

BROKEN TRANSMISSIONS

IN A WORLD WHERE MAGIC AND TECHNOLOGY CO-EXIST MANKIND INVENTED A WAY OF HARNESING THE POWER OF THE ELEMENTS FOR THEIR OWN BENEFIT. IN THE EARLY 21ST CENTURY GLOBAL TECHNOLOGICAL ADVANCMENTS IN NANOTECHNOLOGY GAVE RISE TO ELEMBORGS (ELEMENTAL CYBORGS). ELEMBORGS WERE THE PHYSICAL MANIFESTATION OF FIRE, EARTH, WIND AND WATER ELEMENTS. AT THAT TIME THE PUBLIC USE OF MAGIC WAS DEEMED TOO DANGEROUS AND WAS ONLY ALLOWED ON CONTROLLED ARENAS WHERE PRACTITIONERS COMPETED WITH EACH OTHER USING ELEMBORGS TO CAST THEIR INCATATIONS.

RULES

Each players draws 10 cards from the common deck.

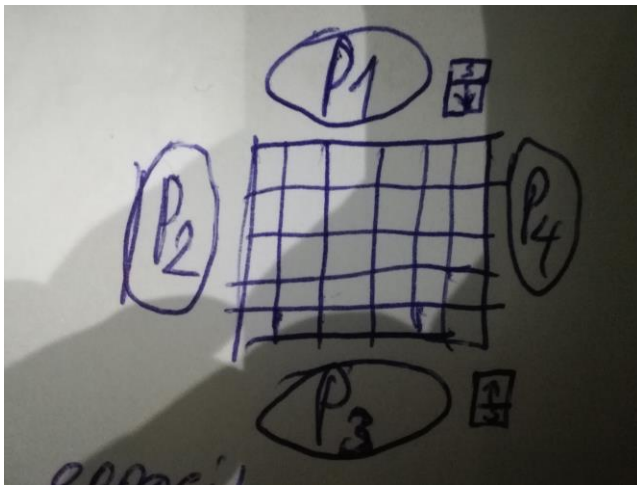
In your turn you can PASS (don't play anything).

or discard any number of cards and draw the same amount and then play

or play any number of cards from your hand (then they go to the discard pile), then draw until you have 10 in hand. Then the next person goes clockwise.

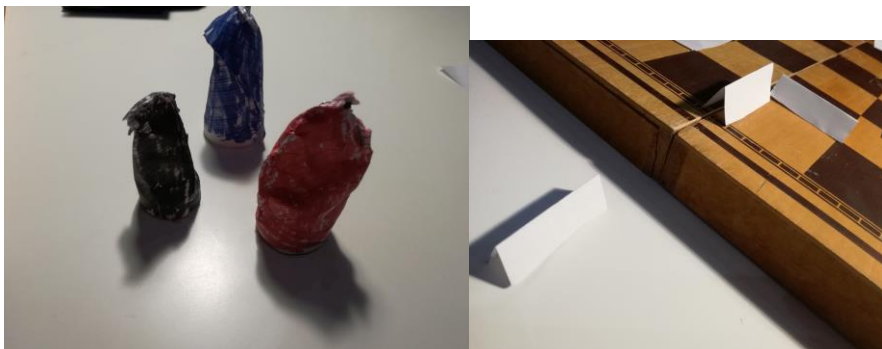
Each card in the game can either be played as MOVEMENT on the grid (e.x. the arrow shows to the left, you move the corresponding color piece one tile to that direction).

You play the cards from your hand and then they go to the discard pile and each time you play the direction is relative to your viewpoint of the grid. In this picture Player1 and Player3 have the exact same card but due to their relative position to the board when they play their card they will be opposite.



Instead of playing the card as MOVEMENT you can play them as a combo with one MOVEMENT card utilizing the POWER of the element (symbol). This combo of stacked cards is called an INCANTATION.

(You may see the word MOVEMENT as DIRECTION, you may also see Pawns as Elemborgs. The obstacles are Pawns or blocakedes.)



POWERS

FIRE: If you play this element as a part of INCANTATION you move the Pawn in the indicated direction until you encounter an obstacle. (**Red cards**)

STONE: If you play this element as a part of INCANTATION you pick any adjacent obstacle and move along with you and place it on one of the adjacent tiles of the Pawn that you moved. (**Black cards**)

WATER: If you play this element as a part of INCANTATION you ignore one obstacle. (**Blue cards**)

AIR

Whenever you play a green (**Air card**) as a MOVEMENT you can treat it as movement card of any element.

You can play this cards along with any other MOVEMENT card as an extra MOVEMENT. That allows you to enchant the MOVEMENT of any MOVEMENT card either by copying its arrow or by using the arrow of the green card as an additional MOVEMENT. You choose the order of MOVEMENT.

COMBOS WITH AIR

- If you play this element as a part of incantation with the FIRE power you can choose a new direction to continue moving until you encounter an obstacle.
- If you play this element as a part of incantation with the EARTH power you can remove an adjacent obstacle and move it anywhere on the board.
- If you play this element as a part of incantation with the WATER power you can pick an with the color of the BASE of your INCANTATION and move it diagonally as many tiles as you want to either direction. Then you may choose to use the MOVEMENT arrow. You may also choose to fist move before moving diagonally.

OTHER COMBOS

If you combine the FIRE power with EARTH as secondary you can move any blocked on the board to stop your MOVEMENT by placing it adjacent to the tile of your moving Pawn.

If you combine the WATER with the EARTH power as secondary you can move any one obstacle to your moving Pawn.

CASTING AN INCANTATION

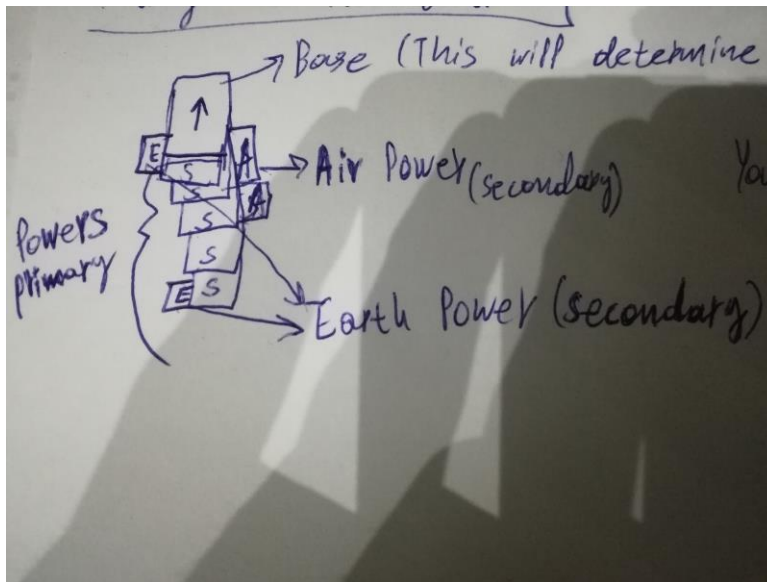
You may cast as many INCANTATIONS as you want.

BASE (This will determine which Pawn you move and it is also relative to other movements)

AIR power (Secondary) only placed to the right

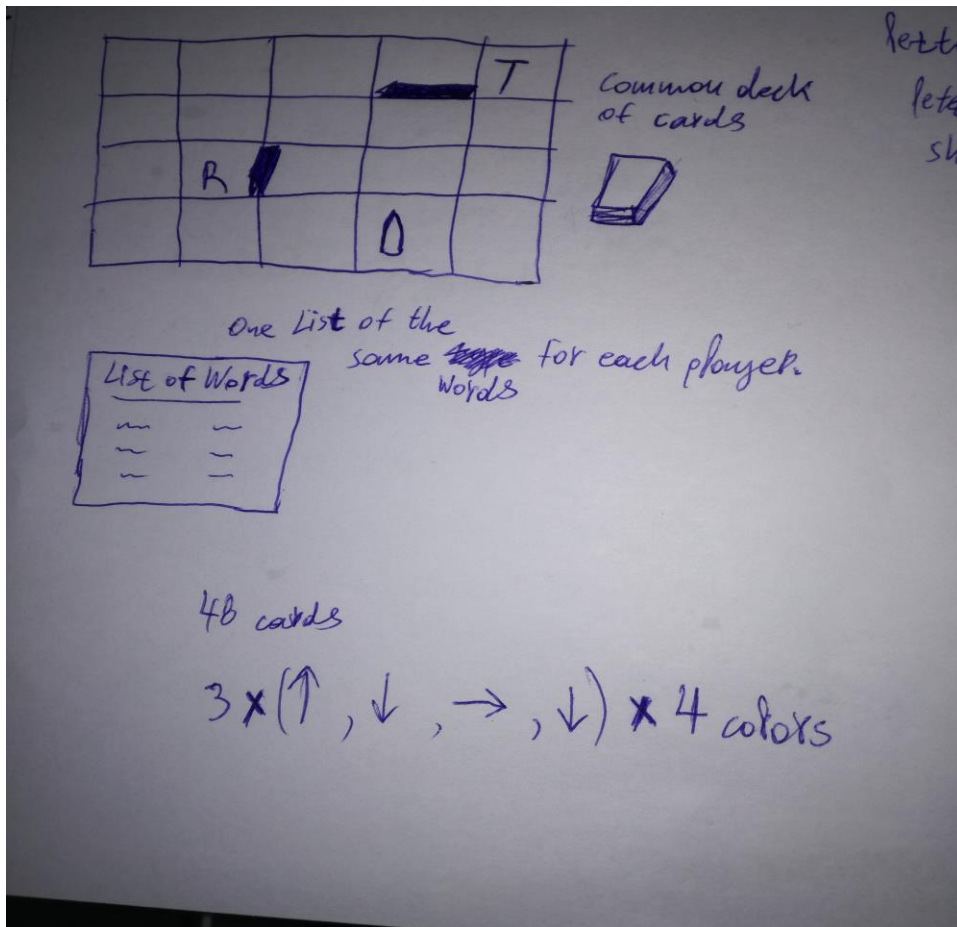
EARTH power (Secondary) only placed to the left

You can have as many BASE POWERS as you want to your INCANTATION.



GOALS

Let's suppose the game board is a Chess board. On it you will see Pawns, Blockades, (R) Resources and (T) Transmission towers. Each player wants to collect letters from the (R) and once he/she thinks he/she has enough letters to form one or more words (from the list that everyone shares) needs to go to a (T) and "deliver" the letters to form a word. Once a word is formed we cross it from the list and you score the points.



Credits:

Mechanics and art style: Anthony Iatrou

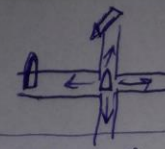

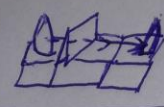
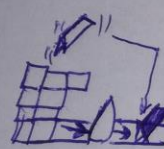
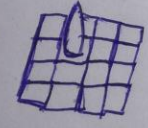

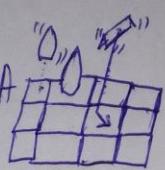

Theme: Yiannis Gkotsopoulos

Playtesters and helpers: Myrto Gkorila, Panagiotis Sakaridis, Dimitris Zoukos

X=base

Fire, Air, Earth, Water

5

<p>X + F </p> <p>X + S </p> <p>X + W </p> <p>X + E + F </p> <p>X + E + W </p>	<p>X + F + A </p> <p>X + E + A </p> <p>X + W + A </p>
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X + E + W

Choose an obstacle and move it adjacent your base pawn.

○: pawn
or
◀: Blockade

Player board

X + A: Move as 2 X
or Move as X + A
or move as A + X

You may resolve X first and then move diagonally or first move diagonally and then use the movement of the arrow.

