

Reactor Repair Rivalry

A card game about fixing a spaceship's reactor, whilst you all scuffle to be the one who survives it

Introduction

Welcome Engineers! The spaceship you are currently on is in the middle of blowing up. Good news though... you are engineers, so you can repair it - or at least a small section where the escape pod is. Only the smartest one of you will be allowed to come back to earth, so fix the components and achieve as many goals as you can. Good luck!

You'll need **4-6 players** for this, and about **40 minutes** to play it.

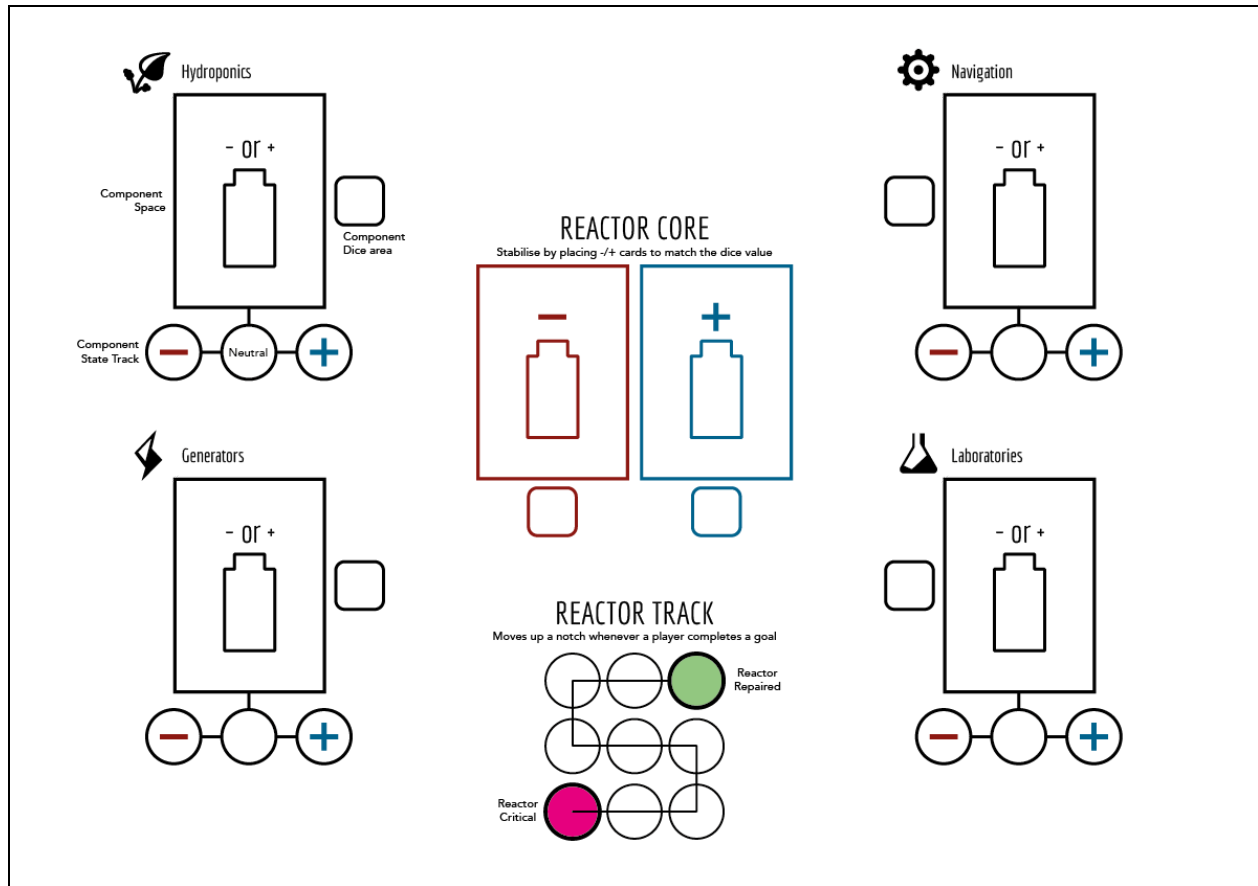
Setup

Stuff you need

- [All the various files, including this doc, are in this google drive folder](#)
- [Print out the cards & game board](#), (if you want a bigger game board, [here's an A3 version](#))
- Split the cards into three decks:
 - Battery deck
 - Goals deck
 - Specials deck
- 6 D6 dice, preferably in three colours to make dice rolling quicker:
 - 4 of one colour to use with the Ship Component spaces,
 - 1 Red & 1 Blue to use with the Reactor Core Spaces
- 5 Tokens:
 - 1 for the reactor track
 - 4 for the various component state tracks

Your Intrepid Vessel

With your printout, or drawn onto a piece of paper, you should have this in front of you:



This is a diagram of your noble spaceship! It's made up of the following key areas:

- **Reactor Core Spaces** - the main reactor, which has a Negative (-) space, and a Positive (+) space, with a space for a dice next to it. The ship's reactor needs to have its battery requirements met each round, if not, there won't be enough power to achieve your goals.
- **Component Spaces** - each key component of the ship has a space for a dice, and a track showing what state it is currently in, with 3 steps: **Negative (-)**, **Neutral**, and **Positive (+)**.
- **Reactor Track** - a track showing how close the space ship is to get fixed.

Place a token on the red notch on the reactor track, if you want a quicker/more tense game, slide the token closer to the green notch.

Place a token on each ship component track's neutral space.

Everyone is dealt a goal card secretly, this is what state you want the ship's components to be in, in order to escape the vessel alive (e.g. if you need a Positive (+) for Electric, and a Negative (-) for Hydroponics, you need the matching component's state track to finish the round on that notch).

Rounds

Deal - Each round, one player is in control of the ship, they deal out **1** event card to every player (including themselves), and so many battery cards:

- If there are **3** players, deal **7** battery cards to each one.
- For **4** players, deal **6**.
- For **5** players, deal **5**.
- For **6** players, deal **4**.

Roll Dice - The dealing player rolls all the dice, and allots them as follows:

- Place the Red & Black dice sit next to the reactor, these are the number battery cards you need to stabilise the reactor for this round (Red is negative, Black is positive)
- Place one yellow dice next to each component, this is the battery value you need to be higher than or equal to shift the component's state up a notch.

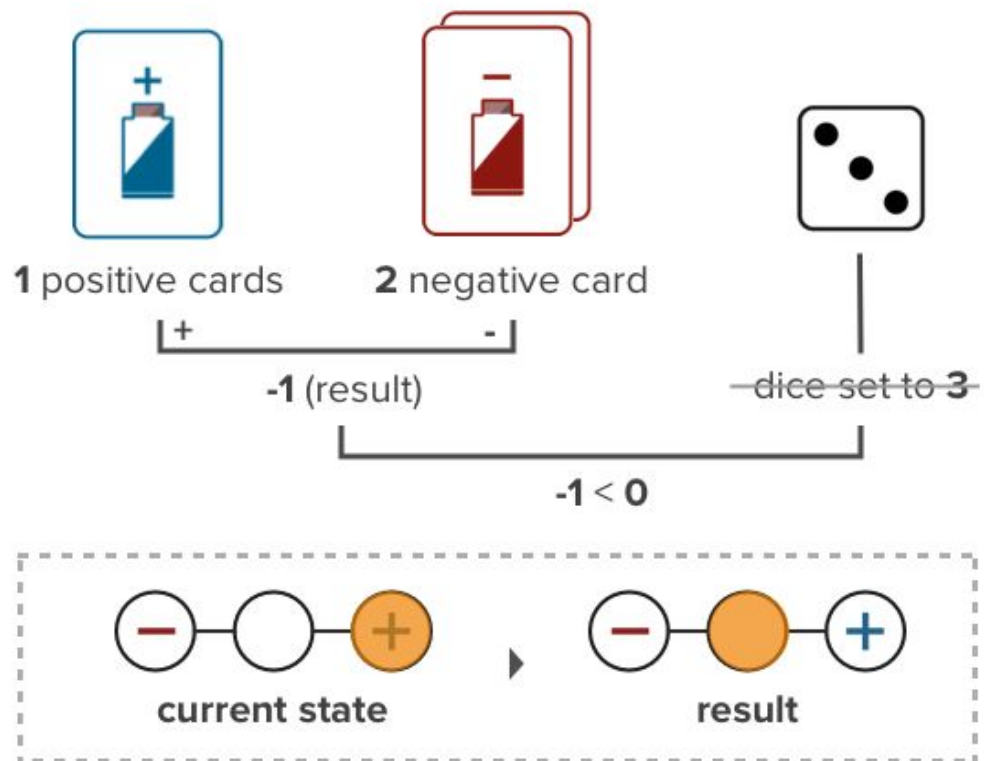
Place cards - Going clockwise around the table, everyone plays 1 card, placing it onto either:

- Any component space face down
- Onto a reactor space face up, if it's respective dice value hasn't been met. If you're finishing the stack for the reactor space, you draw an extra card.
- Or an event card

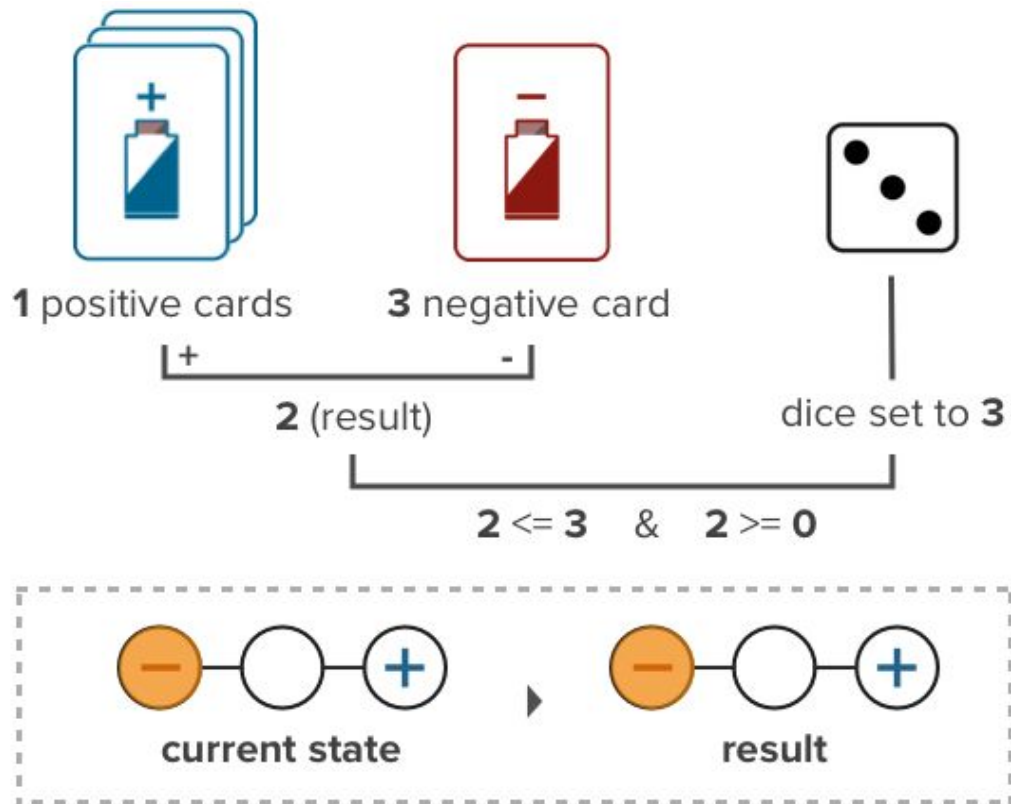
Resolve - At the end of a round, resolve the reactor state, then ship components, and finally anyone's hidden goal:

1. Resolve battery values for each component space:
 - a. tally the positives (+) and negatives (-)

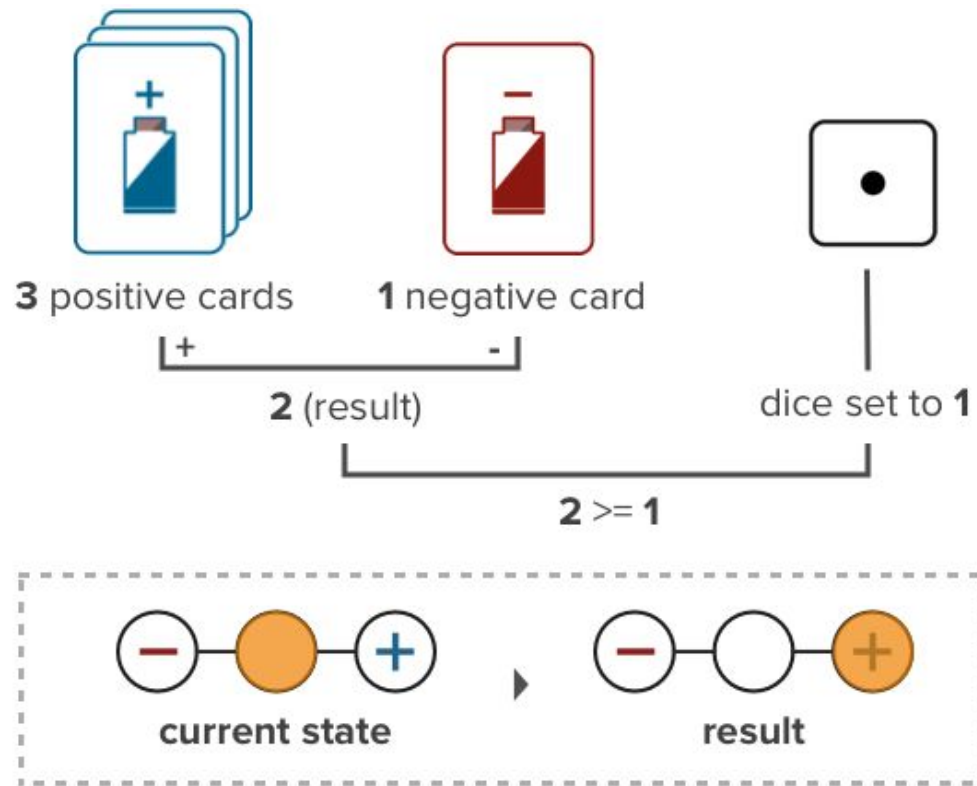
- b. If the tally is lower than 0, move the component's token down a notch



- c. If it's higher than or equal to 0, but lower than the dice value, the token doesn't move



- d. If it's higher than or equal to the dice value, the token moves up a notch



2. The reactor is unstabilised:
 - a. The components will be able to move a notch, but there won't be energy to achieve any goal.
3. The reactor is stabilised:
 - a. The components will be able to move a notch
 - b. The reactor track will be moved one notch closer to the green space
 - c. If a player has achieved their secret goal, he will get a point and receive a new one

Appendix

Event cards - A player will have the ability to use one event card, their effects are the following:

- **New goal:** Put your goal back to the goal deck, see the top three cards and choose one as you wish.
- **Re-roll:** Pick any dice from the components and re-roll it
- **Lock-it:** Lock a component for the rest of the round, no cards can be added anymore
- **Reverse polarity:** Place it in a component of your choice, the results of the polarity from a component will be shifted at the end of the round
- **Check & swap card:** Pick up a card from the top of any component and place it in any component of your choice
- **Swap component states:** Swap the pile of cards from any two components.
- **Swap goal:** Choose a player to swap your goal with
- **Swap hand:** Give the cards in your hand to a player and get theirs.

Credits

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- Diego Lambertucci
- Cordane Richardson
- YauMing Kong
- Matthew Simms