# Circuit Breaker Rules (Prototype)

To set up the game, shuffle the wire tile stack and the appliance tile stack separately. Deal each player 2 wire tiles and 3 appliance tiles facedown (1). Place the remainder of the 2 stacks next to each other on a large table (2). Take the top 2 tiles of the wire stack and lay them out face up (3), then lay the top 3 appliance tiles next to the appliance stack face up (4). Place the cheese tile in the 'vacant' spot (5) and pile the 12 cheese cubes on top of it.

Set the round counter out (6) and place the blue round counter cube on the upper left hand square next to the number 1. All players take their choice of mouse and breaker box and place the breaker box out in front of them (7)- this will be the beginning of each players' individual play area. Deal each player a reference card (8) and a secret objective card (9), this will determine the appliances that will score them more points during the game.
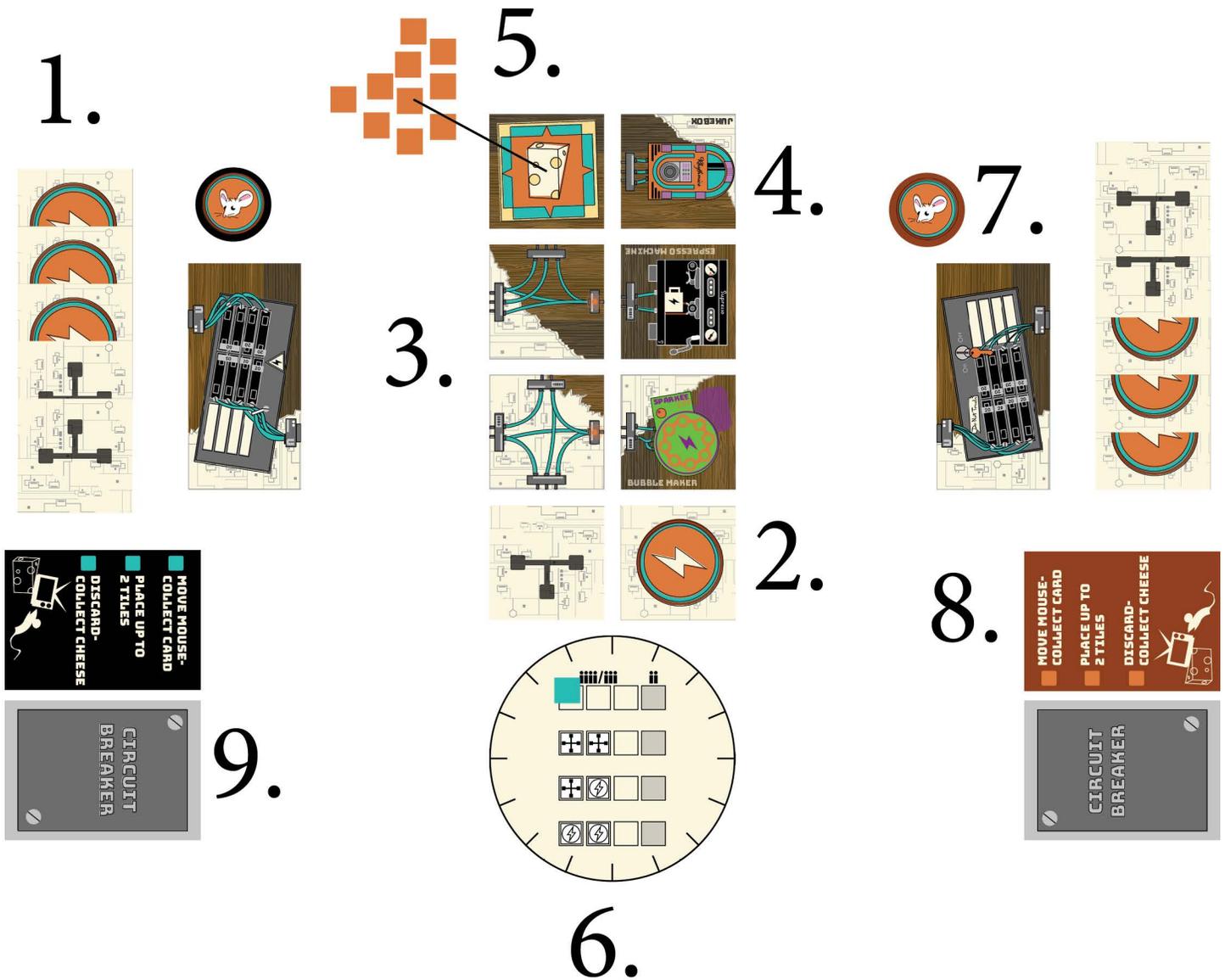
The goal of Circuit Breaker is to score the most points by connecting 'Appliances' to your breaker box. This is done by building a wire network around your starting breaker box and connecting devices to it. Every player has an individual play area, so be sure not to connect to each others' networks.
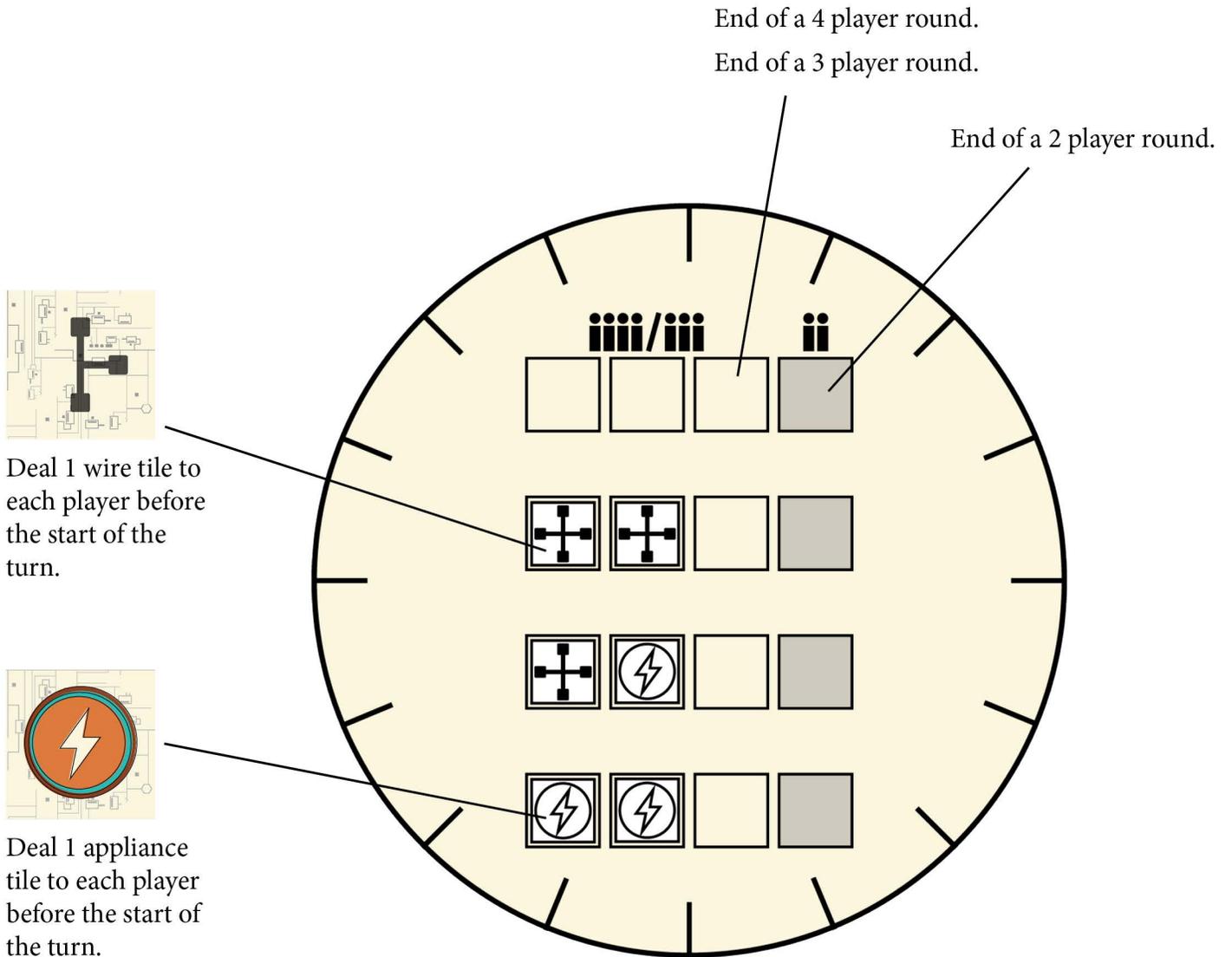

The secret objective card will determine the appliances that will score you more points at the end of the game. There are 4 of each appliance type in the stack, and players are awarded more for repeat tiles. See the back of the reference card for the scoring breakdown below:

ON CARD	3	6	10	15
NUMBER (OF SAME APPLIANCE TYPE)	1	2	3	4
NOT ON CARD	1	3	6	10
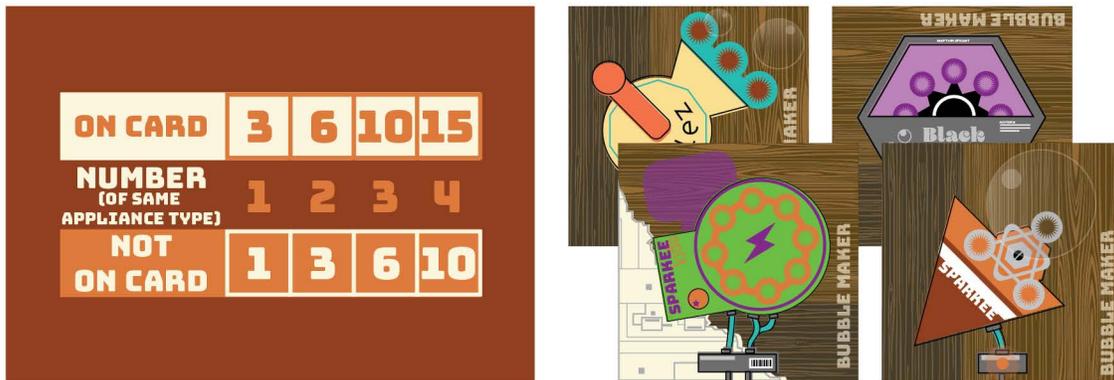
The top row are the points players will earn for the repeat instances of a single item on their card. For example, if a player had 'Bubble Maker' on their secret objective card, they would score 3 points for 1 Bubble Maker, 6 points for 2 Bubble Makers, 10 Points for 3, and 15 points for all 4. If 'Bubble Maker' was not present on that player's secret objective card, they would use the bottom row to score their Bubble Makers - (1 point for 1, 3 points for 2, 6 points for 3, and 10 points for all 4 Bubble Makers).

The Round Counter

The round counter determines the length of the game. The player icons at the top refer to the length of the game depending on the number of players (for a 3 or 4 player game, 3 turns are passed before moving down to the second row, in a 2 player game, it is 4 rounds). When all players have taken a turn, advance the round counter by 1 space. When the round counter covers a space with a special icon, deal that tile type to all players at the start of the turn. Any tiles dealt this way will come off the top of their respective stack, and any mice previously placed on top of the wire stack or the appliance stack do not move.

End of a 4 player round.

End of a 3 player round.

End of a 2 player round.

Deal 1 wire tile to each player before the start of the turn.

Deal 1 appliance tile to each player before the start of the turn.

Decide which player will start the game by whatever method you choose (one of you is an electrician, the last person to eat cheese, etc.) There are 3 actions that can be completed in a single turn. Players may perform each of these actions once on their turn in any order.

1. Move Mouse/Collect Card: A player's mouse will return to them at the beginning of the turn 'carrying' the tile it is currently on. For instance, if the mouse was placed on an opponent's Gumball Machine, it will steal the Gumball Machine at the beginning of the next turn if not 'trapped.' (See the Mouse/Trap). A player is allowed to place the mouse on any tile except the cheese and any connected wire tiles.
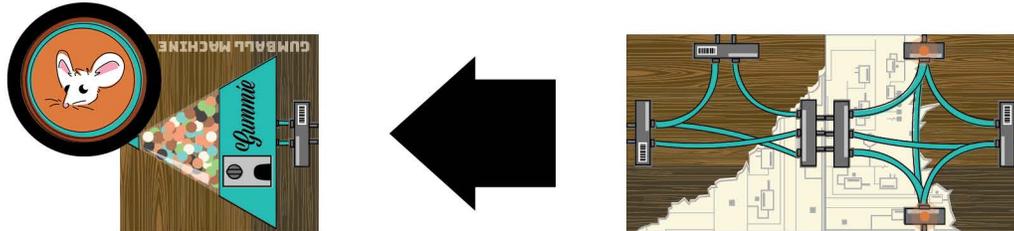
2. Place up to 2 tiles: Put up to 2 tiles from your hand out onto your network. Their connections must match on every side (1 to 1, 2 to 2, etc. Anything can link to connections with a 'U' on them). Connections can not run into walls, and as a point of strategy it is recommended that players do not lead 2 wires into a blank space, as all appliances have only one connection point on them. A player may play any combination of appliance and wire tiles.
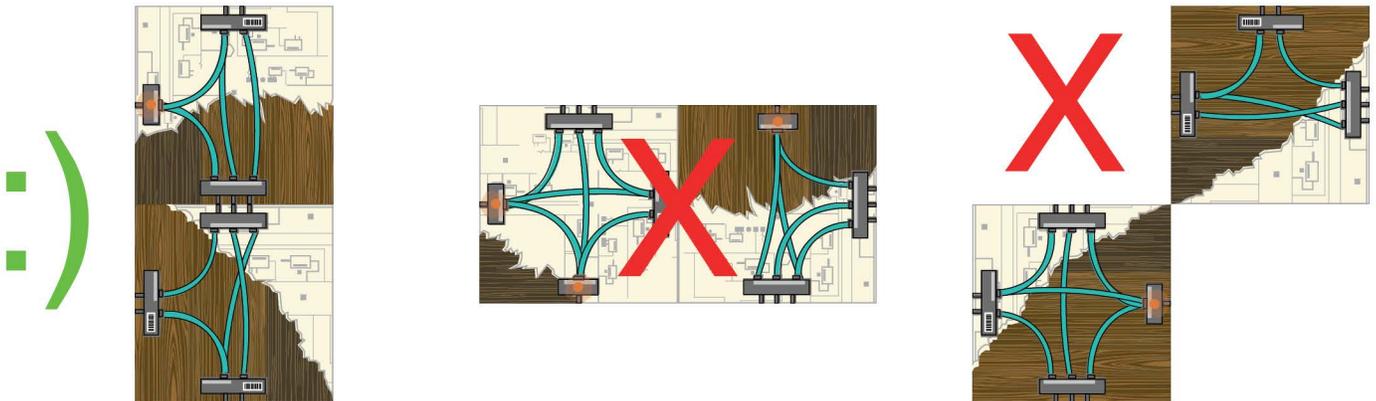

3. Discard/Collect Cheese: Discarding is the only way in the game to get cheese cubes. To discard, remove a tile from your hand and place it onto one of the 3 face up discard piles. Take 1 cheese cube for every tile discarded this way. Discarding is only available as long as there is cheese. As a point of strategy, a player may want to cover appliances that they suspect their opponents want to make them harder to get.
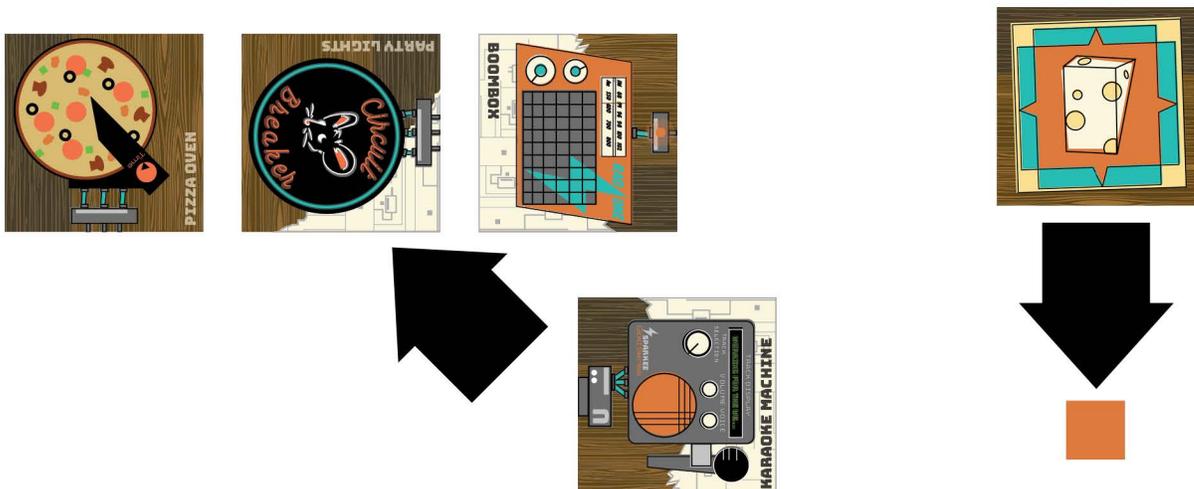
The Mouse/Cheese

An easy way to look at the mouse token is that it is used to retrieve things for you, where cheese is to defend yourself from other players' mice. When you move your mouse to a tile, you will take that tile at the beginning of the next turn. In the case of an opponent's appliance tile, they will need to 'cheese' your mouse on their turn if they want to keep their appliance tile. Opponent's wire tiles may never be targeted. Both stacks, and any tile in the 'marketplace' except for the cheese tile may be targeted by any players mouse. At the point when a tile stack becomes depleted (you've reached the table underneath) place the top tile from the relevant stack out in its place face up.

When a player decides to 'cheese' a mouse, they will return 1 cheese cube they hold to the cheese tile (A) in order to 'kick' the opponent's mouse to the top of the appliance stack (B). A player may 'cheese' as many mice as they like on their turn.
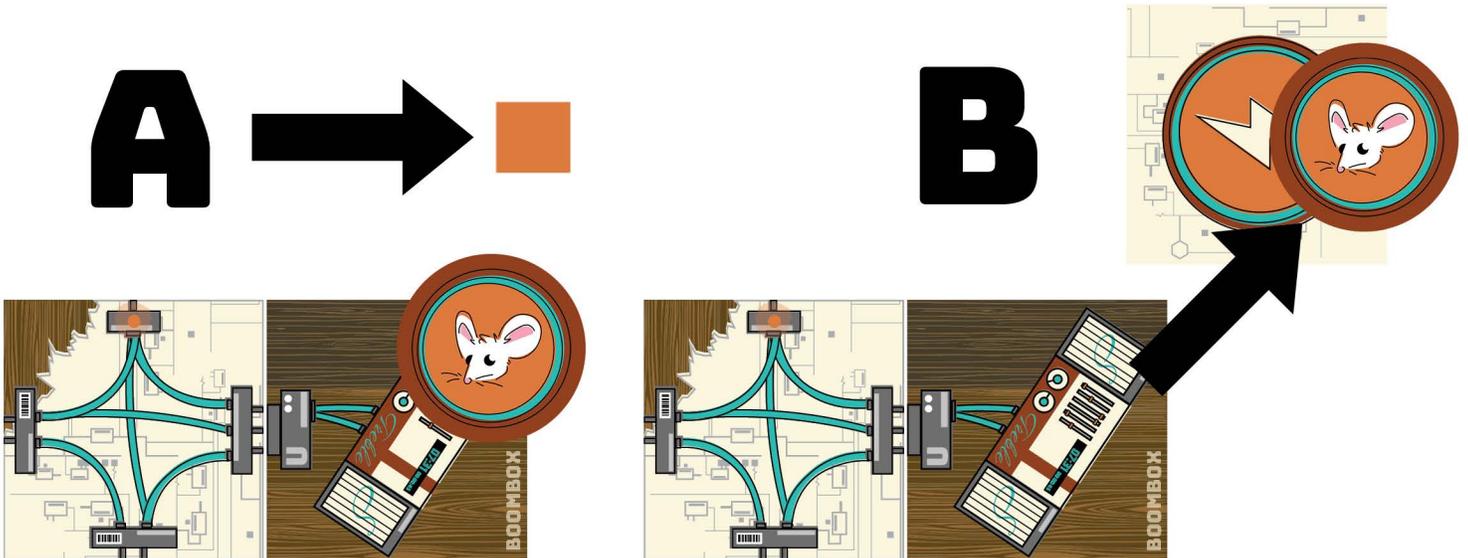
Players may 'cheese' mice on any tile, not just their own. For instance, if another player's mouse claimed a Gumball Machine in the marketplace that you wanted, you may 'cheese' that player's mouse to put your own their instead. Any 'cheesed' mice will be placed at the top of the Appliance stack.