

SYSTEMS FAILING

2 PLAYERS | 20 MINUTES | AGES 10+

A QUICK, 2-PLAYER COOPERATIVE GAME WITH SIMPLE RULES AND SIGNIFICANT STRATEGIC DEPTH.

Explosion Imminent!

Your ship just barreled through an asteroid field! Disasters are cropping up all across the ship and are threatening to destroy its core. You must work together to protect the core, repair the escape pods, and get out of there before it's too late.

Abandon Ship

The ship is too far gone to save, it *WILL* explode. To survive, you must bring the escape pods back on-line by repairing the 6 escape sequence cards (A). However, disasters (B) are threatening to destroy the core and need to be repaired as well. You must protect the core just long enough to make your escape.

Unfortunately, repairing disaster cards and escape sequences requires the same resources. So what are you going to do? Should you spend your resources on disasters to protect the core and buy yourself more time? Or, should you let the core take some damage and spend your resources on the escape sequences instead? You'll have to make some tough calls if you want to make it out alive.

Gameplay

1. Players Take Their Turns

You may use the **transfer** and **discard** actions to manage your pool of resources (C). If you don't have the resources you need, you may **scavenge** for resource cubes from the bag. But be careful – there's always the risk of drawing a dreaded white cube and triggering a **system surge**. You may also **repair** any single card by spending any number of its required resources from your pool.

2. Disasters Move

After both players take their turns, any disasters remaining in the play area shift one zone closer to the core. Any disasters that reach the core will inflict damage to it and increase the damage ⚡ meter (D) accordingly.

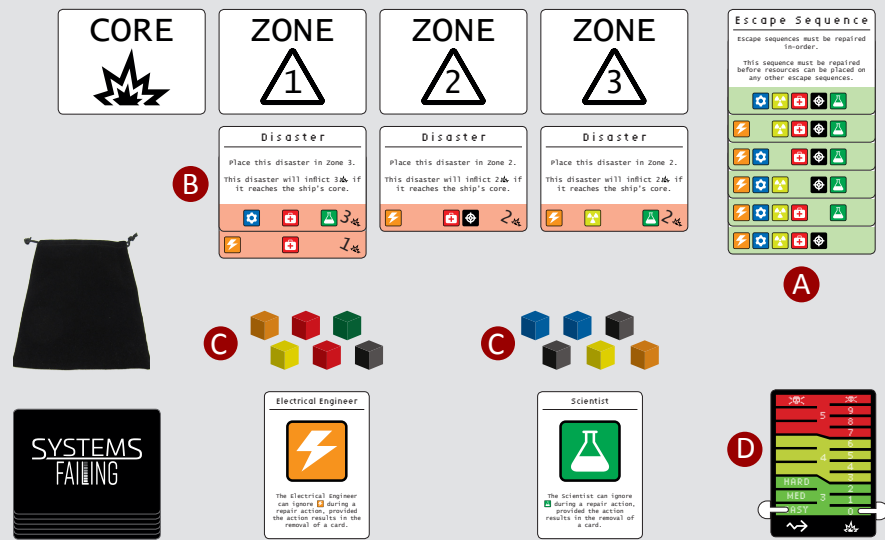
3. New Disasters Appear

Finally, new disaster cards are drawn based on the newly-updated meter card and are placed in their corresponding zones.

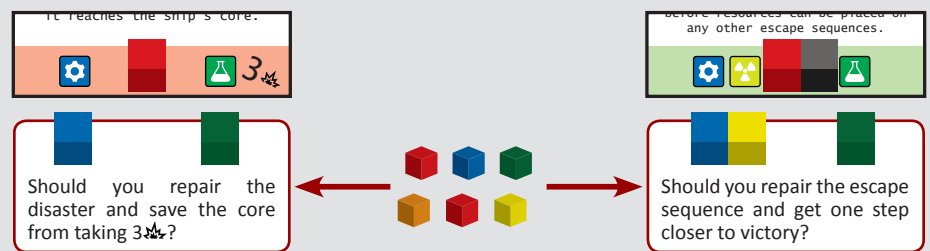
These 3 phases repeat until either both players win by repairing all the escape sequences or, both players lose because either meter reached the ☠️ symbol.



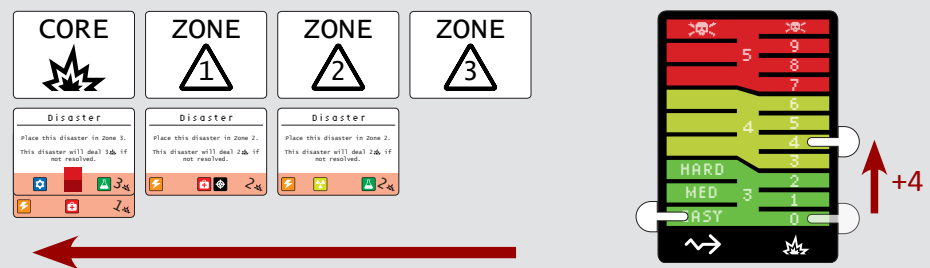
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Initial setup for the Easy difficulty setting. Both players (the **Electrical Engineer** and the **Scientist**) have their own pool of resource cubes.



Tough decisions. Cards are repaired by placing the required resource cubes on top of them. On your turn, two cards already have cubes on them from prior turns. How are you going to spend your resources?



Disasters move. After the Disasters Move phase, two disasters reach the core and immediately increase the damage ⚡ meter by a total of 4. The players lose if either meter reaches the ☠️ symbol.

Highlights

Quick and Easy – Easy to learn but with significant strategic depth. Plays in 20 minutes.

Portable – Occupies little table space and fits easily into the 5x7" resource cube bag.

Replayable – 6 role cards, 3 difficulty levels, unique starting conditions, and a double-sided meter card allow for many exciting challenges.

Components

- 58 Cards
- 39 Resource Cubes
- 2 Clips (for the meter card)
- 1 Bag (for drawing cubes)