

ENTANGLION

A game by IBM **Research**

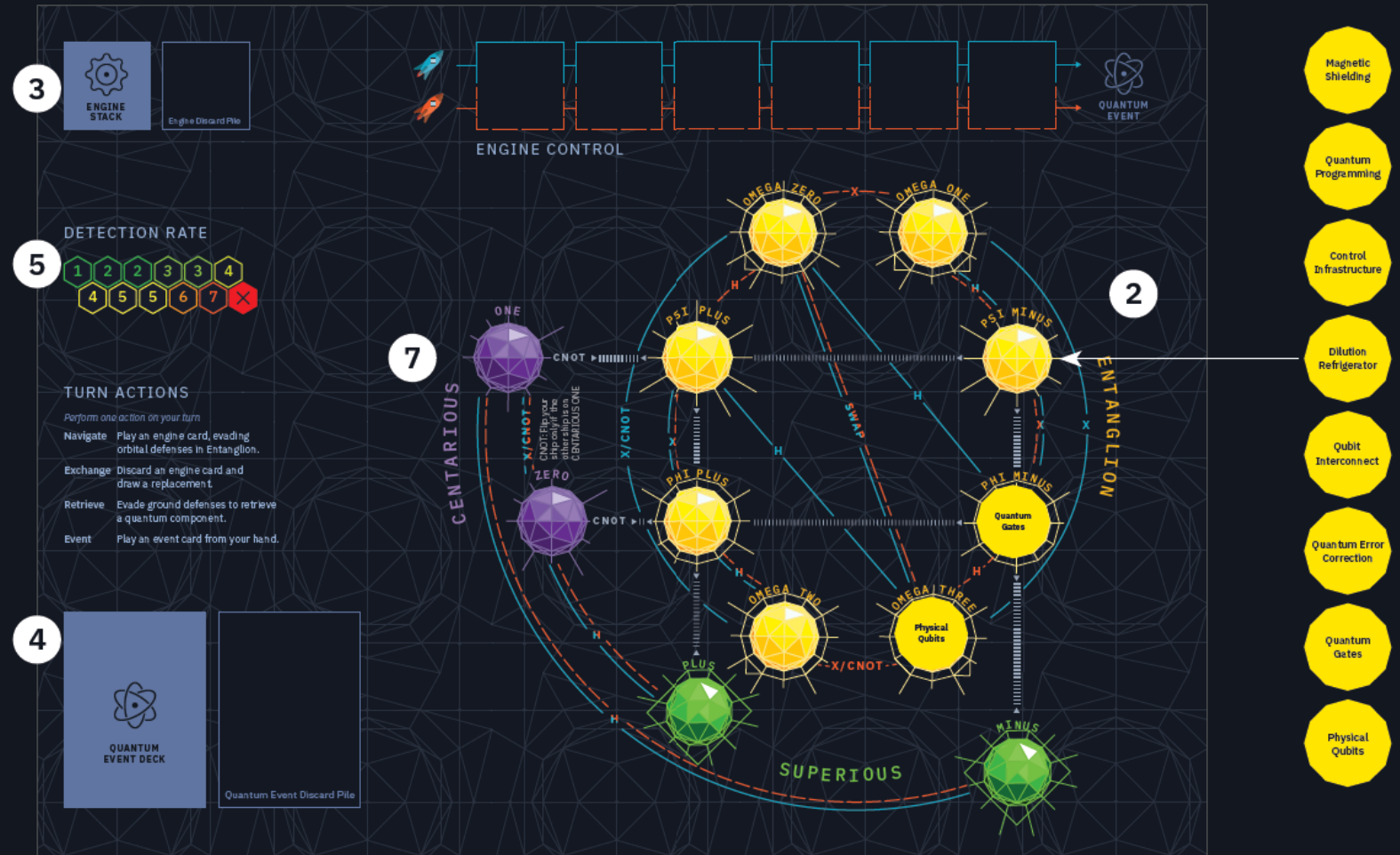
Goal

Entanglion is a cooperative board game designed for two players. The goal is to reconstruct a quantum computer developed by an ancient race. Work together with your teammate to navigate the three galaxies of the quantum universe—Centarious, Superious, and Entanglion—in a quest to collect eight quantum computer components. Be careful to avoid detection by the planetary defense mechanisms guarding the components!



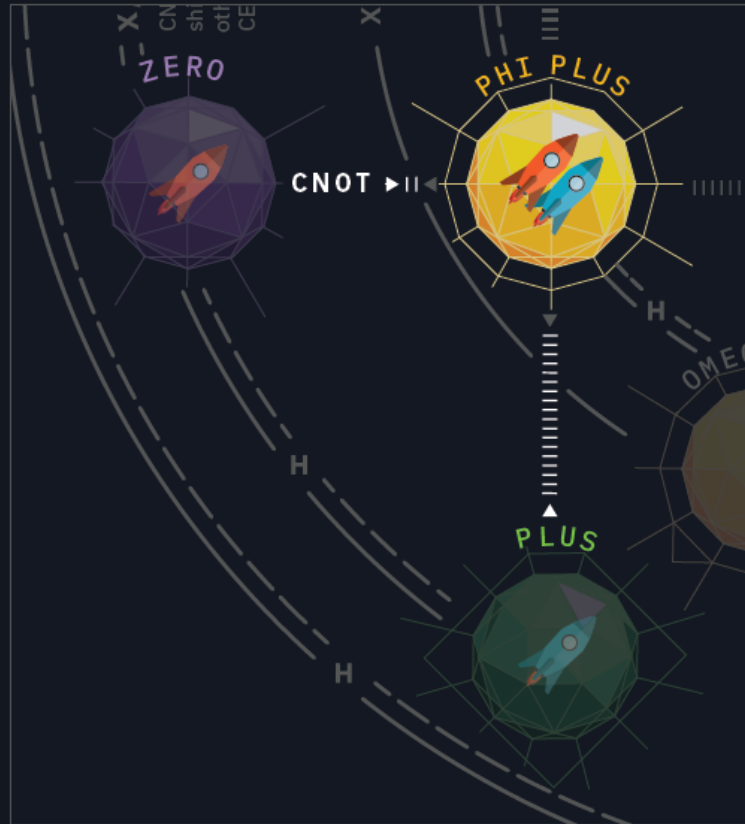
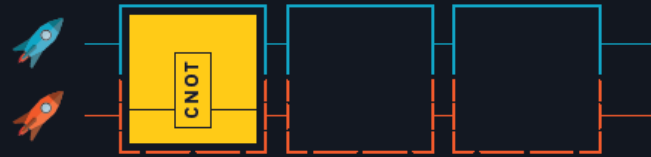
Game Setup

1. Lay out the game & spaceship boards
2. Place the quantum components
3. Shuffle the engine card stack
4. Prepare the quantum event deck
5. Set the initial detection rate
6. Determine the first player
7. Determine the initial ship locations
8. Draw engine cards



Engine Cards

- Once all six engine control slots have been filled, perform a quantum event at the end of your turn.



Entering & exiting Entanglion

- one spaceship needs to be in Centarious, and the other spaceship needs to be in Superious.

Orbital defenses

- Roll the Entanglion die.
- If the outcome > detection rate then the orbital defenses have been evaded.
- Else
 - Increase the detection rate by one.
 - Roll the Centarious die and move both ships to the planet indicated.
- Draw a quantum event card and perform the action indicated.

Ground defenses

- Roll the Entanglion die.
- If the outcome > current detection rate, collect the component and place it on your spaceship board.
- Else increase the detection rate by one.

Turn overview

Perform *one* of the following actions on your turn.

Navigate. Play one engine card in engine control to navigate around the galaxy, and draw a replacement. You may only play engine cards for your own ship.

Exchange. Discard one engine card from your hand and draw a replacement.

Retrieve. Roll the Entanglion die to attempt to retrieve a quantum component if one is present.

Event. Play an event card from your hand (if you possess one).

Players may not pass their turns, they must perform one of the actions above.

