

# SINGULARITY BOARD GAME

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In partnership with:



SingularityBoardGame.com

## BASIC INFO

### NUMBER OF PLAYERS

Two to six.

### LENGTH OF PLAY

About 5-10 minutes per player.

### OBJECT

The object of the game is to move other players' game pieces into SINGULARITY while protecting your own.

## EQUIPMENT

The equipment consists of a board, a six-sided die, 24 cards and 12 game pieces, two of each colour.

## PREPARATION

Each player has two pieces of the same colour and places them on the planet START.

Each player rolls the die once. The player with the highest roll plays first.

Shuffle cards and place them face down on the table.

## THE PLAY

Roll the die and move your opponents' pieces towards SINGULARITY (forwards) or choose to move your game pieces away from SINGULARITY (backwards) by the number of spaces on the die.

A group of game pieces sharing a space can be moved together.

When you move the opponent to a space

occupied by you, move them again by the same number of spaces.

When you move your piece to a space occupied by you, move your piece again by the same number of spaces.

Play cards according to the instructions on them on your or any other player's turn.

Return the cards you played to the bottom of the deck.

After you have completed your play, pass the turn to the right.

## SPACES

**DROP ZONE** - You can move **only one game piece of another player** forward from the Drop Zone.

You cannot move your game pieces at Start.

During play, game pieces are allowed to return to START, just like on any space, but you must roll the **exact number** to do so.

**TAKE CARD** - Take one card when landing any number of pieces on this space. You can play the card immediately or keep for later use, unless specified differently by the card.

**MAGNETAR** - You may move game pieces from this space only if you **roll an odd number**.

**ACCRETION DISK** - Move **forward only** from this space, by the number of spaces on the die.

**WORMHOLE** - The game piece that lands

on a space on one side of the wormhole is moved to the space on the other side. Take a card for every piece you run through the wormhole.

**RELATIVISTIC JET** - Move **backward only** from this space, by the number of spaces on the die.

**PULSAR** - You may move game pieces from this space only if you **roll an even number**.

**EVENT HORIZON** - A game piece may pass this space **towards SINGULARITY**, but **never back**.

Once a game piece lands on this space or passes it, it can't move backward past the Event Horizon space.

Take a card for each piece you move over the Event Horizon.

**GREEN SPACES** - All game pieces on these spaces can be moved **in both directions**, but not pass the Event Horizon.

**SINGULARITY** - When you move a game piece into Singularity, it is yours to keep.

To move a game piece into SINGULARITY, you must roll the **exact number**.

## WINNING THE GAME

When only one player is left on the board, add up the pieces you collected and the player with the highest number wins.

The last player adds the pieces they have on the board to their count. If there's a draw the last player wins.

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