HOW TO PLAY BREAKTHRU®

BREAKTHRU is a unique, new double-strategy game for two—with two different objectives. The player commanding the gold flagship and its twelve escorts must evade capture, breakthru his opponent's blockade—and navigate the flagship to victory on the outer perimeter of the board! His opponent, commanding a silver fleet of twenty destroyers, attempts to create an impenetrable blockade, strategically outmaneuver the gold fleet's escorts—and capture the flagship!

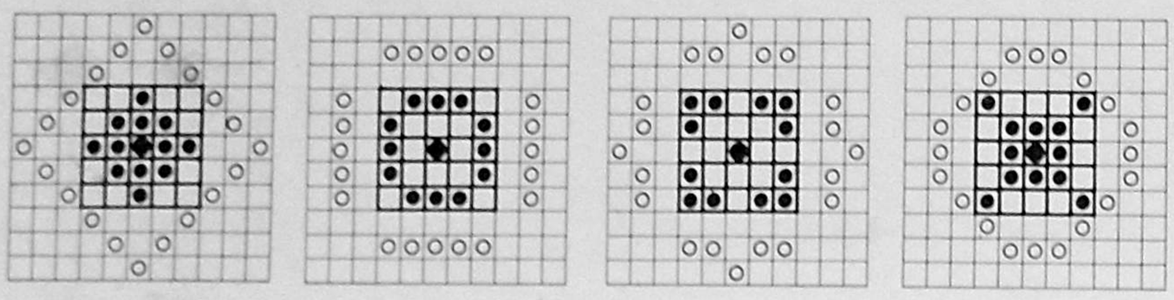
SETUP

Gold Fleet's Commander is determined by lot or coin-flip; his opponent automatically becomes the Silver Fleet's Commander.

Gold Commander places his flagship (larger playing piece) on the center square of the boldly-ruled area of the board, and positions his 12 destroyer escorts anywhere on the remaining squares of the boldly-ruled area.

Silver Commander then positions his 20 destroyers anywhere on the outer (lightly-ruled) squares of the board.

Here are a few setup suggestions...



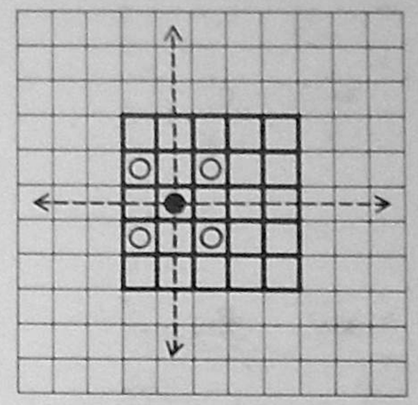
LOST OR MISPLACED PLAYING PIECES? To replace them, specify whether flagship or gold or silver destroyer(s) and send 25¢ for each piece to: BREAKTHRU, 3M Company, Box 3350, St. Paul, Minnesota 55101.

C-B180-R68

PLAY

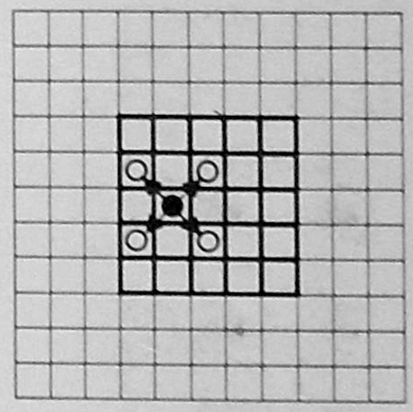
Gold Commander decides who is to play first, and the game begins. Players move alternately by making either a **motion move** or a **capture move** anywhere on the board.

A MOTION MOVE consists of moving **either** the flagship **or** two destroyers horizontally or vertically over any number of unoccupied squares on the board. (This move is comparable to that of the Rook in Chess, except that no captures can be made.)



MOTION MOVE

A CAPTURE MOVE consists of moving **any** playing piece one square diagonally onto a square occupied by the opponent. Capture is made by removing the opponent's playing piece and replacing it with the capturing piece. (This move is similar to the capture move of the Pawn in Chess, except that captures may be made on any of the four diagonals.)



CAPTURE MOVE

ENDING THE GAME

Play continues until one of the Commanders achieves his objective. If the flagship reaches one of the outermost squares on the board—Gold Commander wins! If the flagship is captured before it reaches the outer edge of the board—Silver Commander wins!

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