# **Don't Break the Line Rule Sheet**

#### Game Set Up

- Players Choose What Mode they will play in (Easy, Normal, or Hard).
- Players Choose who will play as numbers and who will play as letters.
- Distribute a Cheat Sheet to each player.
- Use the divider to separate both players, so they cannot see each other's boards.
- Shuffle the Hazard/Trap Cards and Distribute them to the marked spots on the boards with the ? faced up.
- Each Player will draw three cards.
- **OPTIONAL:** Set a timer for 10 min. If the timer goes off before either player reaches their bomb, they both lose.

## **How to Play**

- Players will take turns placing down numbers/letters on their boards. When they place a number/letter, they will announce to the other player where they placed it on the board by announcing the row and the column (Ex. I am placing 1 on X,11).
- If players have a matching number and letter in a common column or row, they both
  must remove those pieces from the board (Ex. Both players have 1 and A in column Y).
   REMEMBER, you must have an unbroken line from start to the bomb in order to win,
  which means no gaps allowed!
- Players are also not allowed to place the same number/letter in the same column or row on their own board. If they do, both of those letters/numbers will be removed from the board (Ex. A player has 2 Bs in row 14). You may be thinking, why would a player do this intentionally, but it might not be their fault because hazards can cause pieces to be moved, where the player has no control.
- To place pieces, they must always be connected to another piece; don't place floating pieces.

### On your turn...

You have 3 options on your turn:

- 1) You can play a number or letter on a blank space.
- 2) You can play a number or letter on a hazard space, then flip the card over and do the corresponding action.
- 3) You can draw one card, having a maximum of 3 cards in your hand at a time. If you have no cards, you can pull 3 cards.

**NOTE:** You cannot draw a card AND play a card on a single turn.

#### **Hazards**

Lose a Turn: Don't do anything on your next turn.

Insta-Wall: There is now a wall in this space, you may not place numbers/letters here. Remove the number/letter you just placed.

Swap Paths (Vertical): Swap the number/letter with one vertically adjacent to it (if there is no other numbers/letters to swap with, just move the number/letter one space up or down).

Swap Paths (Horizontal): Swap the number/letter with one horizontally adjacent to it (if there are no other numbers/letters to swap with, just move the number/letter one space left or right).

Swap Boards: You and your opponent must switch spots and now play on each other's boards.

Replace: Replace the number/letter you just put down with another card in your hand (if you have no cards in your hand, replace it with the top card of your deck and put that card back into your hand).

Play Bottom Card: Play the bottom card of your deck immediately.

ReShuffle: Reshuffle your deck.

