# SPECTRUM

## BOMBARD GAMES

**Spectrum Rules (2-6 players)**

The goal of Spectrum is to capture a set number of colors represented by gold stars in the center of the board.  Pawns enter the board via the six white outlined stars in the primary colors.

There are 12 colors to capture: 6 Primary Colors & 6 Intermediate Colors. Pawns are moved into play by rolling color-sided dice.  They can jump & capture opponents on their way to the center Color Stars.  All decisions are based on dice colors.

| # of Players | Color Stars Need To Win |
|:---:|:---:|
| 2 | 7 |
| 3 | 5 |
| 4 | 4 |
| 5 | 3 |
| 6 | 3 |

**Winning The Game**
The first player who captures the required amount of colors by reaching the center gold stars wins the game.

When capturing a Color it must be captured by the exact amount of moves required.  A pawn one space away from capturing a Color cannot do so on doubles unless it can move sideways first.

**Setup**
Each player chooses a color and takes the 7 pawns of that color.  The color of the pawns has no bearing on gameplay.

**The Board**
There are 6 primary colors and 6 intermediate colors. - The 6 primary colors are;
Red, Orange, Yellow, Green, Blue and Purple.

Between the primary colors are 6 intermediate colors.
Red-Orange, Orange-Yellow, Yellow-Green, Green-Blue, Blue-Purple, Purple-Red

**The Cubes**

There are 4 color cubes:  Each side of a cube is a shape in one of the 6 primary colors.

Gameplay starts by rolling 2 cubes.  Players unlock additional cubes as gameplay progresses.

After the 4th Color Star is captured, a 3rd cube is added into play for all players.

After the 8th Color Star is captured, the 4th cube is added.


**Playing the Game**

Players choose who will go first and establish an order of play.

A player's turn consists of a roll and movement of a pawn or pawns on the board.

The roll determines which colors that pawns are allowed to move on, during that turn.

All pawns start off the board and must enter at the start of one of the primary colors.
Each starting point is marked by an outlined white star.


**The Rolls**

Every game begins with players  rolling 2 cubes.   The colors shown on the cubes indicate which colors a player may start/move a pawn on during that turn.  Later in the game players will be rolling 3 or 4 cubes.

When rolling multiple cubes, a  player does not have to choose the "best" roll.  At times, it is wiser to take a normal roll as opposed to a special roll.


**Capturing A Color**

Moving to the center spot with the gold star captures that color for the player.

A Pawn must move the exact amount of spaces to capture a color.  A pawn one space away from capturing a color can not capture when rolling doubles since doubles require a pawn to move 2 spaces at once.

Each Color Star is captured once and cannot be recaptured or stolen.

**NORMAL ROLLS**

**What does Primary Colors Next To Each Other Mean?**

While primary colors are separated by intermediate colors, when referring to being next to each other, it is simply the primary color to either side of the one in question.

Red is next to Orange and Purple
Orange is next to Red & Yellow
Yellow is next to Orange & Green
Green is next to Yellow and Blue
Blue is next to Green and Purple
Purple is next to Blue and Red

**PRIMARY COLORS NOT NEXT TO EACH OTHER**

A pawn may move a total of 2 spaces:
Move 2 spaces in either primary color shown
**OR**
Move one space in each primary color shown.

The player may choose to move 1 space at a time or both spaces at once.

A roll of Green/Purple on two dice is an example of two primary colors not next to each other.  The player may move twice in Green, twice in Purple, or once in each.

**PRIMARY COLORS NEXT TO EACH OTHER**

In addition to moving within the shown primary colors, a pawn may also move WITHIN, INTO, or OUT of the intermediate color between them that turn.

A pawn may move a total of 2 spaces:
Move 2 spaces in either primary color shown OR 1 space in each
**OR**
Move 2 spaces in the intermediate color between them
**OR**
Move one space in a primary color & one space in an intermediate color

Moves may be 1 space at a time or both at once.

A roll of Green/Blue on two dice is an example of two primary colors next to each other.  The player may move in Green, Blue **OR** IN, OUT or Through the Green-Blue intermediate color.

# SPECIAL ROLLS

## DOUBLES

A player may move a total of 4 spaces:

2 spaces in the color shown on the face of the cubes
**AND** the choice of
2 spaces in the color shown on the bottom of the cubes
**OR**
2 spaces WITHIN any intermediate color next to the colors shown on the top or bottom.

A pawn MAY NOT enter or leave an intermediate color when rolling doubles.  Only pawns already in intermediate colors may be moved within it.

Unlike normal rolls, a pawn MUST move 2 spaces at once.  A pawn MAY NOT move only 1 space at a time on a color like it can on a normal roll.

## TRIPLES

When rolling 3 or 4 dice, if 3 dice show the same color, it's a Triple.

A player may move a total of 6 spaces:

3 spaces in the color shown on the face of the cubes
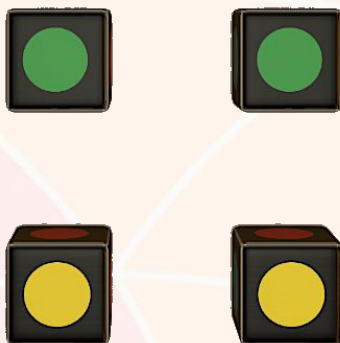**AND** the choice of
3 spaces in the color shown on the bottom of the cubes
**OR**
3 spaces on any intermediate color to the colors shown on the top and bottom

Unlike normal rolls, a pawn MUST move all 3 spots at once.

## DOUBLE DOUBLE

When rolling 4 cubes, if 2 dice show one color and the other 2 dice show another color, it's a Double Double

A player may move a total of 6 spaces:
2 spaces in the color shown on the face of the cubes
AND
2 spaces in the color shown on the bottom of the cubes
AND
2 spaces on any intermediate color to the colors shown on the top or bottom

Like Doubles & Triples, a pawn MUST move 2 spaces at once.  A pawn MAY NOT move only 1 space at a time like it can on a normal roll.

## QUADRUPLE

When rolling 4 cubes, if all 4 cubes show the same color it's a quadruple.

A player may move a total of 12 spaces:

4 spaces in the color shown on the face of the cubes
AND
4 spaces in the color shown on the bottom of the cubes
AND
4 spaces on any intermediate color to the colors shown on the top or bottom

## Movement

A pawn may only move to or jump over an adjacent space **that shares a full side** with the current space. Adjacent spaces that share only a point are off limits.

However when landing a jump, a pawn may land on **ANY** space adjacent to the jumped one.  Thus a pawn may land a jump on a space that shares a full side or shares only a point with the jumped space.

## Capturing

Two pawns may never occupy the same space.

A pawn landing on an *opposing* pawn captures it.

The player making the capture may place the captured pawn back on to the OPEN starting space of any primary color.

If there is no OPEN starting space to place the captured pawn, the pawn is placed back into the captured players pawn stock

## Jumping

Jumping is an extremely powerful move in Spectrum.  Combined with a special roll or doubles, jumping can instantly change momentum, position, and control of the board.

### Rules for Jumping

The roll must allow legal movement to the jumped space AND the landing space.

The cost of a jump is 2 spaces: one for the jumped space and another for the landing space.

A pawn may only jump a space that shares a full side and is occupied by an *opposing* pawn.

The landing space may be adjacent by full side or just a point.

A pawn may land on ANY space adjacent to the jumped space *except* the spaces adjacent by full side to the one the pawn started on.  A space that can be, or is jumped, can't be landed on.

# Jumping Example

Blue has the following jumping opportunities:

**Jumping Orange** - To jump orange blue must roll Blue/Green.  This would allow movement into the intermediate blue-green color the orange pawn sits in.  If Blue/Green were rolled, blue could jump orange and land in any of the spaces marked with a orange check.

**Jumping Green**  - To jump green, blue can roll any roll with a Blue/Any or roll Blue/Purple.  The roll with Blue/Any, would allow blue to jump green and remain in the blue path.  The roll of Blue/Purple would allow blue to jump green and land in the intermediate color of blue-purple.

**Jumping Red** - Blue may not jump the red pawn because it only shares a point with the red pawn, not a full side like the orange and green pawns.

**The Black X** - This is one space blue could not land on because it shares a full side with the originating space.  Blue could also not jump and land on the orange or green pawn(same rule).  However blue could forsake jumping and simply capture either the orange or green pawn by moving 1 space and landing on either.

## Jump/Capture

A pawn that jumps one pawn and lands on another, performs both a jump and a capture.  The captured pawn is returned to an open starting space, or the player's stockpile if all starting spaces are occupied.  Remember that a pawn cannot land on an opposing pawn it just jumped.  However it may land on any other pawn residing in a legal landing space.

# Rules Summary

## Entering & Moving

Pawns enter the board on the star of one of the 6 primary colors.  A pawn may never start on an intermediate color.

A pawn may only move to, or jump over, an adjacent space which shares a full side with the starting space.  If jumping, a pawn may land on ANY space adjacent to the jumped one.

## Capturing A Color

A Color must be captured with the exact amount of moves.  Be careful about sitting one space away from capturing an intermediate Color Star.  If you roll doubles, you will not be able to capture the color star as the pawn must move 2 spaces at once and it is only one away from capturing the Color Star.

A player MUST move a pawn or start a new pawn unless the following 2 conditions are met:
- No movement of any kind is possible by any pawn on the board.
- The roll will not allow a new pawn to enter OR the player has no pawns left in reserve.

## Normal Rolls

**ROLLING PRIMARY COLORS NOT NEXT TO EACH OTHER**
A pawn may only enter or move within the colors shown on the dice.  Movement into, out of, or within intermediate colors is not possible.

**ROLLING PRIMARY COLORS NEXT TO EACH OTHER**
A pawn may move in either primary color AND/OR into/out of/within the intermediate color between them

## Special Rolls

Special rolls **DO NOT** allow pawns to enter or exit intermediate colors.  They do allow pawns already residing in intermediate colors to move if the player chooses that option.

# OPTIONAL SELF JUMPING & CAPTURE RULE

Under basic rules, pawns can only capture or jump opposing pawns.  The following two rules remove the word *opposing* from the original rules.

A pawn may jump a space occupied by ANY pawn, including pawns of the same color.

A pawn landing on another pawn captures it, including pawns of the same color.

These two rules should be used by experienced Spectrum players once they understand the game.  Players can choose to use one, both or neither of the optional rules.

This changes the strategy as now using pawns in tandem or teams can help the player move around the board very quickly.  Every pawn on the board is now a jumping or capture opportunity.

Choices on which colors to use are also impacted, as it may be beneficial to move pawns in a closed color simply to gain/use self jumping or self capturing powers.


## Self Capture

Normally capturing an opposing pawn and sending it to an unwanted primary color starting point is both an offensive and defensive move.  The pawn is removed from the color it was in, and placed in a color that is closed or one that the opponent has one or more pawns already in.

With self capture, it is purely an offensive maneuver.  Self capture is the ability to teleport one of your own pawns to a different, and strategically better color.  It can undo what a typical capture, or captures have done; essentially remove pawns from an overpopulated color or board area.


## Self Jumping

Again the self jumping rule changes the games in more ways than would be apparent.  With base rules, rarely would a player want to jump themselves or have multiple pawns in the same area of the board.  With the self jumping rule, using pawns in teams or tandems can allow for blitzkrieg like tactics given a few good rolls.

Under normal rules a player, by bad rolls or via capture, can end up with 2-4 pawns in one color or area of the board.  This severely limits what colors they can capture and how quickly they can undo the situation.  With self jumping, placing captured opposing pawns becomes much trickier.

# BOMBARD GAMES

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