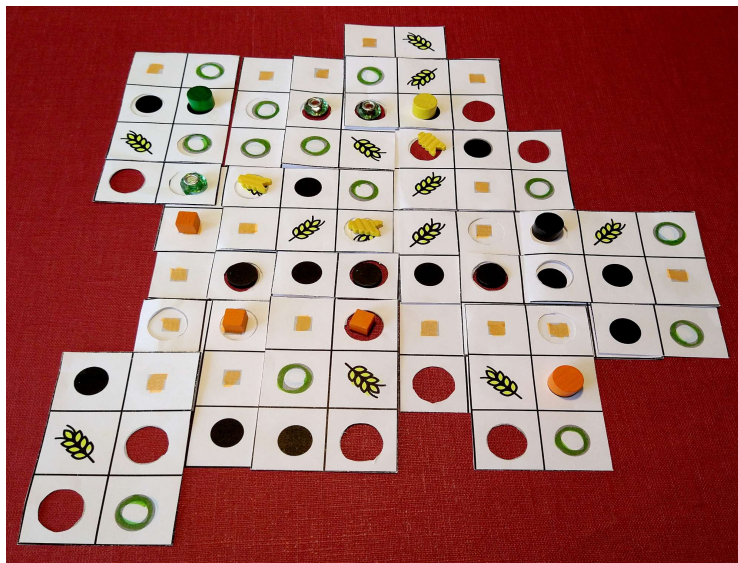# RADIO HOLE

Abstract tactical game with cards

**2 – 4 players
ages 10+
ca. 30 Min.**

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**Place a card to expand your radio network and downsize others.
Place network nodes and score 3 times to receive victory points.**

Overview

Each player chooses a radio network logo. The cards each have 2 holes and show all 4 radio network logos. Place 1 card each turn. At least 1 grid space of this card must cover another card on the table.

Try to expand your radio network while downsizing other radio networks. To expand your radio network place your radio logo on the card adjacent to another of your radio logos. Diagonal won't work.

Place small logo tokens (network nodes) on top of your own radio logo or in an empty hole of the last card you played.

When you place a hole over another radio logo, radio logo token or scoring token this logo is still visible and may count for your own or another radio network.

Draw a card from the draw pile after playing a card. Once the draw pile is depleted still play 1 card each turn.

At the end of round 1 and round 2 you have to place a small scoring token on the last card that you're playing that round. This small scoring token will count as one of your own logos and will double the sum of all your logos included in your network. This scoring token can be placed on other logos as well but needs to be placed on the last card played.

In round 3 you play up to 3 cards. You still play 1 card each turn but you decide when to place your big scoring token and finish the game for yourself. The big scoring token triples the sum of your logos included in your network. However each empty hole adjacent to your network will count as -1.

Game contents:

4 x 6 logo tokens, 4 x 2 small scoring tokens, 4 x 1 big scoring token, 48 cards, 1 notepad for victory points, 1 rulebook