

## Broadcast - Rules

Design, Derek Stoops

Goal: Be in control of more squares when the game is over. The game is over when either player places their last piece on the board.

The board is a 10x10 grid. Each player gets 50 pieces and 3 caps. The two players take turns placing pieces on the game board. There are 3 types of moves a player can make during the turn.

1. **Plant** - Place up to three pieces onto three unoccupied squares.
2. **Cap** - Place up to three pieces on top of three non-primary squares currently occupied by the other player. These squares are then permanently owned by the player who caps them. They may not be captured, Reinforced or Capped by either player. They stop all cascades regardless of height difference.
3. **Reinforce** - Place one piece on top of one of your own pieces to create a primary tower. In each of the cardinal directions out from the primary tower place one piece in a descending stair step till you reach the game board. 0 - 1 - 2 - 3 - 2 - 1 - 0

The reinforcement is cascaded down from the primary tower until it reaches the game board, a piece of equal height owned by either player, or a an opponent controlled square with a height difference of one. It would capture and continue cascading past an opponents square only if the height difference is greater than one.

Primary towers are the highest level squares in a group of touching squares (diagonal is not considered touching). As soon as a new height level is achieved the other squares of this grouping are no longer primary leaving them open to Capping and cascading.

A player may not partially complete a reinforcement move. They must have enough pieces for the complete move. A player may partially complete a plant or cap move only to end the game.