**Wormhole Dash** is a two-player race game in which one player controls seven blue spaceship game pieces and another player controls seven red spaceship game pieces. The game pieces are split into three different tiers of game pieces. Three game pieces for each player are tier one, three game pieces for each player are tier two, and one game piece for each player is tier three. The background resembles a starry galaxy. The gameboard resembles an alien-like solar system, with twenty spaces arranged in a rectangle consisting of three rows of four squares, connected by two squares to the right of the second row, and finally three rows of two squares centered on the right of the connecting squares. Each space resembles an alien-like planet, except for five spaces scattered along the path which resemble stars (space 4 on each player’s side of the board, space 8, and the last space in each player’s movement path). Each players’ pieces follow a parallel movement path through the board spaces, minus the initial four spaces on their side of the board (sixteen spaces total for each player). Players start with all seven of their game pieces in a “starting zone,” and the objective is to move all seven of their game pieces onto and through the board, following the player’s movement path, and finally off the gameboard into the player’s goal zone before their opponent does. Additionally, a secondary objective is to capture the opposing player’s tier three game piece. Players take turns rolling a six-sided die, which yields values between one and three. Players then choose to either move a new piece onto the board or move one of their pieces already in play. Each piece has a target space determined by its current position plus the die roll.

A piece is considered “moveable” if its target space is unoccupied altogether or if it is occupied by an opponent’s piece, allowing for the attempted capture of the piece. If a piece lands on a space occupied by an opponent, that opponent’s piece and the player’s piece enter a battle. In the battle, players take turns rolling a die to see who wins the battle. Each piece gets to roll the die to try and win the battle the number of times equal to their tier level. The highest roll wins the battle and in the event of a tie, the piece that occupied the space first wins the battle. The losing player’s piece is returned to their starting zone, except if the piece is a tier three piece. If a player loses a battle with their tier three piece, the game is over and the player who captured the tier three-piece wins. The game also includes an important rule for placing pieces in the goal zone: in order to move a piece into the goal zone, a player’s roll must exactly match the number of spaces remaining along that piece’s movement path. For instance, a player must roll a three in order to move from space fourteen along their movement path to get in the goal zone. If the player successfully moves their piece onto a “star” space, they are rewarded with an extra die roll. The player to move all their pieces off the board, or captures their opponent’s tier three piece, wins the game.