

[Team 4] -- [TW03-04]

[Corner Rush]

Team Members

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Overview

Corner Rush is a 4 player strategic board game for ages 8 and up.

Objective

To reach the token that is placed at the edge of the board diagonally opposite to your pawn.

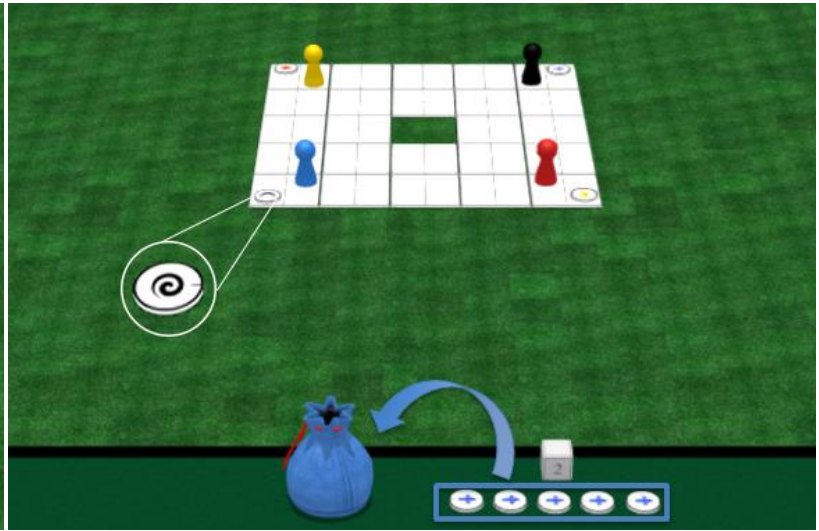
Equipment

- 24 tiles
- 24 tokens
- 4 token bags
- 4 pawns
- 4 dice

Setting Up



1A: Initial Set-up (Overhead view)



1B: Initial Set-up (First-person view)

The game is initially configured by combining white tiles in a 5x5 format, with the middle piece empty, tiles facing down. Each player has in their possession: 1 dice, 1 token bag, and 5 tokens. All 5 tokens are placed in the token bag.

Each player is represented by a coloured pawn on the board. 1 token (Ace¹) of a corresponding colour is placed on the edge of the board at the opposite end diagonal to the pawn (depicted in Figures 1A and 1B).

Starting the Game

The game begins with each player rolling their dice. The player with the largest number on their dice starts first (smallest to largest number in the order of: Null², 2,3,4,5, Ace³).

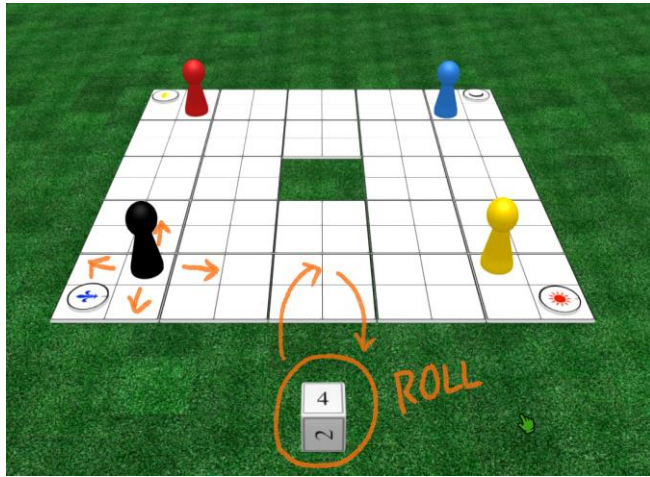
In the event of a tie, the two players will re-roll till one has a larger number than the other.

¹ Token face: Swirl symbol

² Die face: Blank

³ Die face: Symbol

Playing the game



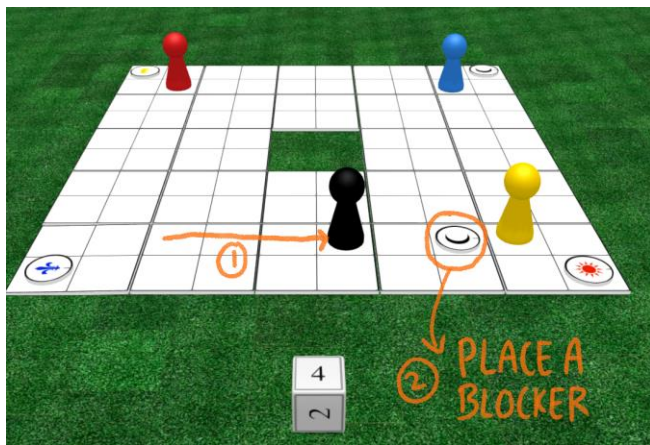
1

At the start of their turn, the player will roll their dice.

The number shown on the dice will be the number of moves they can make with their pawn (Ace = 6).

If the dice shows **Null**, the player cannot move their pawn but can **re-roll** and **move another player's pawn by the same number of squares shown on the dice**.

A pawn can only move **up, down, left or right**. The player must use all the moves in that turn.



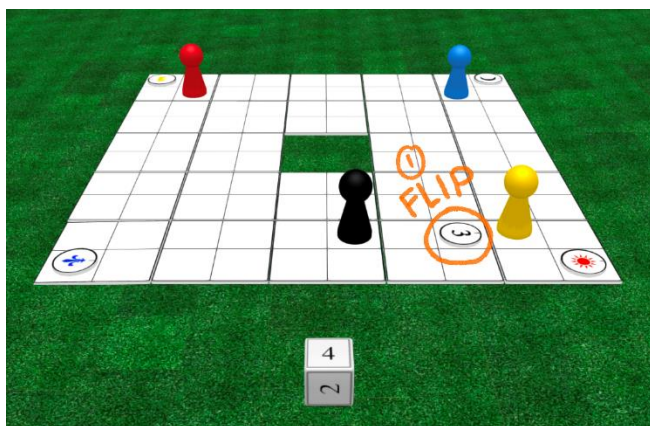
2

After moving their pawn, the player now **draws their desired token⁴** (known as a 'blocker') from the token bag and places it **number-face down** anywhere on the board that is currently not occupied.

The space with the blocker placed is now blocked. When encountering a blocked space, players have to either **go around it**, or **challenge** the blocked space.

Spaces on the board can contain more than one pawn.

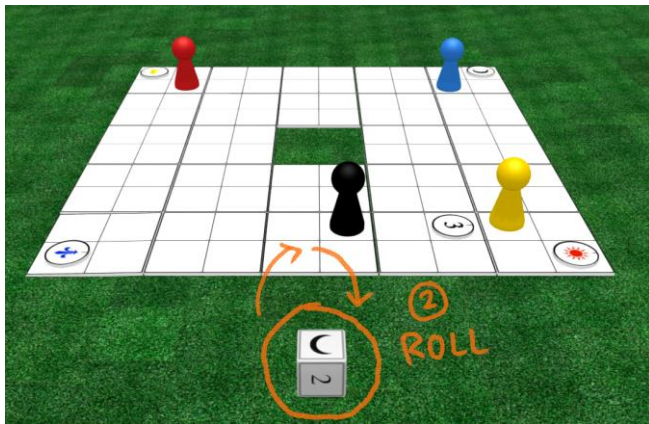
Challenging (successful)



3.1

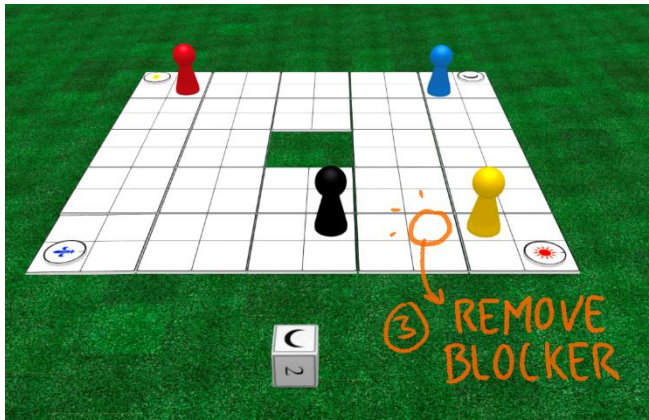
A player can choose to challenge **any** blocked space at the start of their round. To do so, the player will **flip the blocker** to show the **number-side up**.

⁴ **Tip:** Players can save blockers with larger numbers for opponents who they think are winning.



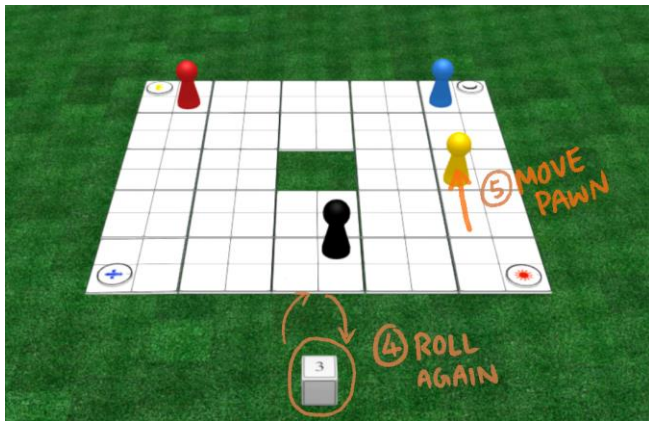
3.2

Then, if they roll the dice to a number **equal or higher** than the number shown on the blocker, they can **remove the blocker** and place it in their token bag.



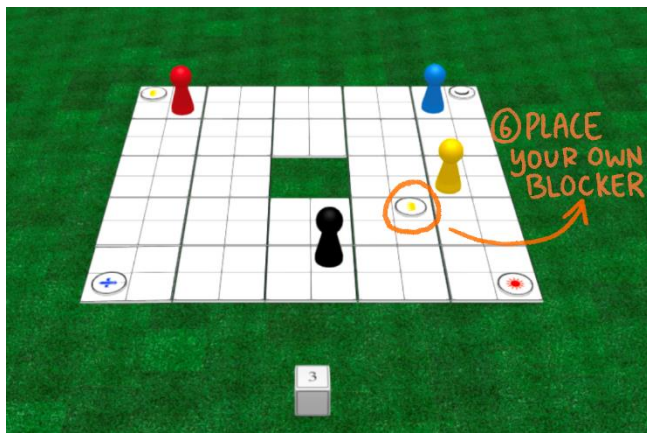
3.3

A Null blocker (blank face) = 1.



3.4

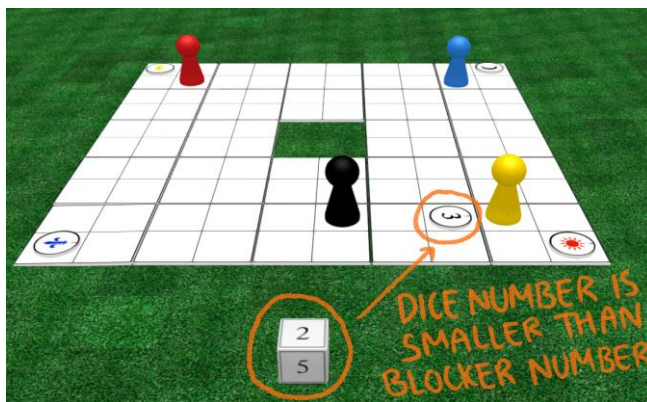
The player now gets to **re-roll** and **move their pawn** by the same number of squares shown on the 2nd dice roll.



3.5

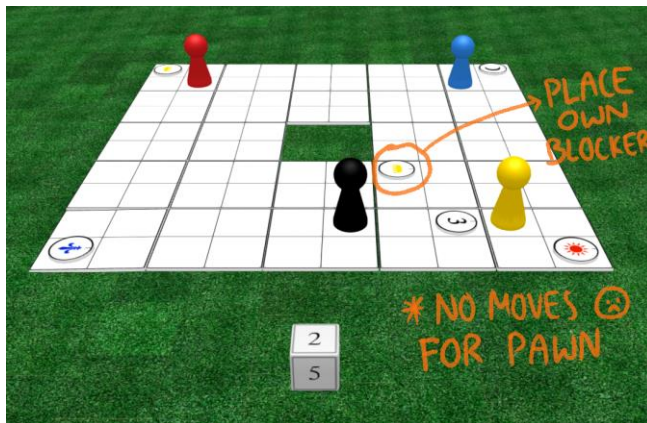
The player then gets to **draw another desired blocker** from their token bag to place it on the board.

Challenging (unsuccessful)



4.1

If the player fails to unblock a space (dice roll number < blocker number), they **do not get to remove the targeted blocker or to move their pawn**, but can proceed to place a blocker if they have any.

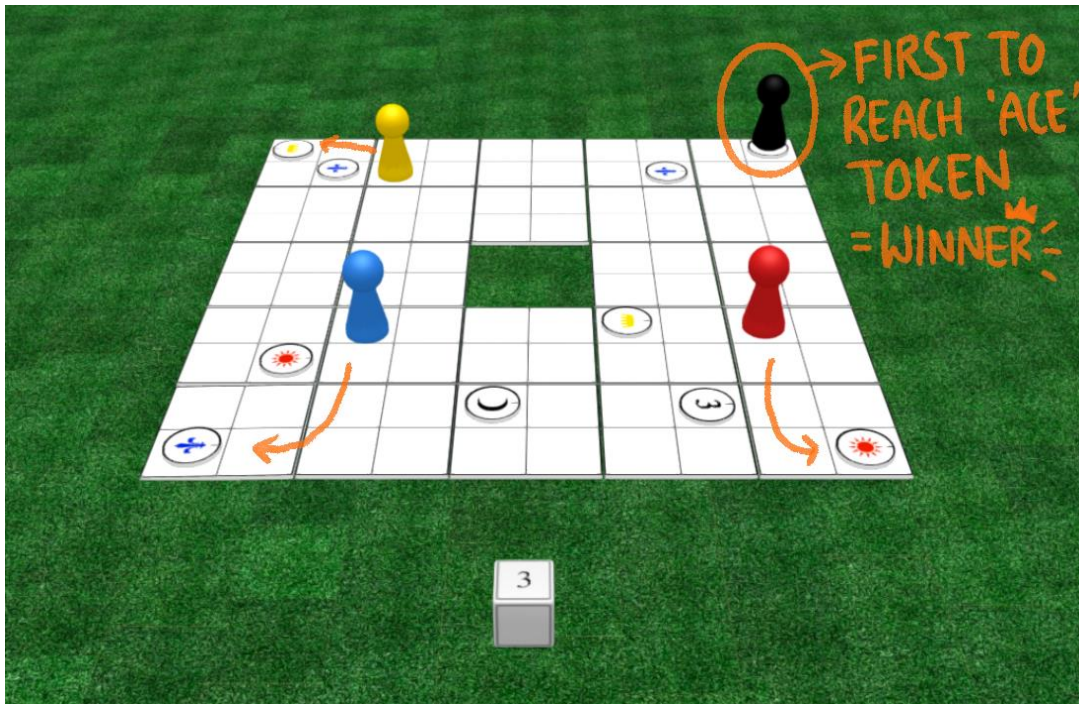


4.2

5

The turn ends when a player has finished all their moves and placed their blockers, or has finished all their moves and has no more blockers in their token bag.

Ending the game



1C: Scenario depicting condition to win

For the game to end, a player has to move their pawn to their respective token placed at the edge of the board. The pawn must stand on the token to be counted as a win (Figure 1C). The player does not have to use up all their moves in their final round.