

BRIDGE WARS

Objective:

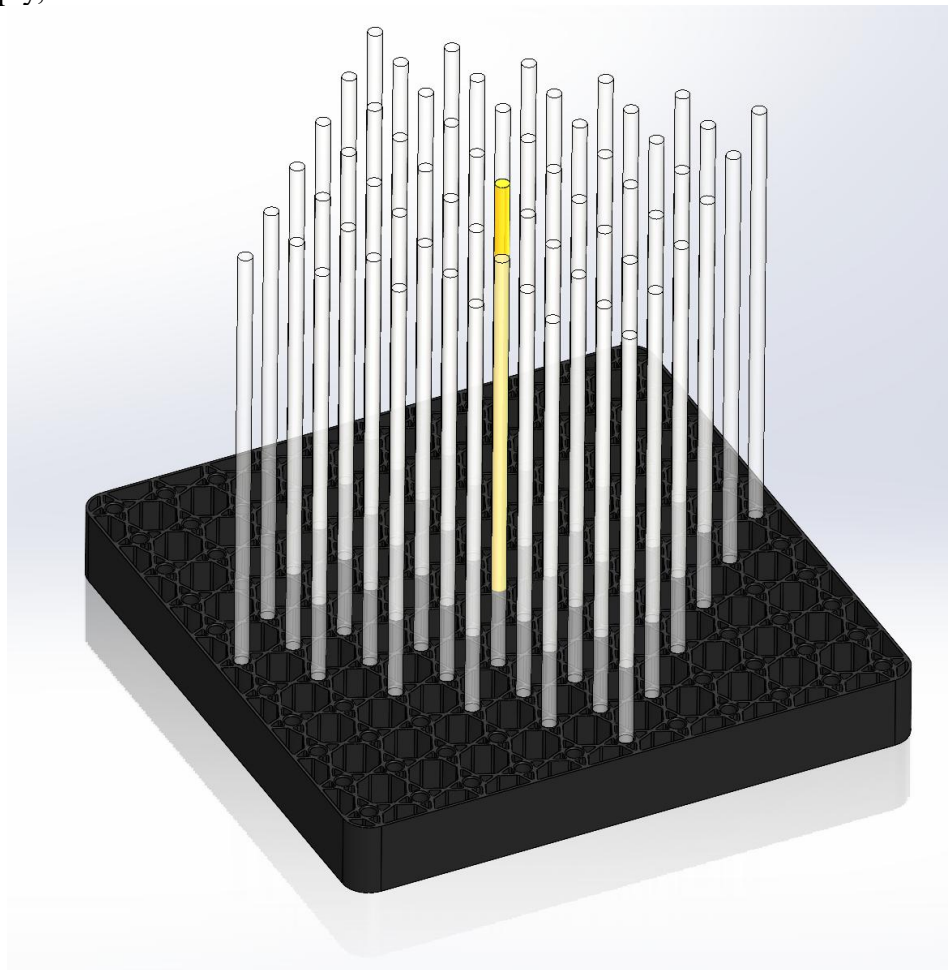
The person with the most points at the end of the game wins. Points are earned by claiming rods. Points are lost when other players bridge over your blocks.

Game Components:

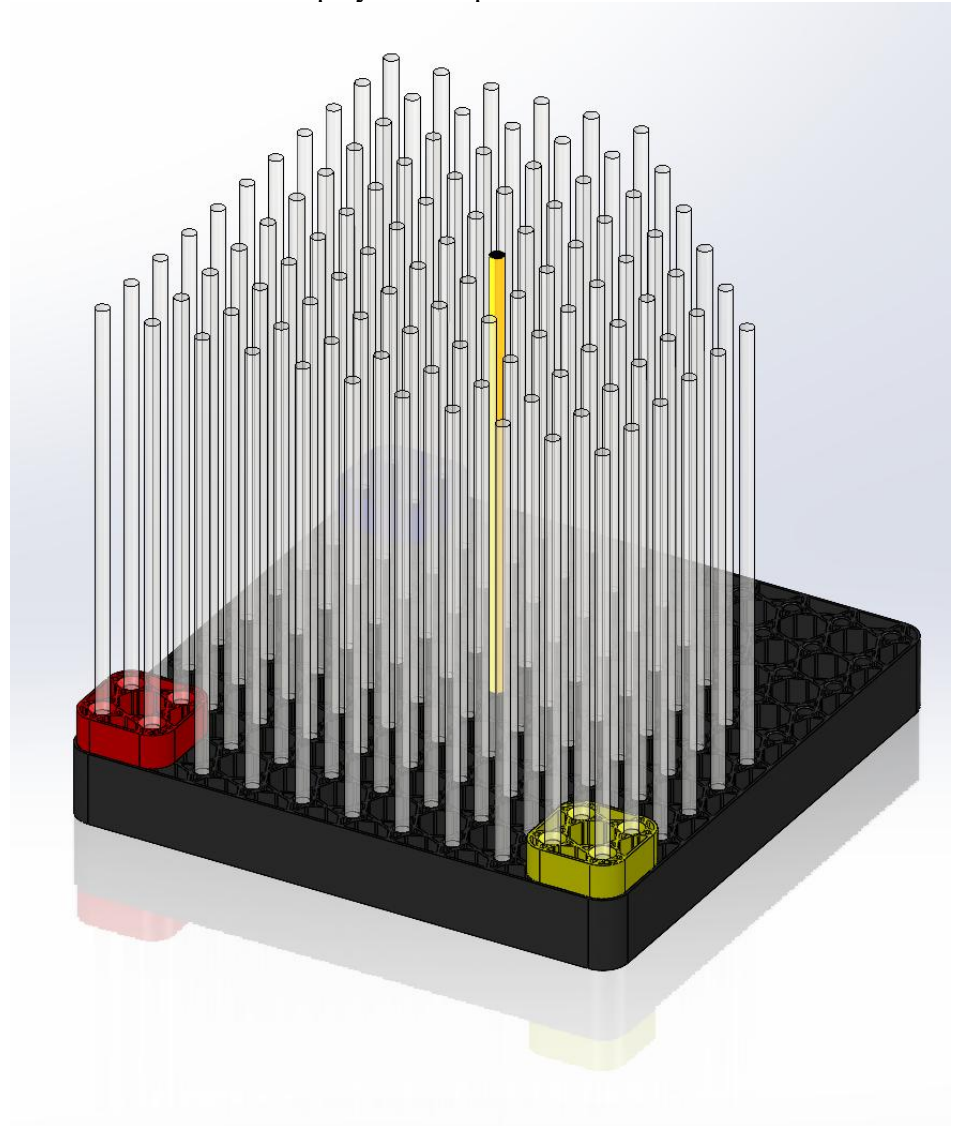
- 1 Game Board
- 1 Brass Rod
- 120 Acrylic Rods
- 80 Assorted Blocks (20 per color)
- 4 Downers (Wooden Dowels, 1 per color)

Setup:

1. Insert the brass rod in the hole at the exact center of the board.
2. Insert 60 acrylic rods in the center 60 holes of the board, leaving the holes in the corners of the board empty, as shown.



3. All players, in random order (have each player role a die; play rock, paper, scissors; etc.), do the following to set up their starting position:
 - 1) Choose a color and obtain your respective blocks.
 - 2) Choose a corner for your starting position.
 - 3) Insert 15 acrylic rods into the vacant holes at that corner.
 - 4) Locate your 4-hole square piece and put it into play in that corner.
4. Leave any unclaimed corners vacant. 3-player example shown.



The **Playable Area** is now set and bound by the following conditions:

- 1) From a top-down view, the playable area is defined as the proportion of the board occupied by rods.
- 2) The height of the playable area is bound by the height of the rods.

How to Play:

1. The player who first chose their starting position goes first, and play proceeds with the player to the left. (Note: The order of play may be different than the order in which players chose their starting positions.)
2. On their turn, each player takes one of their blocks and puts it into play, using their downer to push the block down as far as it will go. (Note: A block is considered “in play” as soon as its entirety has entered the playable area (all holes of the block contain rods and the highest point of the block is level with or below the top of the rods), and it may not be removed or relocated unless it was illegally put into play.)

Rules:

1. Each new block put into play must rest on top of another block of the same color.
2. Each new block put into play may not rest on top of another block of a different color. However, a player may put a block into play directly over blocks of different colors, as long as there is space between the new block and the other players blocks. Doing so is called bridging.
3. A player may not put a block into play that extends outside the playable area. In other words, every hole in a new block must contain a rod and blocks may not extend past the height of the rods.

For Advanced Players:

- If a player illegally puts a block into play (in violation of rules 1 or 2) they must remove that block and forfeit their turn.
- If a player legally puts a block into play and then illegally removes it from play, they must forfeit their turn.

Ending the Game:

There are three ways the game can end.

- If a player puts a block into play that reaches the top of the playable area or a player puts their last block into play, every other player gets one more turn. Then, the game ends.
- If on a player's turn they cannot legally put another block into play, the game ends immediately.

Scoring:

Scoring is most easily done from a top-down view of the game.

Each acrylic rod claimed is worth 1 point. The brass rod is worth 5 points. (In order to consider a rod claimed at the end of the game, that player must own the uppermost block on that rod.)

The player with the most points wins the game.

Strategy Tips:

1. Because points are tallied only for the uppermost block on each rod, bridging is a advantageous move because it essentially adds points to your score while subtracting them from the player over whom you bridged.
2. Generally, when putting a new block in play, it is advantageous to limit the points of contact between the new block and previously played blocks. Doing so increases the number of points added to your score.