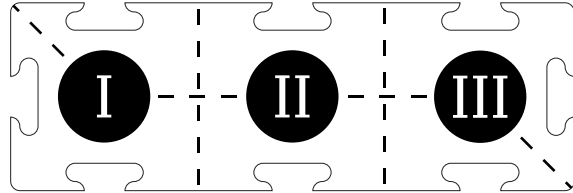# BREAKER BLOCKS

Spriteborne

CONTENTS

OVERVIEW

Breaker Blocks is a one on one tabletop game in which you place power and command blocks to build up your circuits and sabotage your opponent's. Control more circuits than your opponent when the game is over to win.

SETUP

- ▶ Dump all of the blocks onto the table
- ▶ Set aside the Circuit Core.

- ▶ Sort the colored tiles into piles based on color.
- ▶ Each player starts with both of their 0 Power blocks in their hand, ready to use when the game begins.
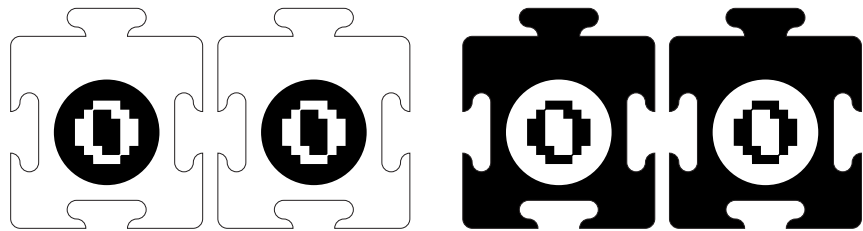
VICTORY

The goal of the game is to control more circuits than your opponent when the game is over. You accomplish this by feeding power into those circuits through the use of your colored, numbered blocks. You control a circuit when you are feeding more power into it than your opponent.
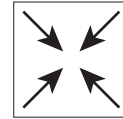

Player Two Inputs

Player One Inputs
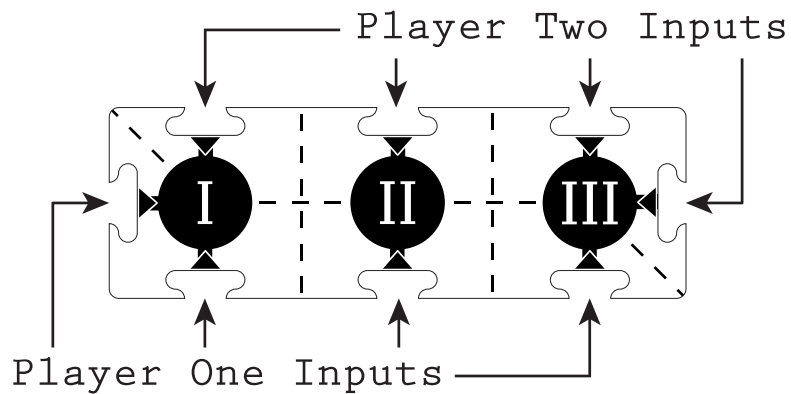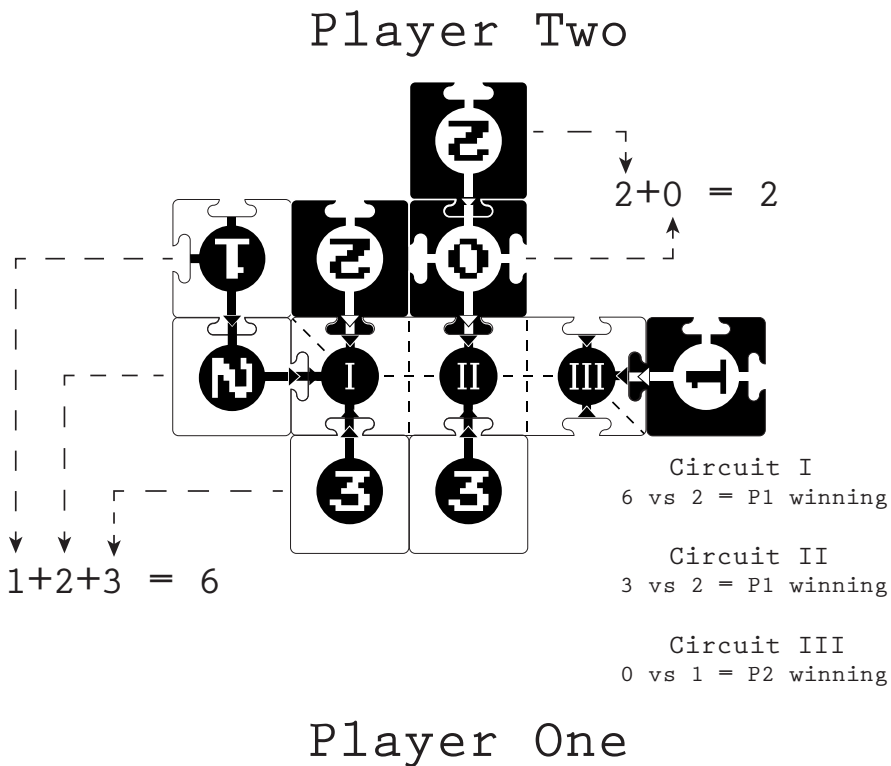
CONTENTS

VICTORY CONTINUED

The game is over when one of two things happens:

▸ Two AUTHENTICATE tiles are added to the board, regardless of where they are played or who played them. The game ends immediately and circuit control is assessed to determine the winner. This is how most games will end.

▸ If one player cannot draw or add any power blocks, their turn is over. Their opponent gets one normal turn, then the game is over.

When the game is over, players add up the power they have feeding into their circuits. The player who controls the most circuits wins.

Player Two

$2+0 = 2$

$1+2+3 = 6$

Circuit I
6 vs 2 = P1 winning

Circuit II
3 vs 2 = P1 winning

Circuit III
0 vs 1 = P2 winning

Player One

In this example, Player One is winning circuits I and II and Player Two is winning Circuit III. If the game ended right now, Player One would be victorious.

CONTENTS

TURNS

On each turn, you may take two actions. You can take two of the same action type or you can take two different kinds of actions.
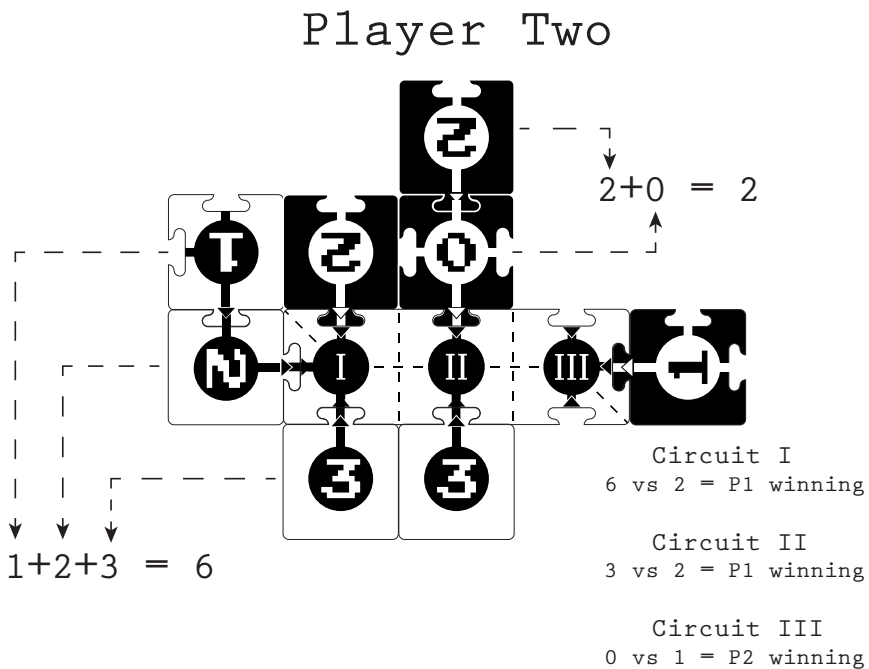
The types of player actions are as follows:

ALLOCATE (Draw/Prepare)
Pick a block from your colored supply or the neutral supply and draw it into your hand. Note that you cannot add blocks on the turn you draw them, so it may help to think of "draw" as "prepare a block to be used later." You can draw blocks from your colored power blocks or the neutral command modules, also known as action tiles.

ASSIMILATE (Add/Play)
Pick a block from your hand and add it onto one of your circuit paths on the board. You may not add blocks to your opponent's circuit paths. Note again that you cannot play blocks on the turn you draw them.

Player Two

2+0 = 2

1+2+3 = 6

Circuit I
6 vs 2 = P1 winning

Circuit II
3 vs 2 = P1 winning

Circuit III
0 vs 1 = P2 winning

Player One

Let's revisit the example diagram. You can see here that players can only play into their own inputs, but blocks played may go in any direction from there. It's possible, though difficult, to build into the other players side of the board as Player One tried to do on the left.

TURNS CONTINUED

Command modules activate their behaviors when they are added to the board. Their effects are activated automatically and do not cost the player any additional actions. For example, if a command module removes a block from the game, the player has only spent one action to add the command module to the board; the act of removing a block from the game happens automatically and for free.

Command modules do not get in the way of power paths, so don't worry too much about where you place them. Most of the time, they can only give you more options!

AGGREGATE (Rearrange)
Target one of your blocks that has no other blocks plugged into it and move it elsewhere to another plug on one of your circuit paths. You may only rearrange into your own circuit paths and you may only rearrange your own blocks. Note that command modules are not activated again when they are rearranged.

Player Two

Cannot rearrange:
Blocks plugged
into this block

Rearrange okay!
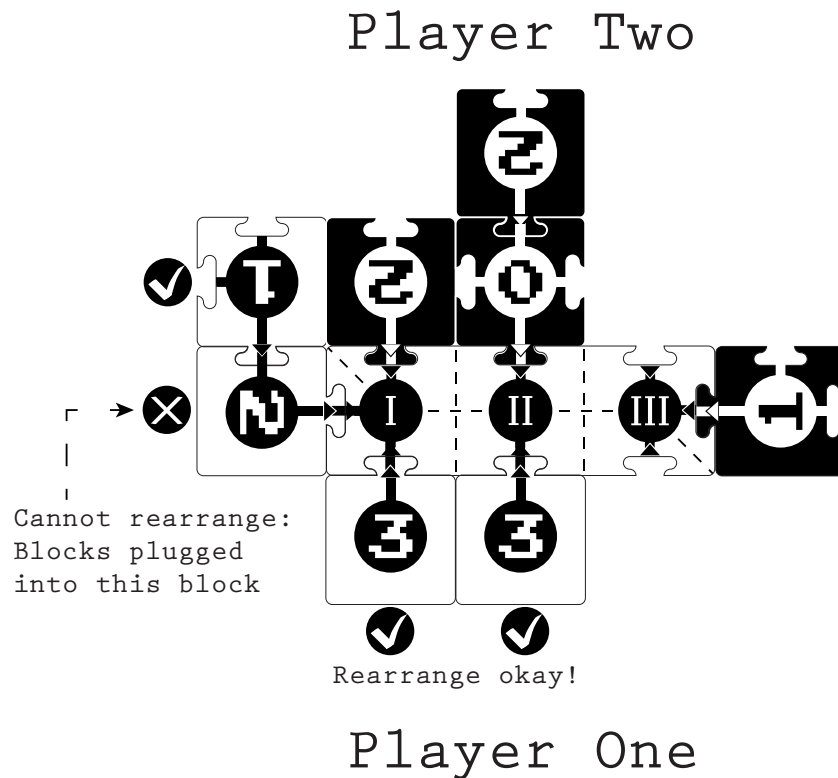
Player One

In this example, Player One could rearrange either of their Power 3 blocks or their Power 1 block. If they moved their Power 3 from Circuit I to their opening in Circuit III, they could be winning all three circuits!

On the other side of the board, Player Two could move their Power 2 block from Circuit I to one of their openings in Circuit II. This would cause them to be winning Circuit II and Circuit III, going from a losing position to a winning one!

Turns Continued

It's easy to get caught up in adding new tiles to the board, so don't forget that you can rearrange, too! Power blocks already on the board are often over-looked by your opponent.

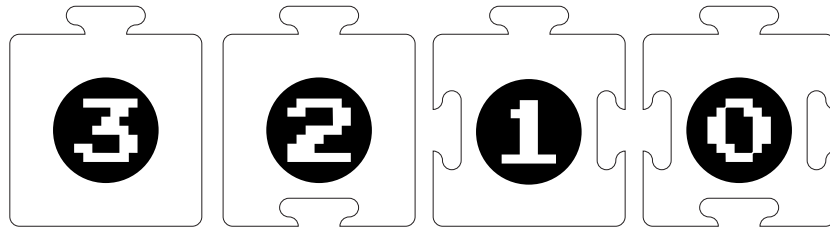Note that the AUTHENTICATE block is special and cannot be rearranged.

BLOCK TYPES
Blocks are divided into two fundamental types:
POWER blocks and **COMMAND** modules.

POWER BLOCKS
Power blocks are blocks that feed power into a circuit. The amount of power they contribute is shown as the number on the block.

The more powerful a block, the less flexible it is once it's on the board. For instance, the Power 3 block has no inputs, but the Power 1 block has two inputs.

Be careful about which power blocks you draw! While blocks of the same power level may have the same number of inputs, those inputs are usually arranged in different ways.

COMMAND BLOCKS
Command blocks, or command modules, are neutral blocks that do not add to or subtract from the power of a circuit. Instead, they each have special actions that activate when they are added onto the board. They can be drawn by either player.

Players may not have more than one of the same kind of command block in their hand at a time. The exception to this rule is the AUTHENTICATE block, which players may hold two of.

The actions that happen from command blocks follow the same rules for targeting as rearranging. Only blocks with nothing plugged into them may be targeted.
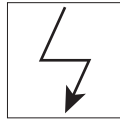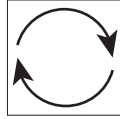
CONTENTS

THE DIFFERENT COMMAND BLOCKS ARE AS FOLLOWS:

ANNIHILATE (Destroy)

Target a block on either side of the board. Destroy it, removing it from the game entirely. May not target AUTHENTICATE blocks.
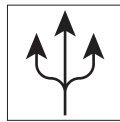
GREAT FOR DESTROYING STRONG POWER BLOCKS!

AUTOMATE (Quick Play)

Play a block directly from the supply. This can be a command module or one of your power tiles. May not target other AUTOMATE tiles.
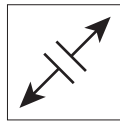
THINK OF THIS ONE LIKE A WILDCARD. USE IT TO KEEP YOUR OPPONENT GUESSING ABOUT WHAT YOU'RE PLANNING TO DO NEXT.

ACCELERATE (Draw Three)

Target three blocks in the supply. ALLOCATE them, drawing them into your hand.

USEFUL FOR REBUILDING YOUR HAND WHEN YOU'RE LOW ON TILES!

ATTENUATE (Remove Two)

Target a block plugged into one of your circuits and a block plugged into one of your opponent's circuits. Remove them both from the board and return them to the supply. May not target ATTENUATE or AUTHENTICATE blocks.

CAN BE USED TO SEND BACK STRONG POWER TILES FROM THE OPPONENT WHILE ALSO SENDING BACK COMMAND MODULES TO BE USED AGAIN. EASILY UNDERESTIMATED.
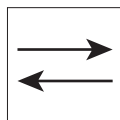
AGITATE (Rearrange Opponent)

When placing this block, perform two consecutive rearrange actions as though you are your opponent. This allows you to rearrange two of their tiles, one after another.
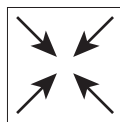
CREATE A WINDOW OF OPPORTUNITY, REARRANGING THE OPPONENT SO YOU CAN WIN OR TO UNDO PHYSICAL BLOCKING THEY'VE DONE TO YOU WHILE YOU REBUILD.
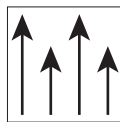
AGGRAVATE (Aggravate)

Target one tile in your hand and one tile in your opponent's hand. Send all other tiles in both hands back to the supply.

PERFECT FOR USE AGAINST OPPONENTS WHO LIKE TO HOARD TILES.

AUTHENTICATE (End Game)

The AUTHENTICATE tile does nothing on its own, but the game ends when two of them have been plugged in anywhere on the board regardless of where they are plugged in or who played them. May not be rearranged. May not be targeted by command modules once added to the board. You may only add one AUTHENTICATE block each turn by any means, including by AUTOMATE blocks.

CREATE A MOMENTARY ADVANTAGE AND USE THESE TO FINISH THE GAME AND WIN.

CONTENTS

FREQUENTLY ASKED QUESTIONS

Q: Do I win by controlling circuits or does my total power on the board matter?

A: Circuits! The total amount of power on the board is irrelevant if it isn't helping you control circuits. You could be feeding all of your power into Circuit II, but if your opponent has even 1 power going into Circuit I and Circuit III then you're losing.

Q: So I need to control two circuits to win, right?

A: Not necessarily. "More circuits than your opponent," could mean that you're tied on two circuits and winning the third. Sometimes controlling even one circuit means that you're winning.

Q: How do I know which circuit power is feeding into?

A: Power blocks will only feed into one circuit at a time. You can use the paths on the blocks to see where power is going.

Q: What happens if the game ends in a draw?

A: Draws are pretty rare, but if one does happen, refer to your own house rules. You can call a draw a draw or you can consider it a loss for both players, whatever you're more comfortable with.

VARIANT PLAY

"BLIND ACTION"
Play the game with all command modules in the supply face down. Some commands might still be identifiable by their shape, but most can not. For even more randomness, set aside the AUTHENTICATE blocks and then blindly remove 4 command blocks from the remaining supply.

"POWER OVERWHELMING"
Instead of ending the game with AUTHENTICATE blocks, the game is over if a player starts their turn while in control of two or more circuits.

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