A quick, cooperative or solo puzzle card game.

You control a production line for building spaceships. Unfortunately the factory designers have given you a very limited set of commands, keep changing their requirements and there is a tough deadline to meet. Can you complete the ship in time?

**Game Objective**

Place and lock the rooms into the their correct locations before time runs out.

**Overview of Play**

1. Discard 1 Command card for its action OR discard 3 Command cards to perform any action.
2. Flip any locked locations and if required apply effects.
3. Draw Command Cards up to your hand limit (3 cards).

*Note: The deck may be cycled a limited number of times. This acts as the timer.*

**Components**

- 12 Blueprint Cards
- 15 Command Cards
- 12 Room Tokens
- 2 Player Aids
- 8 Location Number / Malfunction Cards
- 1 Instruction Booklet
- 1 12-sided die

**2016 Board Game Geek Mint Tin Design Contest**

1. Best Written Rules
2. Most Innovative Mechanic
3. Best Overall Design*

*out of 26 entries

**Setup**

- 1-2 players
- Ages 12+
- 10-20 mins

- **Intuitive, easy to learn** gameplay for both novice and experienced gamers.
- Sufficient complexity, scalable difficulty and variation in setup to create lots of replay value.
- Ideal for travel; fits in your pocket.

**Contact Details**

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