

Burning Bridges

A family game by Samiam Studios

Theme

You are a mafia family consisting of 2 parents and a child, caught in the crosshairs of a vicious war. Four other families are fighting against you in order to make their way back to their home territory, all the while trying to sabotage the safe bridges you've built to get your family home. But you will do anything to protect your family, even if that means burning bridges.

Materials:

5 different colors of play-doh containers (with 5oz of play-doh inside)

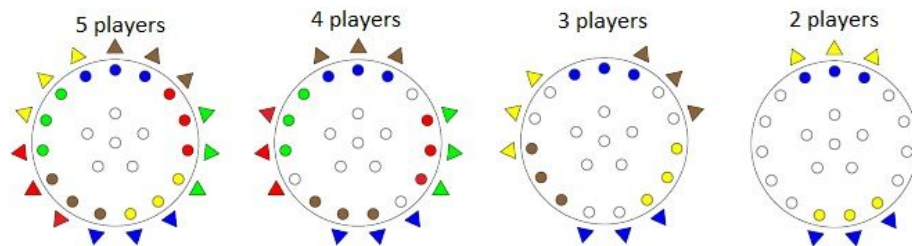
5 different colors of 3-sized pyramids

50 Push pins

Provided game board

Setup

Triangles correspond to player starting position, circles correspond to goal pillars. You can rearrange the velcro markers to match the starting position below:

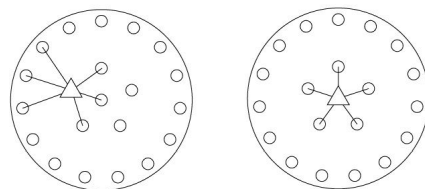


2 larger pyramids are parents, small piece is child.

Rules

1. During a turn, a player may make 2 of any of these moves:
 - a. Parents may move to an adjacent pillar without a bridge; children cannot

Lines represent valid moves, triangle represents current player position



- b. Parents may build a bridge between 2 adjacent pillars given they are occupying those pillars
 - i. The child cannot take part in bridge building of their own; they can only cross a bridge once it has been built
 - c. Player may move across a bridge; parents can move across any color bridge, while children can only move across bridges of their color.
 - d. Parents may place a torch (pin) in a bridge anywhere on the board to set the bridge on fire, stopping opponent children from crossing. (The bridge is not destroyed, only barricaded)

Group 1: Mikel, Ben, Ed, Mei, and Diana

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- e. Player may move onto the same space as an opponent piece, granted that the opponent piece is smaller than the player's, and the player's piece is able to move to that space; this is now a **hostage situation**:
 - i. Hostages are represented by a smaller piece of another color being covered by the larger piece of an opponent; the largest piece cannot be overtaken.
 - ii. Player may take 2 pieces on the same pillar hostage given that they are both smaller, but release terms apply to both hostages (one action to release both)
 - iii. Once a player's piece has been taken hostage, they must wait until their turn to hear their captor's terms for release of that piece. The hostage must be released after completing the terms, and the terms may be one of:
 - 1. Destroy one of the hostage's bridges (captor's choice).
 - 2. Remove a torch from one of the captor's bridges.
 - 3. None (the captor must allow the release of the hostage on hostage's turn — even if there are no hostage bridges/barricades)
 - iv. If a piece was just taken hostage, the captor player must wait 2 full turns until they may take that piece hostage once more; this is due to the piece's temporary safety being part of the terms of release.
 - v. Captor may move away from a hostage situation on their turn, but may not take the hostage with them. In this case, the hostage is not protected.
 - vi. Players cannot capture another piece if they are already in a hostage situation, either as the captor or the hostage.
 - vii. Carrying out the captor's terms during the hostage's turn counts as 1 out of the 2 moves the hostage player can take.
 - viii. A released or free piece is represented by the smaller piece being on top of the larger piece of the opponent.
 - ix. If a smaller piece moves onto the same space as an opponent's larger piece, that smaller piece is still free, but subject to be taken hostage.
 - f. If a parent is on the same space as its child then that child is protected and cannot be taken hostage, except by a piece larger than that parent; likewise, if the larger parent is on the same space as the smaller and/or the child, the smaller piece(s) is/are protected.
 - g. Protected pieces can move out from underneath the protecting piece without needing to move the protecting piece first.
- 2. Bridge building:
 - a. Can only build on top ½ inch of pillar.
 - b. If a bridge falls, the players may perform maintenance and repair the bridge at no cost.
 - c. If a bridge has not been used in over 6 turns, it collapses (out of loneliness). **Please place that play-doh back in a sealed container so it won't dry out.**
 - 3. Destruction
 - a. If an opponent bridge has a pin in it, the player can move their child to the base of that bridge to destroy the bridge; the child still cannot cross that bridge
 - i. **Once a bridge has been destroyed please place that play-doh back in a sealed container so it won't dry out.**

Win Condition:

Players must get their whole family across the board to their home color spaces; if they are on the home spaces with a hostage, that counts as a win. If they are a hostage, that does not.

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