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

(Using the copyright notice from the Breakthrough documentation)

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
```
## 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".

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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.