

BREAKER BLOCKS



Spriteborne

CONTENTS

OVERVIEW

SETUP

VICTORY

TURNS

BLOCKS

FAQ

GLOSSARY

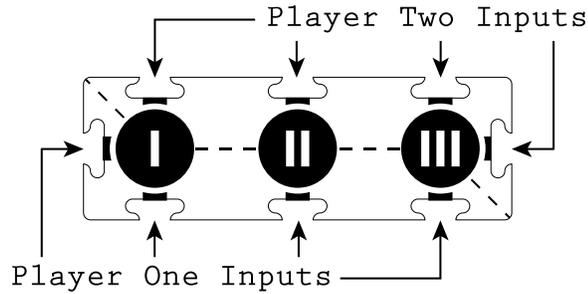
CONTACT

OVERVIEW

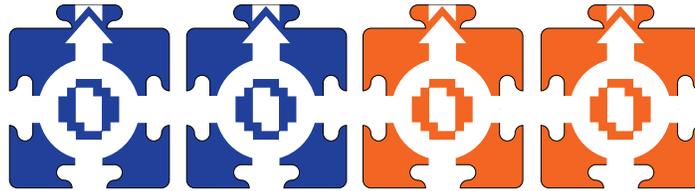
Breaker Blocks is a 10-minute, two-player game of circuit building and sabotage. Control more circuits than your opponent and try to end the game while you're winning.

SETUP

- ▶ Remove all of the tiles from the bag and set aside the circuit core.

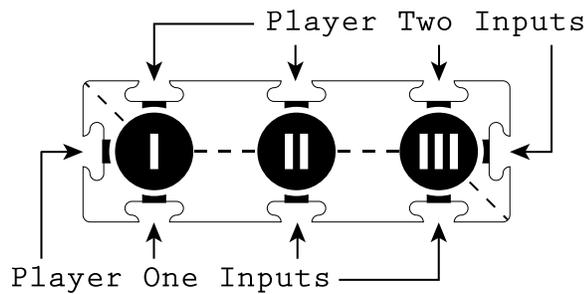


- ▶ Sort the tiles by color, face up. Each player takes a color and the black tiles go between them.
- ▶ Set aside the 0 Power tiles of your color. This is your starting hand. Everything else is the "pile."



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 tiles. You control a circuit when you are feeding more power into it than your opponent.



CONTENTS

OVERVIEW

SETUP

VICTORY

URNS

BLOCKS

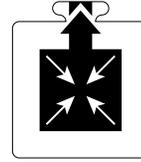
FAQ

GLOSSARY

CONTACT

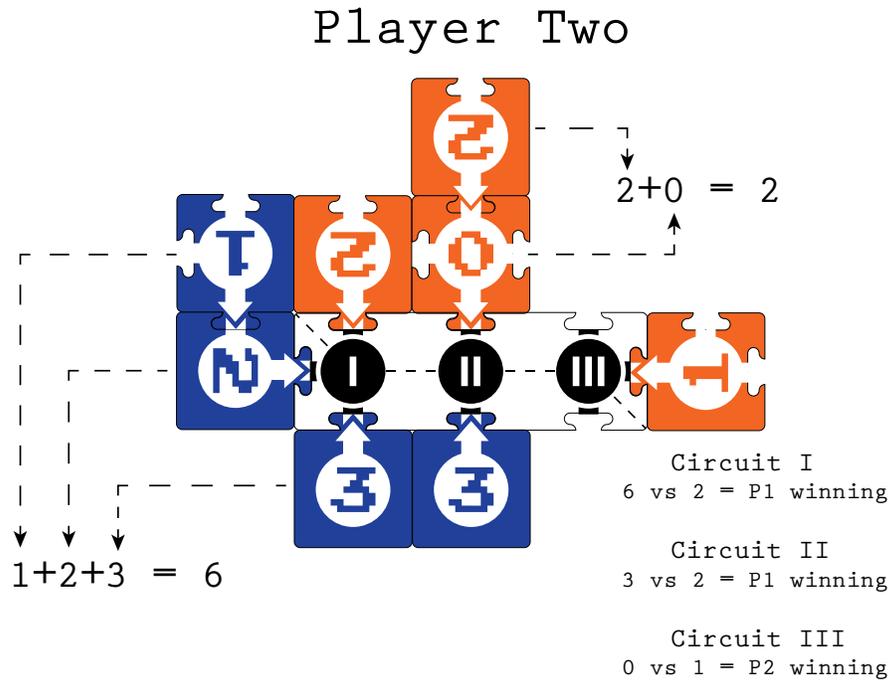
VICTORY CONTINUED

The game is over once the second AUTHENTICATE tile is played, regardless of who played it or where it was played. The game ends immediately and the player controlling the most circuits wins.



Note that total power is unimportant; it only matters that you have more power than your opponent in any given circuit.

There are other, rare ways the game can end. See the FAQ for details.



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

OVERVIEW

SETUP

VICTORY

URNS

BLOCKS

FAQ

GLOSSARY

CONTACT

URNS

On each turn, you get two actions that you can spend however you'd like. There are three ways to use each of those actions:

DRAW

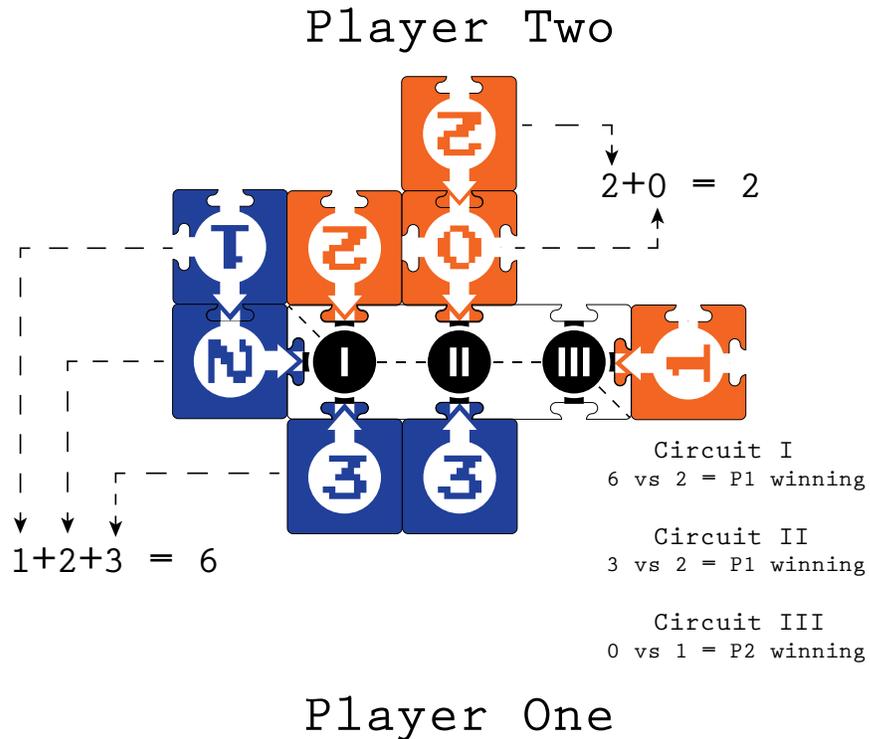
Pick any tile from your color pile or the shared action pile and draw it into your hand, which is kept face-up in front of you. You cannot have more than one copy of the same action type in your hand at a time, though there are no restrictions on power tiles.

PLAY

Pick a tile from your hand and plug it into one of your circuits. Think of your circuits like trees; your roots must start in your inputs, but your branches can grow anywhere from there.

Note that you cannot DRAW and PLAY the same tile in the same turn. This is very important.

All action tiles activate their special abilities the moment they are played, too. More on this later.



YOU CAN SEE HERE THAT PLAYER ONE IS ABLE TO BUILD OFF OF THEIR OWN CIRCUITS BUT NOT THEIR OPPONENTS.

Note that the dotted line separates the two halves of the board. Each player gets one circuit where they have two inputs.

CONTENTS

OVERVIEW

SETUP

VICTORY

TURNS

BLOCKS

FAQ

GLOSSARY

CONTACT

TURNS CONTINUED

TILE TYPES

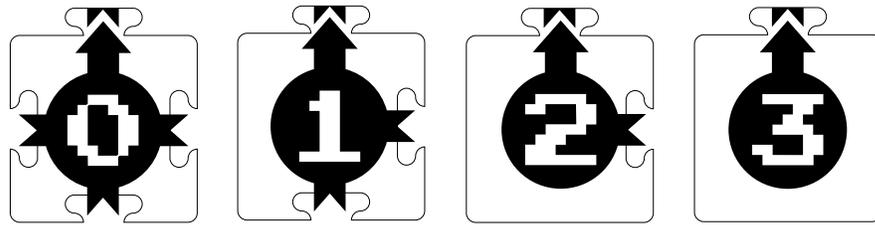
Tiles are divided into two fundamental types:

POWER tiles and **ACTION** tiles.

POWER BLOCKS

Power tiles are color tiles with a power value on them that feed power into the circuit they're plugged into. All of the power tiles in a given add up together to determine who controls that circuit, making them the foundation for victory.

Pay attention when drawing power tiles; not all tiles are created equal.



ACTION BLOCKS

Action tiles are neutral tiles that do not add to, subtract from, or interrupt the flow of power. Instead, they each have special abilities that activate when **PLAY** them.

- ▶ They can be drawn by either player, but become “yours” when plugged into one of your circuits and allow you to **PLAY** more tiles into it later.
- ▶ The ability on an action tile costs nothing to activate; it uses its ability when you **PLAY** it.
- ▶ Players cannot have more than one copy of the same action type in their hand at a time.
- ▶ Action tiles cannot target themselves or copy themselves (e.g. **ACCELERATE** cannot be used to draw another **ACCELERATE**). For their first game, players should use the **ACCELERATE**, **ANNIHILATE**, **AGITATE**, and **AUTHENTICATE** tiles, removing the others from the game. The real strategy of Breaker Blocks comes from playing with all seven action tiles, however.

CONTENTS

OVERVIEW

SETUP

VICTORY

URNS

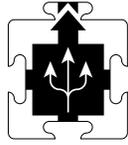
BLOCKS

FAQ

GLOSSARY

CONTACT

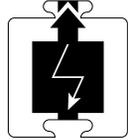
THE DIFFERENT ACTION BLOCKS ARE AS FOLLOWS:



ACCELERATE (Draw Three)

Take three **DRAW** actions immediately. Remember that you cannot **PLAY** these tiles this turn, just like normally drawn tiles.

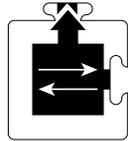
USEFUL FOR BUILDING UP YOUR HAND.



ANNIHILATE (Destroy)

Target a tile on the board with nothing plugged into it. Remove it from the game.

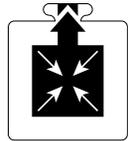
GREAT FOR DESTROYING HIGH VALUE POWER TILES.



AGITATE (Rearrange Opponent)

Take up to two **REARRANGE** actions, one after another, on your opponent's side of the board.

UNDO YOUR OPPONENTS HARD WORK.

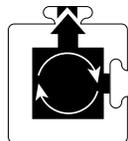


AUTHENTICATE (End Game)

On its own, **AUTHENTICATE** does nothing, but the game is immediately over once the second **AUTHENTICATE** is played regardless of who played it or where it was played. This tile is also locked once it is added to the board, so it cannot be rearranged or targeted by action tiles in any way.

You may only **PLAY** one **AUTHENTICATE** tile per turn, regardless of how it is played.

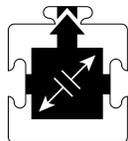
CREATE A MOMENTARY ADVANTAGE AND END IT WHILE YOU'RE WINNING.



AUTOMATE (Wildcard)

PLAY one tile directly from the pile. May target actions or your color power tiles.

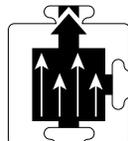
TAKE YOUR OPPONENT BY SURPRISE.



ATTENUATE (Remove Two)

Target one tile on each side of the board with nothing plugged into it and send those tiles back to their respective piles.

TRICKY. EASILY UNDERESTIMATED.



AGGRAVATE (Mass Discard)

Pick one tile in your hand and one tile in your opponent's hand, then send all other tiles in both hands back to their respective piles.

ANTI-HOARDING, SELF-DESTRUCTIVE, AGGRAVATING.

CONTENTS

OVERVIEW

SETUP

VICTORY

TURNS

BLOCKS

FAQ

GLOSSARY

CONTACT

FREQUENTLY ASKED QUESTIONS

Q: What happens if I run out of power tiles?

A: If you can no longer **DRAW** or **PLAY** any power tiles, your opponent gets one more turn and then the game ends.

Q: What if there's nowhere else for me to **PLAY** a tile?

A: In this exceptionally rare situation, your opponent wins. Sorry.

Q: What happens if there's a tie when the game is over?

A: The circuit core overloads and you both lose. In tournament play, follow house rules for a draw.

Q: Is there any significance to the numbers on the circuit core?

A: No, they could be any set of readable symbols.

Q: Should tiles in the pile be face-up or face-down?

A: Face-up. There is no secret information or randomness in Breaker Blocks.

Q: What if an action tile is played and can't do anything? For example, what if the only tile to send back with an Attenuate tile is an Attenuate tile?

A: It fizzles and does nothing, but is still added to the board. You probably shouldn't play it if this is going to happen.

GLOSSARY

ACTION

One of the things you can spend to **DRAW**, **PLAY**, or **REARRANGE**. You get two per turn. and may spend them in any combination you want to.

BOARD

The collection of all tiles that have been plugged in to the circuit core or added to those circuits.

DRAW

The act of spending an action to add a tile from one of the piles into your hand.

HAND

The group of tiles drawn by players, waiting to be played.

PILE

The group of all tiles yet to be drawn by a player. There is a pile for each color and a pile for action tiles.

PLAY

The act of spending an action to add a tile from your hand to one of your circuits.

REARRANGE

The act of spending an action to pick up one of your tiles and move it somewhere else you're allowed to play it.

BREAKER BLOCKS

CONTACT

Jacob Vander Ende
Spriteborne – Owner
jake.vanderende@gmail.com
www.spriteborne.com

Lex Piccione
Graphic Designer
lexpiccione@gmail.com
www.lexpiccione.com



Spriteborne