

# SPACE BUILDER

Author: Jonathan Favre-Godal - Design: Philip Giordano



8 <sup>ans years</sup> <sup>años Jahre</sup> 外星太空站



# SPACE BUILDER

## 外星太空站

### Game rules 遊戲規則



Ages 8+  
8歲以上



2 to 4 players  
2至4人



20 min.  
20分鐘

**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!**

**敬告各位太空建築師們：你必須依照藍圖所給予的指示建造自己的太空站，將建築物擺放在指定的位置以及方位。但要注意時間緊迫，請盡速完成！**

#### Contents 內含：

4 boards, 4 sets of eight "building" cards (double-sided), and 20 "map" cards.  
4張底板、4組八張的建築卡牌(雙面)、20張藍圖卡牌

#### Goal of the game 遊戲目標：

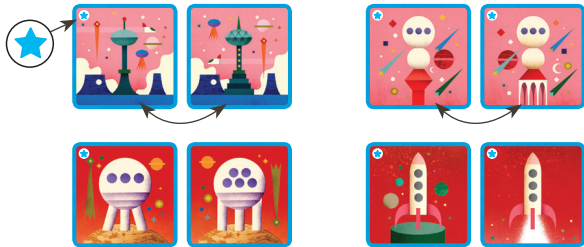
Be the first to build your space city according to the map layout.  
依照藍圖卡牌給予的範例趕在其他玩家之前建造出自己的太空站。

## Game set-up 遊戲準備：

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.

將藍圖卡牌面朝下洗牌完成後放在所有玩家中間。每一位玩家選擇相同顏色標記(牌的邊框)的建築卡牌。

將藍圖卡牌(左上角有著星星符號★的卡牌)，其他卡牌暫時被凍結。



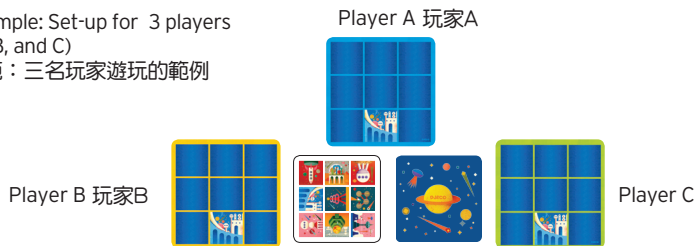
Players pick out a board and set it in front of them.

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

每一名玩家拿取一張底板並放置於自己面前。

**每一名玩家的底板都要面對同一個方位。**

Example: Set-up for 3 players  
(A, B, and C)  
示範：三名玩家遊玩的範例



### Directions 遊戲規則：

The game is played in several rounds.

一局遊戲將進行數回合。

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.

在一回合中：

1. 將一張藍圖卡放置在所有人中間以利所有人都能看見它。警告！玩家不能轉換藍圖卡面對其他方位。
2. 所有玩家同時進行，依照著藍圖卡給予的指示以建築物卡建造出自己的太空站。
3. 當一名玩家完成建造時，碰觸藍圖卡堆以表示自己完成建造了。其他玩家能夠繼續建造太空站，而當倒數第二名完成的玩家完成時，回合結束，最後一名玩家必須停止建造。
4. 玩家們可以檢查彼此的太空站來決定誰獲得本回合勝利。

### Counting construction faults 計算工程失誤：

The constructions are checked, for each player, starting with the first to finish. 從第一個完工的玩家開始檢查其太空站的構造。

- 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**
- 一棟未完成的建築物= 1 個工程失誤(此條規則適用於最後完成的玩家)
- 一棟建築物擺放位置錯誤= 2 個工程失誤
- 一棟建築物方位錯誤或是錯誤面朝上= 2 個工程失誤

**Note 註記：** The same card cannot be awarded several faults.  
同一張牌無法同時被重複扣分

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.

擁有最少量工程失誤的玩家將贏得此回合的勝利。若是多名玩家工程失誤的次數相同時，依照速度較快完成的玩家獲勝。  
該回合獲勝的玩家將能夠從牌堆中解鎖一棟他所選擇的建築物並加入手牌裡。在下一回合開始時，該名玩家必須將新的建築物也擺放上底板。

For example:



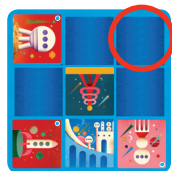
“Map” card



Player B



Player C



Player A

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.

玩家 B 為第一個完成建造太空站的玩家。  
玩家 C 為第二個完成建造太空站的玩家。  
因為倒數第二名玩家(玩家 C)完成了建造太空站，玩家 A 必須停止建造。  
玩家 B 因為一棟建築物建造方位錯誤，此回合擁有 2 個工程失誤。  
玩家 C 因為一棟建築物錯誤的面朝上，此回合擁有 2 個工程失誤。  
玩家 A 因為一棟建築物未擺放，此回合擁有 1 個工程失誤。  
玩家 A 獲得此回合的勝利！玩家 A 將解鎖一張新的建築卡牌。  
每一名玩家撿起自己手上的建築卡牌，繼續進行下一回合的遊戲。

#### End of the game 遊戲結束：

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!

當任意一名玩家依照藍圖所示完成了自己的太空站全貌(8 張建築卡牌)，則該玩家獲得此局遊戲勝利！