Critical Glitch

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**Equipment**: Game Grid, 2-4 miniatures Module cards w/ Max health and Health counter, Event cards, Damage Deck, Damaged room markers, Energy resource, Day counter with coin for counting, and Danger counter with coin for counting.

**Day Counter:** Keeps track of what day the players are on.

**Danger Counter:** Keeps track of the “Danger” levels of the ship. The more “dangerous” the more even cards the players must draw during the Event phase.

**Damage Cards:** Deck comprised of card that is blank on one side with its damage value on the other.

* Two 5 damage cards
* Two 4 damage cards
* Five 3 damage cards
* Five 2 damage cards
* Five 1 damage cards

**Module Cards:** Keeps track of the Maximum and Current Health of the Module.

**Objective:** To keep your Generation ship in good enough shape to make it 10 days towards the planet that you will crash-land into to allow the humans to populate it. Don’t let any of the six major parts of your ship get down below 5 health on the final day to succeed in this regard.

**Prep:** Each robot will start in the Cryo room in the middle. Put the Module cards closest to their counterpart on the board, while making sure they stay on the edge of the map, and not on top of it. Each player will need 5 Energy icons, along with their personal module to control their actions each turn. Place the Event cards and the Damage deck to the side of the board, which will allow multiple players to draw from both. Place the Day and Danger counters above the board, where all players can see them clearly. Place markers on both Day and Danger in the starting slots to signify Day 1, and the minimum threat level.

**Play:** The game will start with one damage card already started on both engines, which causes the players robot counterparts to wake up and start the game.

**Starting:** Each player will take the 5 energy icons that they are given and distribute them between Comm, Motor and Repair. You may not reveal where you are allocating your energy; everyone reveals their allocations at the same time, after which you may not change your allocations.

**Comm:** The ability to communicate about the game with teammates. For each point in communication, you may say one word about the game. *Ex: Spend two energy in comm to say “Me Camera” signifying that you are going to the camera room to take care of the problem there.*

**Motor:** The ability for your robot to move. For each point in motor, you may move one square. Used to move about the board itself. You may only move up, down, left, and right. You may not move diagonally.

**Repair:** How you fix the modules. For each point in repair, you may increase the health of the module you are currently in by one.

**Module Rules:** All Module cards begin the game face down and at 10 current health. When you add Damage cards, place face down on top of the module card. When a player enters a module with Damage cards on it, flip over the module card and subtract the damage cards total from the current health of the module. Adjust the counter accordingly and discard the damage cards. You may not reveal the module card or the damage cards to other players.

**Choosing who goes first:** The person who puts the most energy into Comm goes first (If a tie, choose who goes first, although we are partial to fights to the death as a means of choosing). Use up your distributed energy and then go clockwise until the turn is over.

**Continuing past the first turn:** From here you will move the Day counter one space towards ten, and if there are more than 2 rooms damaged move the Danger meter up one.

Draw an event card, and resolve the event. *Ex: The engines stalled at the same time causing damage to both. Place 1 Damage card on each engine.*

Redistribute your energy icons and the player with the most comm is the new first player. Go clockwise from them.

**If a module reaches zero:** It cannot take any more damage, so any cards that cause a damage card to be placed upon it are instantly negated.

**Losing the Game:** If day ten is reached and any number of modules are below five health, the ship will explode before getting through the atmosphere, thus causing the players to lose the game.

**Winning the Game:** If the players have been able to keep the ship running and all modules are above 5 at the end of day ten, the players win the game! The ship crashes onto the planet (safely) and the people and animals are released to begin taming this new world. Congratulations robots!