

# Radio Star

## How to Play

### Introduction

This is a game inspired by the 1980 song, Video Killed the Radio Star by the Buggles.

In Radio Star, each player takes the role of an evil television broadcast corporation methodically spreading their network's influence over the airwaves.

### Setup

Each player begins play with ten dice and five TV Towers of their color.

The board is comprised of nine tiles (or four tiles in a two-player game). Randomly layout the tiles in a 3x3 grid (or a 2x2 grid for a two-player game).

The player who last watched an 80s TV show is the starting player and play proceeds clockwise from that player.

Starting with the first player, each player selects a corner of the board that will act as their starting corner. Players can play from any edge space of their starting corner as if it were a tower they control. (See Starting Transmissions)

Note: On the first turn, only the final player rolls all ten of their dice. The second-to-last player rolls nine dice, the third-to-last player rolls eight, etc.

### Objective

Players score points by capturing and holding radio towers scattered across the board. Extra points can be scored by using large sets of dice when capturing a tower.

The game ends when one player has made their fifth and final capture. Each other player is given one last turn before the game ends and the points are tallied.

The player with the highest total score wins the game!

### On Your Turn

Roll all your dice not currently on the game board. Once per turn you may re-roll some or all of your dice as you choose.

In any order you can:

- Start a transmission from a tower you own
- Continue building upon a transmission you own
- Capture a neutral or opponent's tower

You may perform these actions as many times as you like, so long as you have the dice to do so.

To Start a Transmission

Place a set of dice (dice showing the same face) onto the game board. All dice placed must be adjacent to one-another and at least one dice must be adjacent to a tower you own. A single dice is still considered a set.

Note: When starting a new transmission, you can use any set of dice regardless of the face value of the transmitting tower.

Note: Transmissions do not need to be laid in a direct line. Transmission lines can bend around obstacles like walls or opponent's dice.

### To Continue a Transmission

Place a set of dice onto the game board. All dice placed must be adjacent to one-another. At least one dice must be adjacent to a transmission dice of your color that was already on the board at the start of your turn. This pre-existing dice is referred to as the source dice. The face value of the set used to continue a transmission must be the same value or a lower value than that of the source dice.

Transmission dice that have been cut off from a tower can not be used as a source dice. (See Cutting off an opponent)

### To Capture a Tower

When you extend an unbroken line of transmission dice from one of your towers onto the space occupied by another tower, you can capture the other tower. Once you've captured a tower, place one of your TV Towers onto the tower space and the dice used to capture it atop the tower. The dice atop your tower now represents the defense value of that tower, so if you used a set of 4s to capture the tower, your tower will have a defense of 4. The dice atop this tower remains in-place for as long as you own this tower and thus is unavailable for future rolling and using as transmission dice.

Neutral towers can be captured by any valued dice. However, to capture an enemy's tower, the face value of your transmission dice must exceed (be larger than) the face value of the dice atop the opponent's tower. For example, if your opponent's tower has a defense of 3, you must capture it with a dice valued 4, 5, or 6. There is one exception to this rule – a tower defended with a 6 can be

captured by a transmission dice with a value of 1.

When an opponent tower is captured, take the opponent's TV station for yourself (as a trophy), but return their dice to their pool.

## Ending Your Turn

At the end of your turn, you may pick up any transmission dice of your color from the board and use those dice to roll next turn. When you pick up the transmission dice forming the unbroken chain between an established tower and a newly captured tower, you score those dice. See scoring below.

## Other Rules

### Cutting off Opponent's Transmissions

When starting or continuing a transmission, you can replace one or more dice already on the board with dice from your set so long as the face value of each of your dice exceeds that of the dice it is replacing. For example, an opponent's dice with a value of 4 is blocking your path. You can replace it when laying a set of 5s or a set of 6s. Both opponent's and your own dice can be replaced in this way. The dice that was replaced is returned to their owner and can be rolled with the others at the start of that player's next turn.

Note: As when capturing towers, a dice with a face value of 1 can replace a dice with a value of 6.

Sometimes the act of replacing an opponent's dice can sever their transmission's connection to one of their towers, leaving some of their dice unconnected to any of their towers. When this occurs the opponent may remove the stranded transmission dice from the board and roll them at the start of their next turn.

### Immediate Recall

Transmission dice played can not be recalled on the same round they are played. For example, a player cannot play a dice to cut off an opponent and then recall the played dice on the same turn. The exception to this rule is when a completed transmission is scored. (See Scoring below)

## Walls

Some spaces on the board are divided by walls. Transmissions cannot penetrate these walls. That is to say, you can not play a set of transmission dice directly from one space to a space divided by a wall. Transmissions can still wind around walls.

## Scoring

- Capturing a Neutral Tower – 1 Point
- Capturing an Opponent's Tower – 2 Points
- Completed Transmissions – 1 Point/dice in largest set
- Holding a Tower at the End of the Game – 1 Point/tower

### Capturing a Tower

Capturing a tower grants the player points in two ways. First, the player who performed the capture gains an immediate point for making the capture (or two points if the tower was controlled by an opponent). Second, the player has the option of removing the transmission dice used in the capture to score the completed transmission.

When a completed transmission is scored, the point total is equal to the largest set played in the transmission. For example, if a transmission consisted of a line of 4,4,4,2,2, the transmission would score 3 Points for the set of three 4s played in the transmission. The dice used in the scored transmission are removed from the board to be rolled the following turn.

Note: Scoring a completed transmission is optional. A player may choose to leave their dice in-place to assist in future captures, but the player won't score the points for the transmission. If the player chooses not to score a completed transmission, the player cannot later choose to score that transmission. The transmission must be scored the turn the capture is made or not at all.

### Holding a Tower

At the end of the game, each player gets one final point for each tower they control.

## Credits

Special Thanks to University of Colorado at Colorado Springs for hosting their Global Game Jam 2018 site.

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