GROUP #38 – Hardspace: Shipbreaker Rules

A **2-player game** where players **cooperate** to deconstruct a ship.

Materials:

Quota Deck	Contains the ship layout and difficulty
Component Tiles Deck	Red/blue cardboard tiles
Common Connectors	Yellow clips connecting the slots
Hazard Connectors	Pink clips connecting from hazard slots
Energy Counter	Clips that keep track of a player's energy
Turn Counter	Board with clips that tracks turn count
Game Board	Grid board that contains the game space

> **Commented [BH2]:** is that still right?
>
> **Commented [BH3]:** is that still right?
>
> **Commented [BH1]:** refered to as a tool card later

Setup:

1. Shuffle the Component Tiles deck in a box and place it in the designated space.
2. Shuffle the Quota deck and place it in the designated space.
3. Draw one Quota card and place it face up in its designated space.
4. Distribute tiles from the Component Tiles deck face up matching the pattern shown on the Quota card.
5. After the tiles are set up, you may place Connectors between them. When a striped uncuttable hazard slot appears, you must place a Hazard Connector
6. Begin **Round 1!**

> **Commented [BH4]:** what box?
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> **Commented [BH5R4]:** maybe put that in materials
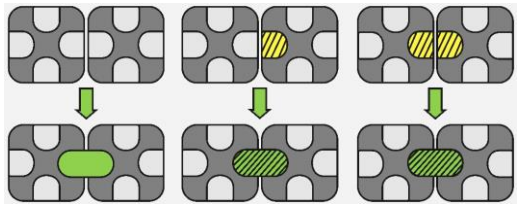
OBJECTIVE:

All components on the board must be **collected** as a team. Both players must work together to collect every component and will be scored based on the total number of rounds to finish.

The less turns you take as a team, the more stars you will gain!

During the round:

At the start of a new round both players' energy is refreshed by flicking up the four switches on the tool card. Players also flip a switch down on the round counter.

Flicking down a switch equals one use of a tool, and the yellow switch represents a free use of the collect action. **There is no turn order,** players may use their energy and collect at any time. A new round begins when the players run out of energy.
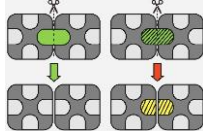
One player uses the **Cutter** card, and the other uses the **Weaver** card:

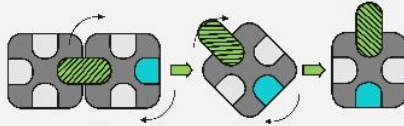| Player 1: CUTTER	Player 2: WEAVER
Cut: Remove common connector pieces. Hazard connectors cannot be cut.	**Rotate:** Spin the tile. The connections that are attached to the tile move along with it.

Tether: Create your own connector between two tiles. Can be either hazard or standard connections.

Move: Slide tiles around. If tiles have connectors, all connected tiles move together.
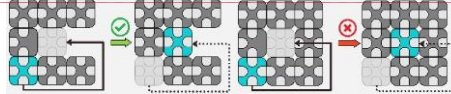
COLLECT (any player):

To win, you must collect all the tiles. Tiles must be collected by sliding **matched** tiles off any side of the board.

Tiles may only be collected so long as all the tiles are of the same color, and do not block each other when sliding out.
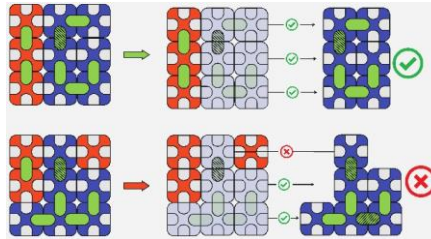
Hazard Connector Rules: Hazard connectors **canno**t be cut, whereas the common connectors can be cut.

'Short-circuit!' - If any tile has 4 hazard connections on itself, the tile "short circuits" and players remove all the hazard connections on that single tile. This can occur both during setup phase, and while using tools.