

# Help For Breakthrough

## Introduction



Welcome to the network Breakthrough server. The [rules of Breakthrough](#) are below. The Breakthrough "[challenge](#)" command has a -size option which is described here. [Other commands](#) are the same for all pbmserv games.

breakthrough challenge [ -size=**number**[**xnumber**] ] **userid1** **userid2**

Start a new game between **userid1** and **userid2**.

The -size parameter will change the size of the board. The default size is 8x8. A single number will make a square board with that number of rows and columns. A rectangular board will be made if the size is in the format "ROWSxCOLUMNS".

## Rules for Breakthrough

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Breakthrough is the winner of the **2001 8x8 Game Design Competition**, sponsored by [About Board Games](#), [Abstract Games Magazine](#), and [Strategy Gaming Society](#).

### Object of the game:

To get one of your pieces to the opposite size of the board.

### Initial board layout:

	A	B	C	D	E	F	G	H		
8	x	x	x	x	x	x	x	x	8	Eks b
7	x	x	x	x	x	x	x	x	7	
6	.	.	.	.	.	.	.	.	6	
5	.	.	.	.	.	.	.	.	5	
4	.	.	.	.	.	.	.	.	4	
3	.	.	.	.	.	.	.	.	3	
2	o	o	o	o	o	o	o	o	2	
1	o	o	o	o	o	o	o	o	1	Ohs a

A B C D E F G H

**Movement and Capture:**

Pieces move 1 space straight or diagonally forward. You may only capture when moving diagonally.

**Move Notation**

Since there are only three spaces a piece can move to the move notation is simply "[row][col][LFR]", where [LFR] is 'L' for forward-and-left, 'F' for straight forward, and 'R' for forward-and-right. For example, "E2F" means "move the piece at E2 forward 1 space", and "C7R" means "move C7 diagonally forward to the right".

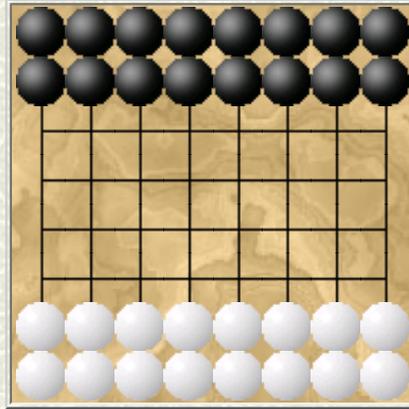
You may also use a "source-destination" notation. For example, "E2-E3" or "C7-B6".



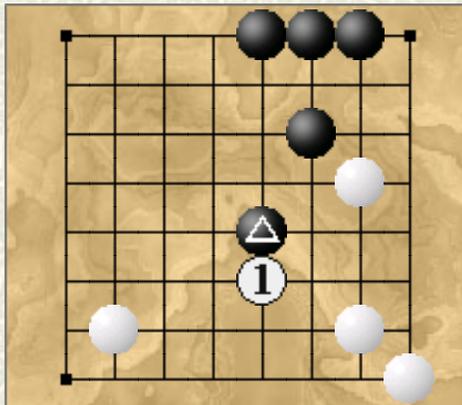
# BOMBARDMENT

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This game is played on the following 8x8 board:



- ♠ MOVE** - On each turn, each player must do one of the following actions:
  - Move one friendly stone (the missiles) one cell forward (orthogonally or diagonally)
  - Explode one friendly stone, i.e., capture all stones of either color orthogonally and diagonally adjacent including itself.
- ♠ GOAL** - Wins the player that move a stone into the last row, or is the only with stones in the board.



## An example

Black moves to cell [1] and wins the game. White cannot stop him anymore. If White moves f3 then d2.

There is a ZRF to play [Bombardment](#) with [Zillions](#).