



## BUBBLE SINGULARITY TRILOGY

Game Designer: Syanmil Izhharuddin,  
Game Artist: Muhammad Alfarizqi Nizamuddin Ghiffari,  
Programmer: Andri Aditya

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# BUBBLE SINGULARITY RULES

## A Space Adventure Game for 2-4 Players

*In the vast expanse of space, Mari and Caca race to achieve singularity through the manipulation of cosmic bubbles. Only the strongest will survive the journey through this unstable universe.*

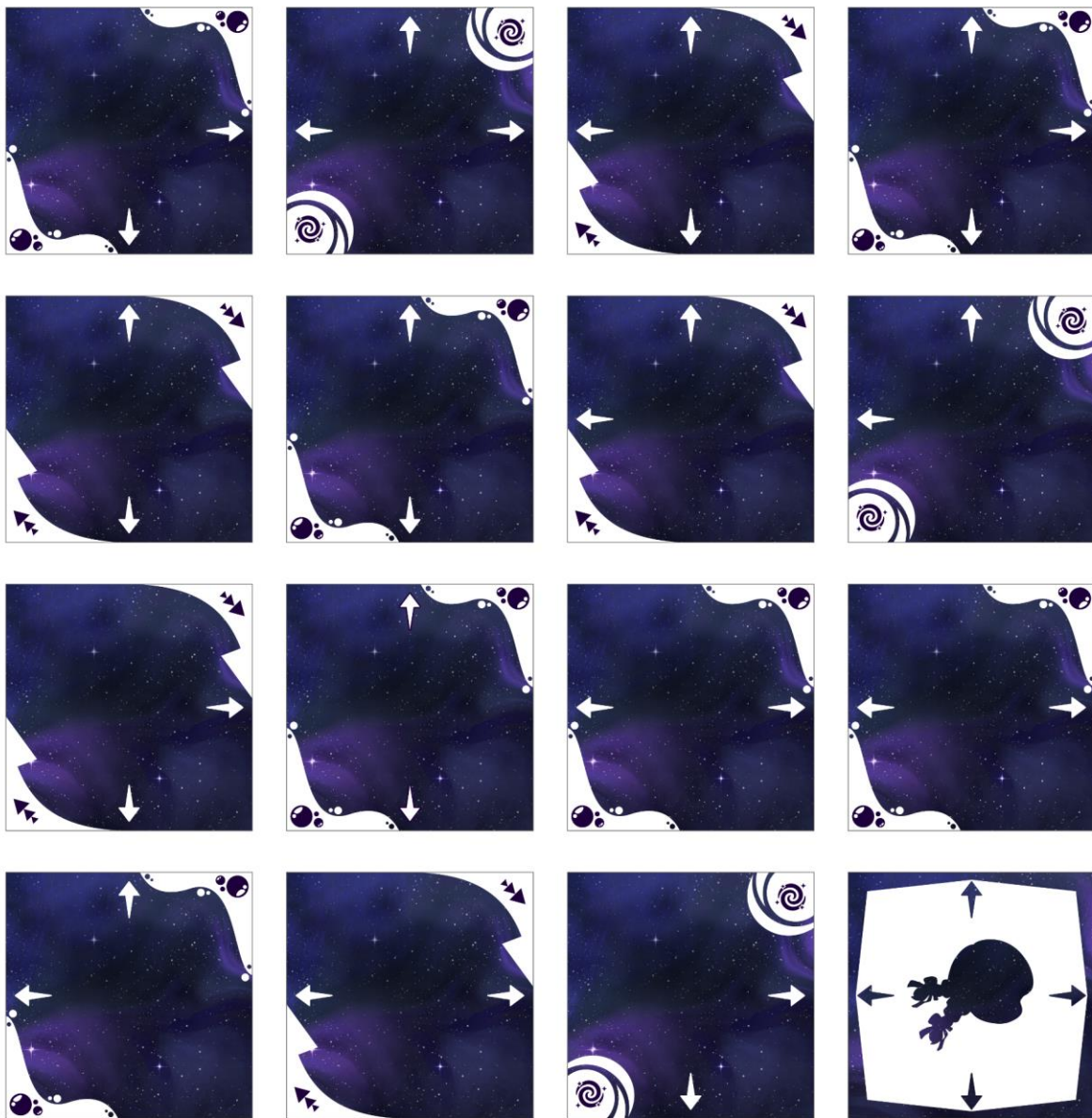
### Components

- 16 Space Cards
- 36 Bubble Tokens
- 4 Player Tokens
- 4 Mari Character Cards (double-sided: healthy/wounded)

### Game Overview

Players navigate through an unstable universe made of Space Cards, leaving trails of Bubble Tokens that can trigger chain reactions. The goal is to survive while managing cosmic forces and emerge as the strongest Mari to achieve singularity.

## Setup



1. Shuffle the 16 Space Cards and arrange them randomly in a rhombus pattern, with cards oriented in random directions
2. Each player:
  - Takes 1 Player Token
  - Receives 1 Mari Character Card (healthy side up)
  - Gets an equal share of Bubble Tokens (9 tokens in a 4-player game)
3. Place Player Tokens on any outer edge Space Card of your choice



## Playing the Game

### On Your Turn

Players take turns performing these two phases in order:

1. MOVE Phase
2. TRIGGER Phase

### MOVE Phase

- Move your Player Token 1-3 spaces
- Place 1 Bubble Token on each space you move through
- You cannot:
  - Move through spaces containing other players
  - End your movement on a space with another player
  - Move diagonally

### TRIGGER Phase

After completing movement, activate the effect of the space where you ended your movement. There are three possible effects:

#### 1. Teleport (Wormhole Hyperjump)

- Move your Player Token to any space containing at least one Bubble Token

#### 2. Absorb (Bubble Merge)

- Choose any two adjacent Bubble Tokens
- Combine them into one space of your choice between their locations

#### 3. Rotate (Angular Momentum)

- Select any space containing Bubble Token(s)
- Rotate that Space Card 90 degrees



- Push all Bubbles on that space in the direction of the arrow

## Bubble Pop Rules

A Bubble Pop occurs when 3 or more Bubbles occupy the same space:

1. The Bubbles move based on the number of arrows on the Space Card:

- Each arrow on the card allows ONE Bubble to move in that direction
- For example:
  - \* A card with 2 arrows = 2 Bubbles can move
  - \* A card with 3 arrows = 3 Bubbles can move

2. If there are more Bubbles than arrows:

- Move Bubbles equal to the number of arrows first
- Remove any excess Bubbles from play

Example:

- 5 Bubbles on a space with 3 arrows
- 3 Bubbles move along the arrows
- 2 excess Bubbles are removed from play

3. Edge Card Rules:

- If an arrow points off the edge of the play area, any Bubble moving in that direction is removed from play
- These removed Bubbles count as part of the arrow movement quota

Example:

- Edge card has 3 arrows, one pointing off the board
- During a pop with 4 Bubbles:
  - \* 1 Bubble is removed via the edge arrow
  - \* 2 Bubbles move along the remaining arrows
  - \* 1 excess Bubble is removed from play

4. If Bubbles are pushed into a space that creates another group of 3+, a Chain Reaction occurs

5. Chain Reactions continue until no more Bubble Pops are possible

## Player Damage

- If a Bubble Pop occurs in a space containing a Player Token, that player's Mari becomes wounded
- Change their Mari Health Card to the lesser orientation

## Game End Check and Victory Condition

Last Mari Standing

- The game continues until only one Mari remains

### Token Depletion Round End

If all surviving players have no Bubble Tokens in hand and cannot make a legal move:

- The round pauses
- Count the Bubble Tokens on each Mari's current space
- Starting with the Mari on the space with most Bubbles:
  - \* Redistribute all Bubble Tokens that were removed from play
  - \* Divide tokens equally among surviving players
  - \* Any remainder goes to the Mari(s) with most Bubbles under them
- Resume play with the next player in turn order

### Strategy Tips

- Plan your movements carefully to avoid chain reactions
  - Keep track of your remaining Bubble Tokens
  - Watch for opportunities to create or prevent chain reactions
  - Positioning your Mari on spaces with multiple Bubbles can give you priority in token redistribution
  - Consider forcing token depletion when you have positioning advantage
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## Micro Game

### CACA BUBBLE CATCHING

A Push-Your-Luck Micro Game for 2-4 Players

Playing Time: 15 minutes

#### Components

- 36 Bubble Tokens (6 types with unique effects)
- 1 Draw Bag

#### Overview

Players take turns drawing Bubble Tokens, trying to collect sets while avoiding matching pairs that would trigger pop effects.

#### Setup

Place all Bubble Tokens in the draw bag.

#### Your Turn

##### 1. DRAW Phase

- Draw 1 Bubble Token from the bag
- Place it face up in front of you

- Choose to either:
  - \* Continue drawing
  - \* Stop and score

## 2. POP Effects

If you draw a second token matching any in your active area:

- Pop effect triggers based on the matched type:
  - \* Angry - Destroy 1 of your bubble tokens
  - \* Sleep - Immune to pop! Score all current tokens
  - \* Karate - Draw 2. If any match active tokens, discard all
  - \* Idea - Draw 2, give 1 to next player
  - \* Sad - Give 1 of your tokens to previous player
  - \* Slide - Steal 1 token from next player



## 3. STOP & SCORE

When you choose to stop:

- All your active tokens become score tokens
- Place them in your score pile
- Next player's turn begins

## Game End

- Play continues until bag is empty
- Most tokens in score pile wins

### Strategy Tips

- Watch what others have drawn to gauge risks, there is only 6 type.
- Sleep tokens are valuable "safety nets"
- Sometimes triggering a pop effect intentionally can benefit you

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### BUBBLESHIP LANDING

A Route-Building Race Game for 2-4 Players

Playing Time: 15 minutes

### Components

- 16 Space Cards (with various arrow configurations)
- 4 Player Minis (Mira Token)
- 6 Bubble Tokens

### Setup

1. Place 6 bubble token line vertically
2. Deal 3 cards to each player
3. Display [player count + 1] cards face-up in the center
4. Place all Player Tokens on the first bubble token line

### Gameplay

On Your Turn:

#### 1. PLACE Phase

- Play 1 card from your hand
- Must connect to existing path
- Card arrows must create valid connections

#### 2. MOVE Phase

- Move your Bubbleship along connected arrows
- Can use paths created by other players if arrows match
- Each arrow can only be used once per turn

#### 3. SWAP Phase

- Swap 1 card from display area with your used card

### Movement Rules

- Bubbleships must follow arrow directions
- Multiple ships can occupy same space

### Game End

- First Bubbleship to reach 6th bubble token wins
- Game ends immediately



### Strategy Tips

- Watch other players' paths - they might help you
- Block critical routes with mismatched arrows
- Keep flexible path options in your hand

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*Designer's Note: Success in Bubble Singularity comes from mastering both the spatial aspects of movement and the timing of chain reactions. May the strongest Mari achieve singularity!*

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## HOW TO ASSEMBLE

