RADIO WARZ

A boardgame by:
Giacomo Garbo, Francesco Berton, Daniele Artusi, Marina Andreose, Milena Sorpilli

Number of Players: 3 - 4
Estimated time of play: 15 - 20 min

THE GAME

RadioWarz is a Board Game about spreading your amateur radio show.
Steal your opponent's frequencies and reach the largest audience!

GAME COMPONENTS

To play this game you need to print the Game Board and place it on an adequately big piece of cardboard or polystyrene, or anything thick enough to be pierced by Push Pins. That's because you will need something sharp to pierce the gameboard: we recommended to use differently colored Push Pins, six for each player.
Game Board (radiowarz_map.pdf): print it, assemble it and place it on an adequately big piece of cardboard or polystyrene, or anything thick enough to be pierced.
Objective Strips and On Air Tokens (printable from radiowarz_goals.pdf)
Radio Station Cards (printable from radiowarz_stations.pdf)
Push Pins, 6 of the same color for each player (unfortunately not printable from this PDF, but they are very easy to find) or any sharp object that can pierce the game board
4m string for each player (a different color for each one)

OBJECT OF THE GAME

Spread the influence of your radio transmission in six different regions of the continent, before your competitors do so.

SETUP

After you make sure you have everything ready, each player needs to **pick a Radio Station Card**: choose the one that represents you the most.
You will need to choose from which **base** you want to start: look at the **cities marked with a red dot** along the edges of the map and place your first Radio Station (one of your Push Pins) on the city you prefer, then you have to draw one of the **"Objective Strips"** at random: the regions mentioned in it will be the regions you will have to influence (in any order) with your transmission in order to win. You can easily understand where your "objective regions" are positioned on the map by looking at the pattern and the number on the strip.

PROGRESSION OF PLAY

Beginning with the **youngest player**, turns are **played clockwise** until someone wins or after everyone has placed every of their Radio Station.

In your turn you only have to do one thing: **place your Radio Station** to spread your transmission: **you're transmitting in a region if your string crosses it**.
As you play you will extend your string from your last placed station (or from your base if it is your first turn) to the new Radio Station you are placing, in a way that will let you reach the regions in your Objective, placing it only in one of the cities that appear on the map. There is no restriction on the distance between your Stations, as long as you follow these rules: **you cannot place your Station in a city belonging to one of the regions that you have as an objective**; **you cannot place a Station in a city that already has another station** (either yours or your competitors').

There are different kind of regions on the map: there are **Plains, Green Forests, Red Forest, Deserts, Swamps**. These are the kinds of region you may have to influence with your transmission, but there are also other two types of region: **Mountain** and **Water**.
Mountain can't be crossed with your string, so you'll have to go around it if you need to.
Water can be crossed freely, but there are no cities on the water, so **you won't be able to place a Station on a Water region**.
While you place your new Station during your turn, your transmission can cause an **"interference"** with the transmission of your competitors: if the string connecting your last placed station with the new one passes over a string already placed by another player you can move that string around your new placed station. If your string passes over more than one string you can move only one of them; also you cannot create an interference with your own string and you cannot move another competitor's string if this will make it cross the Mountain Region.
This action can be useful to interfere with your competitors' plans: always keep an eye on their objectives and prevent them from completing their goals before you do.

Keep also in mind that when you place your new Station during your turn, you must **create a straight line with your string from your last positioned Station and your new one**, as you cannot use other stations (yours or of your competitors') as pivots.
Pivoting is only permitted if it is caused by an "interference", as moving one of your competitors' string can make it touch other Stations.
At the end of each of your turns you have to place or remove an **On Air Token** on the appropriate spot of your Objective Strip marking the **regions you are currently influencing**, making clear to your competitors if you are close to victory or not!

RESOLUTION

At the end of your turn (and only at the end of it), after you have placed your new station, if your string passes over ALL the regions in your objective, **you win**!

If everyone has placed all of their stations and neither of the players has reached their objective, the winner is decided by **counting points**: each time one of your strings passes over one of your objectives, you get a point. If your objective is crossed by your string two times, you get 2 points and so on. The player that gets more points this way wins! If two or more players are tied for a draw after counting points, the player among them with **the shortest string used** wins.

To sum it up:

You act only during your turn and this is what you **CAN or MUST** do:
- Must: **Place your Station** in a city present on the map
- Must: **Create a straight line** with your string while you place your new Station
- Must: **Place an "On Air Token"** at the end of the turn on each objective you are influencing / **Remove a Token** if you're no longer influencing that area.
- Can: Create an Interference with one of your competitors' string

And this is what you **CANNOT** do:
- Place a Station on a city that **already has one**
- Place a Station on a city belonging to **a region that is one of your objectives**
- You cannot **cross the Mountain Region** with your string
- You cannot create an interference with a competitor's string if this action will **make them cross the Mountain Region**
- **Pivoting** between already placed stations is forbidden.

RADIO WARZ