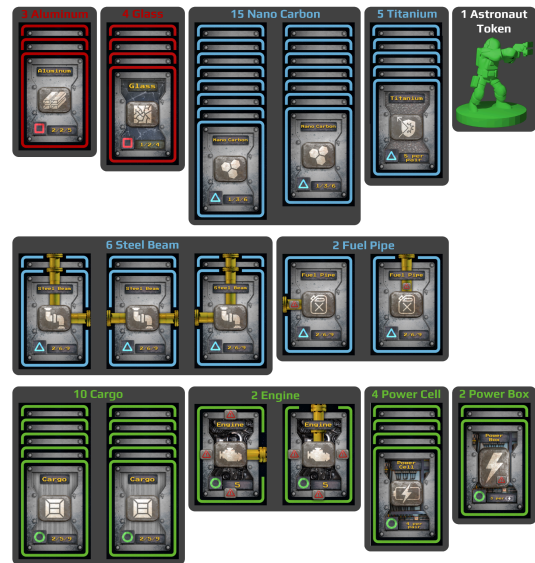# Components

- 54 Material Cards
  - 7 Furnace Cards (Red Squares)
    - 3 Aluminum
    - 4 Glass
  - 29 Processor Cards (Blue Triangles)
    - 15 NanoCarbon
    - 6 Steel Beam
    - 5 Titanium
    - 3 Fuel Pipe
  - 18 Barge Cards (Green Circles)
    - 10 Cargo
    - 4 Battery
    - 2 Powerbox
   - 2 Engine
- 1 Astronaut Token

Goal of the Game

Your goal as a Ship Breaker is to disassemble the *Ship* into sizable chunks floating in *Space*. Then sort the chunks into your *Hold*. Creating organized Chunks will earn you the most points.

Setup

1. Shuffle the Material Cards.
2. Deal all Material Cards face-up into a 3 by 3 grid (6 per slot) to form the *Ship*.
3. Place the Astronaut token below the center column of the ship
4. Start a 5 minute timer and begin play.
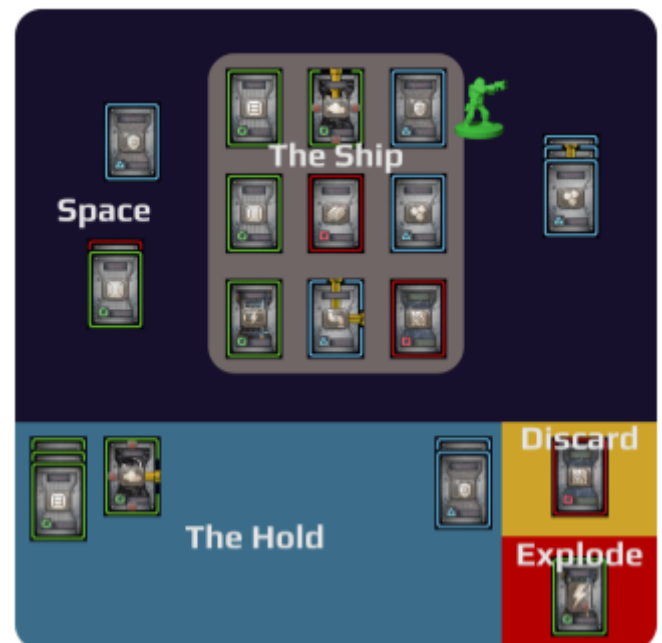
How to Play

Throughout the game, you will take 1 of 4 actions in series. To start an action, move the astronaut token to the location determined by that action. Then you can resolve the effect of that action.
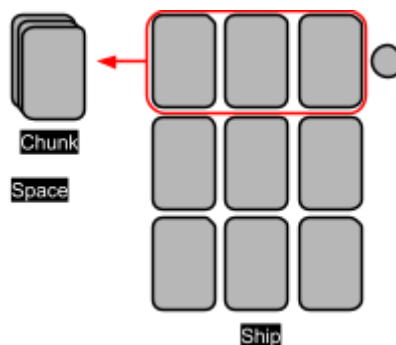
Actions

Create a Chunk:

Place the Astronaut Token at the end of a row or column of the *Ship*. Then take the top cards from each pile in the selected row or column. Place them face up in a stack anywhere in *Space*.
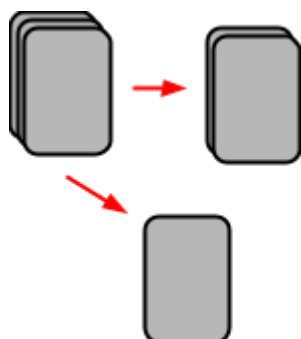
Split a Chunk:

Place the Astronaut Token next to a Chunk. You may split this chunk into separate smaller Chunks in any way. Place these new Chunks anywhere in *Space*.

Tether a Chunk:

Place the Astronaut Token next to a Chunk. Combine this Chunk with another floating in *Space* **first**. Then discard one card from the combined Chunk, face down into the *Discard*.

Move a Chunk to the *Hold*:

Place the Astronaut Token into the Hold. You may then move as many Chunks from *Space* to the *Hold* to score them at the end of the game. Keep these Chunks separate for scoring later.

Once a chunk is in your hold you can no longer interact with it.

Ship Effects

Some cards have special rules when inside the Ship. These effects trigger when you take the Create a Chunk action. This effect can be determined by the central Icon of the face up cards. Cards revealed by the Create a Chunk action do not trigger their effect. Some effects can be canceled out if the prerequisite cards are pulled before the effect cna trigger. Cards are pulled from

Basic Materials:

These cards have no special effects, but are where you get most of your points
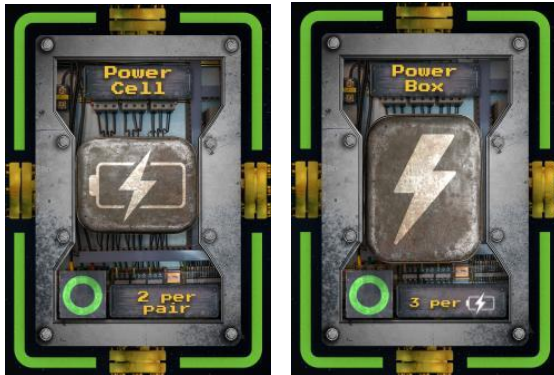
Powerbox and Power Cells:

Power Boxes are powered by Power Cells. If a Power Box is removed from the ship while there are any visible Power Cells present in the ship, the Power Box will explode.

Steel Beam:

When these cards are pulled from the ship, they pull up to 2 additional cards into their chunk. Which cards are pulled are signified by the indicating 2 pipes. These pipes will be in 1 of 4 directions, and attach to an adjacent card in said direction.
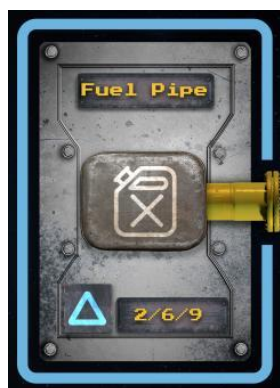
Titanium:

These cards end the action as soon as you pick them up, meaning you may end up with chunks of just 1 or 2 when taking the Create a Chunk action.
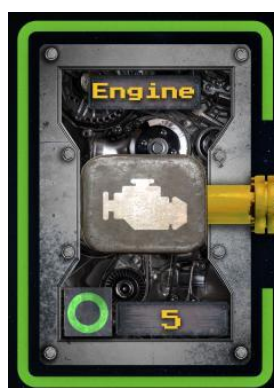
Steel Beams cannot pick this card up.

Fuel Pipe:

The Fuel Pipe feeds fuel into a space adjacent to it, indicated by the pipe. If this adjacent card is pulled into a Chunk before this card, then this card will explode.

Engine:

Engines are tough to get rid off and must be approached with caution. In order to pull this card you must pick it up from the direction indicated by the pipe. Coming from any other direction will cause it to explode.

Explosions:

When a card explodes you add it face up to your explosion zone. These will count as -10 points during scoring.

End of the Game

The game ends either when the timer runs out, or when there are no more card in the ship or in space

Scoring

For each Chunk, choose one card in that Chunk to be your scoring card. Chunks can only score if all cards are of the same type. Type can be seen in the bottom left, based on the shape and colour. Each card has a set value which will earn points based on criteria;

Sets:

The cards are worth more points based on how many of the same cards are in the Chunk. These sets can only count up to 3 cards max.
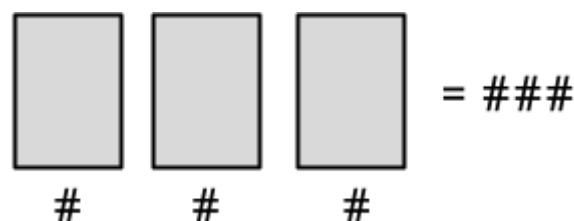
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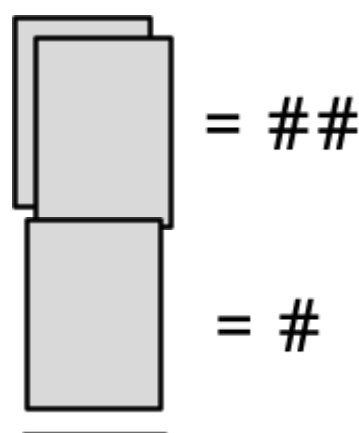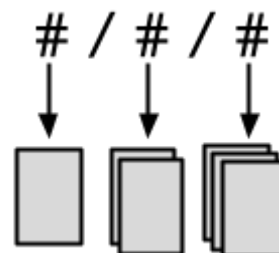
Pairs:

The cards are worth more based on the pairs of 2's found in a chunk.

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Solo:These cards are only worth a set amount of points, so it's usually best to have them on their own.

Per:

These are worth more based on the amount of the cards of the indicated type that are in the chunk. There is no cap for the size of this set.

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Then add up the point values of all chunks. Then subtract 10 points for each card that exploded. Once you have your point total, look to find your Ship Breaker rank!

Rank:

F Rank: 00 - 20

D Rank: 21 - 40

C Rank: 41 - 60

B Rank: 61 - 80

A Rank: 80+

Credits:

Lorraine Slakinski
Leslie Reynolds
Helena Fang
Eavan Zhou