on markers, flags and jails.

Scramble

- Tagger: card + Agility, +1 if 2+ MP, +1 per earlier try.
- Raider: card + Agility.
- Ties go to the tagger. A raider that wins is Winded.

Blinds

- Move 1–2 hexes, any terrain.
- Can't spot, tag, flip markers, carry or rescue.
- Break cover at the start of an activation to get full MP.

Seeing

- Eyes = Vision 2/3/4, +1 Boulders, +1 On Watch.
- Exposure = Stealth +1/0/–1 + cover.
- Range = Eyes + Exposure – Brush between.
- Adjacent is always seen. Forest and Boulders block.

Jail and flags

- Escort: 2 hexes per activation, from the tagger's next turn.
- Rescue: end a move on the enemy jail; all go home as blinds.
- Carrier: 2 hexes per activation, can't go dark or enter the jail.
- Dropped flag: raiders pick up for 1 MP; defenders walk it home.

TERRAIN	MOVE	COVER	TERRAIN	MOVE	COVER
Meadow, Trail, Bridge	+0	0	Forest	+2	–2 blocks sight
Field	+1	–1	Boulders	+2	–2 blocks sight, Eyes +1
Brush	+1	–1 –1 Range	Stream	+2	+1
			Pond	no	impassable

Win by carrying the enemy flag onto your half, or by having every enemy camper in your jail at the end of a turn.

