**SETBACK**
The Buildable Board Game

Be the first player to make it from **START** to **FINISH**! But your opponents are trying
to do the same, and they'll be doing everything they can to deal you a **SETBACK**.

Building the Board

The game board consists of a series of **LANES** and **ROWS** that players
use to advance to the **FINISH** card. See example diagram to the right.

Example setup for a 3-4 player

- Lay out **LANES** of six cards face up according to the number of
  players.
  - o   2 Players   → 2 Lanes
  - o   3-4 Players   → 3 Lanes
  - o   5-6 Players   → 4 Lanes
- Place the **START** and **FINISH** cards on opposite ends of the board.
- If a card has **green** arrow(s), point it towards the **FINISH** card.
- If a card has **red** arrow(s), point it towards the **START** card.
- Each player chooses a token and places it on the **START** card.
- Deal out three cards face down to each player. Players may look at their
  own cards, but should keep opponents from seeing theirs.
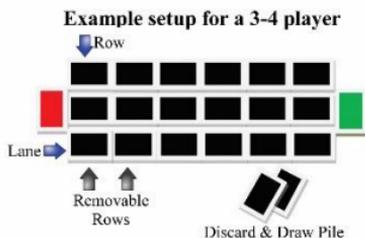
Now you're ready to play!

Play begins with the youngest player and moves to their left.

Moving Off START

Players can move their token off of the **START** card by playing a movement card during their **Hand Action** (please refer to
the actions below under **Game Play**). Players may move their token into the lane of their choice. Their token will stay in
this lane until moved by another card's effect. If a player's cards don't allow them to move off of **START** right away, that
is okay! They can still play cards to deal **SETBACKS** to their opponents. Cards may also be played even if they would have
no effect on the target. After leaving the **START** card, it is possible to be returned back to it.

*NOTE: **START** is the only card on the board that can be occupied by
multiple players at the same time. Otherwise, players will be bumped. (See FAQ 1)*

Game Play – A Turn Consists of Three Actions

1. **Board Action** – First, players perform the action of the card that their token occupies at the beginning of their turn.
   (Players whose tokens are on the **START** card will skip to their **Hand Action**).
2. **Hand Action** – Next, players select at least one card from their hand and perform that action. Players may play
   additional cards during their **Hand Action** if they are **FREE** cards. The cards may be played in any order, so long as
   players only play one non-free card during that **Hand Action**. Playing a **FREE** card may count as a players' only **Hand
   Action** if they so choose. At least one card must be played. (See FAQ 4) Place all played cards in the **Discard Pile.**
3. **Draw Action** – Finally, players draw back up to three cards in hand. If a player already has three or more cards in
   hand at the beginning of the **Draw Action**, he draws one card. If the **Draw Pile** becomes depleted, shuffle the
   Discard Pile to create a new **Draw Pile**.

Removing ROWS - When ALL players pass the ROW of cards closest to the START card, remove that ROW.
Place removed ROW cards in the Discard Pile and move the START card up to the closest ROW.
Only the FIRST TWO ROWS are removed in this way for each game.

Play continues clockwise as players move from **START** to **FINISH**. **SETBACKS** will be encountered along
the way. The first player to reach or cross the **FINISH** card is the winner!

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Card Terms & Game Concepts

Movement Cards impact specific players as described below.

➢ **MOVE (+/-) Cards** can only affect the player who plays or stands on them.

➢ **FOE (+/-) Cards** affect the opponent chosen by the player who plays or stands on them. A **FOE** card has no effect if played on a token occupying a **BLOCK** card.

➢ **ALL (+/-) Cards** affect all players. The player who begins the turn on or plays an **ALL** card determines which order all player tokens are moved and which lane pieces coming from **START** will enter into. However, a token must be moved before it can receive a bump. Therefore, bumps should only occur when moving multiple tokens from **START** into the same lane or if a token is on a **BLOCK** card. A player on a **BLOCK** card is not affected unless bumped. (See FAQ 1)

➢ **+2 & -2 Cards** causes a token to jump over tokens sitting immediately in front of or behind the token being moved and may be played even if it would result in the player token moving off the board.
For example: A player who plays a **MOVE +2** from the row closest to the **FINISH** card will still win the game.
Similarly if a player is forced to move **-2** from the first row, the player will move back onto the **START** card.

➢ **FREE Cards** may be played as a free action anytime and in any order during the **Hand Action**. Multiple **FREE Cards** can be played in one turn. A **FREE Card** may be played as the regular **Hand Action** instead of as a free action if the player chooses. When a **FREE Card** is on the board, the free action is disregarded and the card is treated like a regular basic card of the same type.

Action Cards can impact any player, not just the person who played it.

➢ **SHIFT**: A player who begins their round on or plays the **SHIFT** card must shift their own or an opponent's token to another lane in the same row. A **SHIFT** card cannot move someone from **START.**

➢ **TRADE**: A player who begins their round on or plays the **TRADE** card must either trade his board position with another player or trade two opponents' board positions.

➢ **CUT:** A player who begins their round on or plays the **CUT** card must move either their own or an opponent's token to the card in front (closer to the **FINISH** card) of another player token. A **CUT** card may result in a backwards movement. If a cut movement would place someone on an occupied board location then the player on that location is automatically bumped forward no matter in which direction the cut is moving. **A player may not cut in front of an opponent if it would put them on the FINISH card but can cause a bump to FINISH.** A player on a **BLOCK** card cannot be moved, but can be cut in front of and bumped.

➢ **DRAW:** A player who begins their turn on or plays the **DRAW** card must draw two cards from the **Draw Pile** and add them to their hand. All **DRAW** cards are free cards.

➢ **REVAMP:** A player who begins their turn on or plays the **REVAMP** card may choose to either add a new lane using cards from the **Draw Pile** or remove an existing lane by discarding that lane's cards to the **Discard Pile**. **There must always be a minimum of two and a maximum of six lanes.** When adding a new lane, the player adding the lane has the option of shifting his token into the same row of the new lane, or into the first row of the new lane if he is on the **START** card. When removing an occupied lane, the player removing the lane shifts each displaced token into the same row of the lane(s) of his choice. Removing a lane overrides a player who is on a **BLOCK** card**.** If all cards in a row are occupied, no lanes can be removed.

Dual Action Cards	Board Action	Hand Action
SKIP cards causes a player to lose a turn.	A player beginning their turn on the **SKIP** card loses all actions for that turn. A **SKIP** only applies to one turn, unless the player's token moves off and back on the **SKIP** card before his next turn.	A player playing the **SKIP** card from his hand chooses an opponent to lose his next turn. The **SKIP** card is placed in front of the chosen player, who must discard the **SKIP** card as the only action on his next turn.
BLOCK cards are the only card that can be played out of turn. Do not redraw after playing one out of turn.	A player on **BLOCK** cannot be directly affected by other players' **Board** or **Hand Actions** (with the exception of his lane being removed by **REVAMP**). A player on **BLOCK** can be bumped.	**BLOCK** cards may be played at any time to interrupt and cancel any **Board** or **Hand Action**. A **BLOCK** may be played to cancel another **BLOCK**. Once played and resolved, **BLOCK** cards are discarded.

FAQS

1) **What if I land on the same card as another player when I end my movement?** It's called a **bump**! Two players cannot occupy the same card (with the exception of **START**). If a move causes two players to be on the same card at the end of the card effect, the player that first occupied the card is bumped in the direction of the movement. This can cause forward movement, backward movement or even cause players to be bumped sideways into another lane.

2) **What if a Hand or Board Action from another player moves me off of START?** The player initiating the movement gets to choose which lane your token moves into.

3) **Can a player block my hand action as I am moving off the BLOCK card?** Yes, the blocking effect from the board **BLOCK** only lasts as long as you are on that card. If a player blocks your movement off of a **BLOCK** card, you move back onto the **BLOCK** card.

4) **Can I discard a card during my Hand Action without playing it?** No, but you may play a card in a way that would result in it having no effect. For example, you may play a **FOE -1** on an opponent when they are on **START** or **BLOCK**. There would be no effect on that opponent's token, but you could then discard the **FOE-1** card.