

GB Game rules

SPACE BUILDER



Ages 8 to 99



2 to 4 players



20 min.

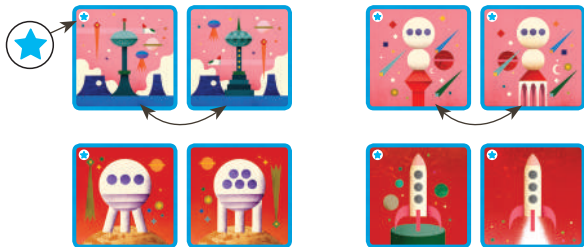
Space architects: You must build your space city by following the instructions on the map. Use the correct buildings and turn them in the right way as fast as possible!

Contents: 4 boards, 4 sets of eight “building” cards (double-sided), and 20 “map” cards.

Goal of the game: Be the first to build your space city according to the map layout.

Game set-up: Shuffle the “map” cards and place the pile face down in the middle of the table.

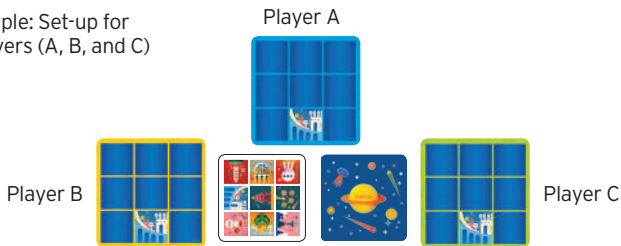
Each player selects a set of eight “building” cards marked with the same colour along the edges of the card. Players pick up the cards shown below (cards with the ★ logo). The other cards are frozen for the time being.



Players pick out a board and set it in front of them.

Each player places a board in front of him or her facing the same direction.

Example: Set-up for
3 players (A, B, and C)



Directions: The game is played in several rounds.

A round:

1/ One "map" card is placed face up in front of the players so that everyone can see it. Warning! **Players may not turn the "map" card to face a different direction.**

2/ Players play at the same time, building their space city with their "building" cards according to the map instructions.

3/ When a player has finished building, he or she taps the pile of "map" cards, and the other players can continue building. As soon as the second-to-last player has finished playing, the round ends and the last player must stop building.

4/ The players check their buildings to determine who won the round.

Counting construction faults:

The constructions are checked, for each player, starting with the first to finish.

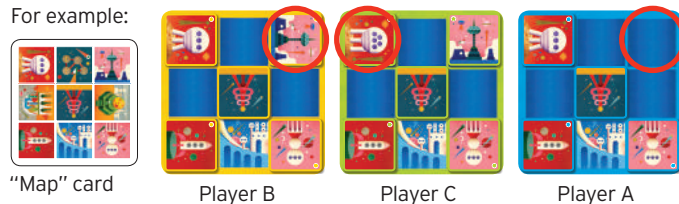
- One non-built building = **1 fault** (applies to the last player)
- One building in the wrong location = **2 faults**
- One building that is incorrectly positioned or wrong side up = **2 faults**

Note: The same card cannot be awarded several faults.

The player who has the least number of faults for his or her construction, wins the round. If there is a tie between several players, whoever finished his or her building the fastest wins the round.

The winner of the round unfreezes a "building" card of his or her choice from the set and adds it to his or her hand. During the next round, he or she must build an extra building.

For example:



Player B finished his or her space city first.

Player C finished second.

Player A stops playing because he or she can no longer continue to place cards.

Player B has two faults because a building is facing the wrong way.

Player C has two faults because a card is wrong side up.

Player A wins the round because their city only has a single fault (a non-built building). Player A unfreezes a new building.

Each player picks up their "building" cards, and a new round begins.

End of the game: The game ends when a player wins a round with all of his or her "building" cards, i.e. eight cards in total. That player is declared the winner!