Space Cradles Rulebook

Initial Setup:

The board is made up of five 4x4 regions, with the four side regions being connected by one center region. Behind each of the side regions is a spawning platform.

Before the game starts, each player must decide whether they want to control the red, yellow, green, or blue pieces. Each player controls five pieces:

Piece	Drone	Mothership
Number of Pieces	4	1
Symbols	🟨🟩🟥🟦	🟡🟢🔴🔵

For each player, the pieces are arranged as follows:

- Drones are placed along the back rank, as indicated by the highlighted spaces.
- The mothership is placed on the spawning platform.

(Note: If there are less than four players playing the game, only set up the pieces that have a player assigned to them. For example, if there is no player controlling the yellow pieces, do not set up the yellow pieces.)

An empty board

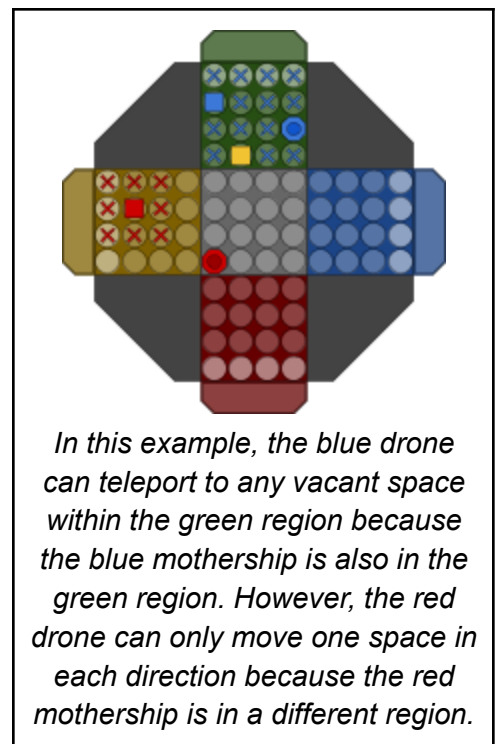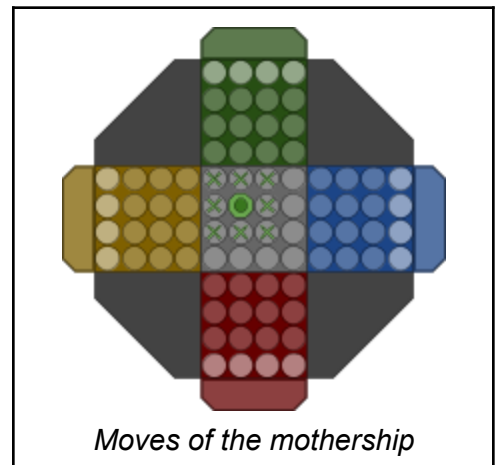*The initial board state with all four players*
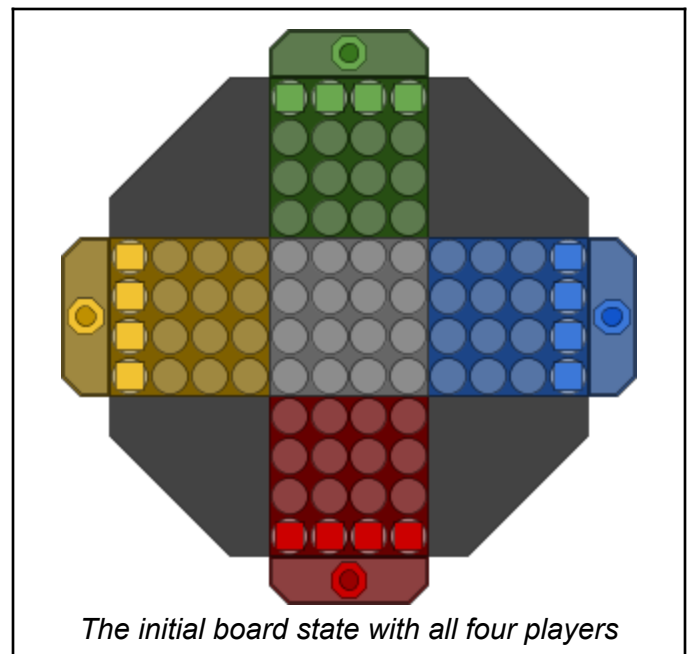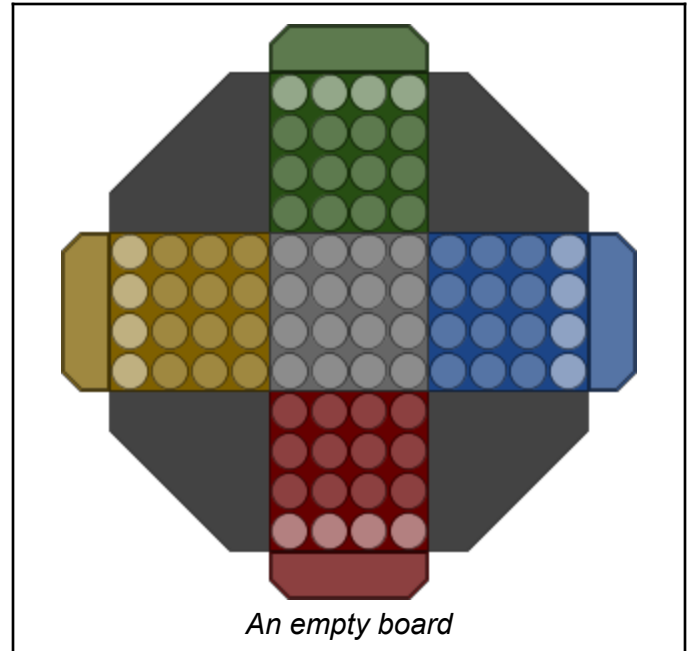
Gameplay

The object of the game is to be the last player standing.

The player controlling the red pieces is named "Red"; the player controlling the yellow pieces is named "Yellow"; the player controlling the green pieces is named "Green"; the player controlling the blue pieces is named "Blue". Pick a player to move first, then play proceeds clockwise. Players are required to make a move on their turn; they are not allowed to skip a move.

Basic Movement

A piece may move to any vacant space within its movement range.

- The mothership moves exactly one space in any direction–horizontally, vertically, or diagonally.

- Drones follow a more complex set of movement rules:
    - By default, a drone moves exactly one space in any direction–horizontally, vertically, or diagonally.
    - Alternatively, if a drone is in the same region as its own mothership, that drone may *teleport* to any vacant space within that same region.

Moves of the mothership

In this example, the blue drone can teleport to any vacant space within the green region because the blue mothership is also in the green region. However, the red drone can only move one space in each direction because the red mothership is in a different region.
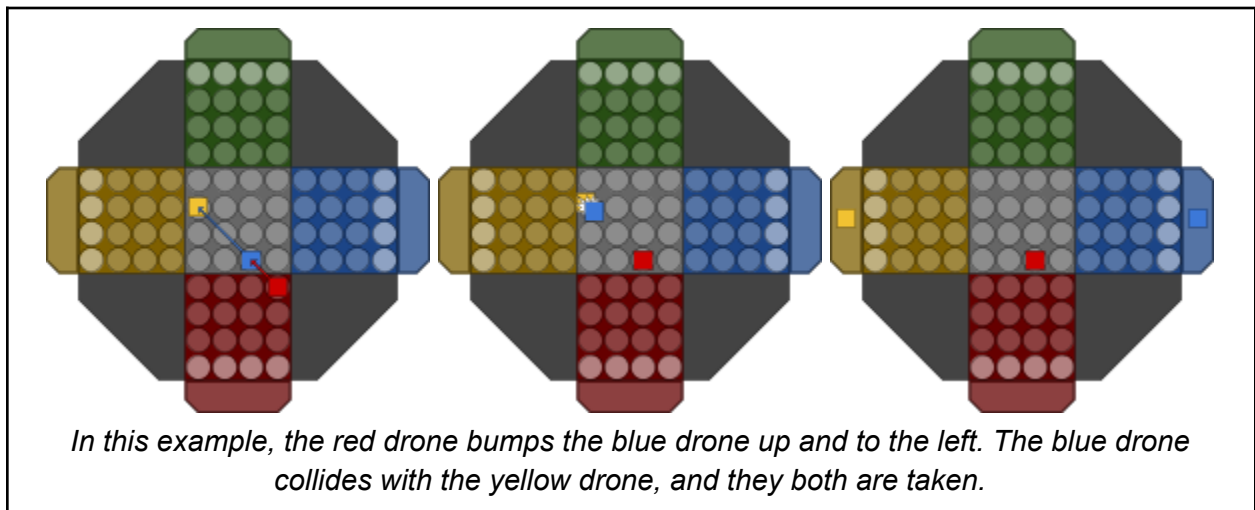
Piece Bumping

If a player moves one of their pieces onto a space occupied by another piece, that player's piece will *bump* the other piece away. Pieces can be bumped horizontally, vertically, or diagonally. When a piece is bumped, it will continue moving in the direction that it was bumped in until it reaches the edge of the board or collides with another piece.

- If the bumped piece reaches the edge of the board, it will simply stop moving.

In this example, the yellow drone bumps the green drone to the right.
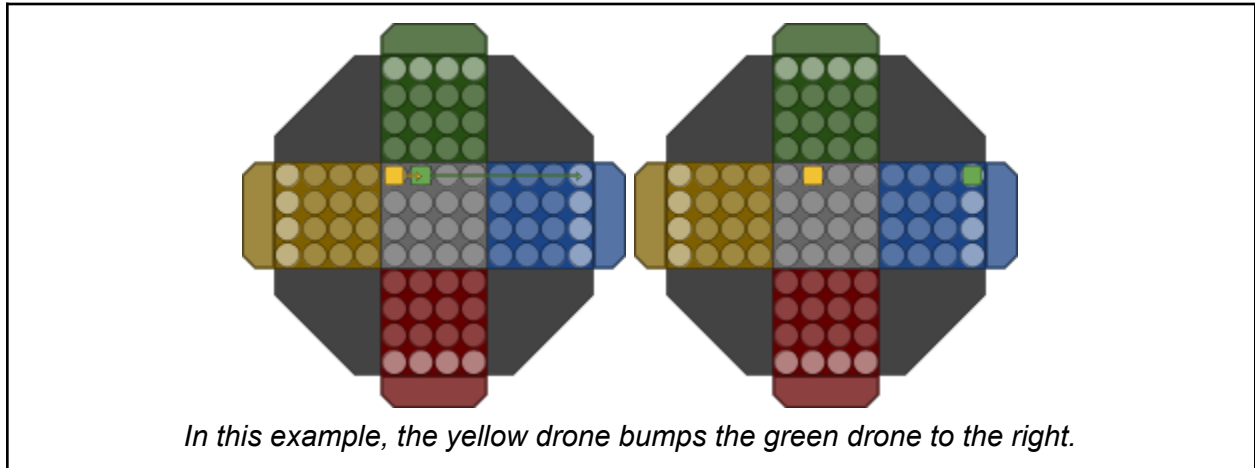
- If the bumped piece collides with another piece, both of the pieces will be *taken*.

In this example, the red drone bumps the blue drone up and to the left. The blue drone collides with the yellow drone, and they both are taken.

- If the bumped piece does not have any available spaces to move to when it is bumped, it will instantly be taken.
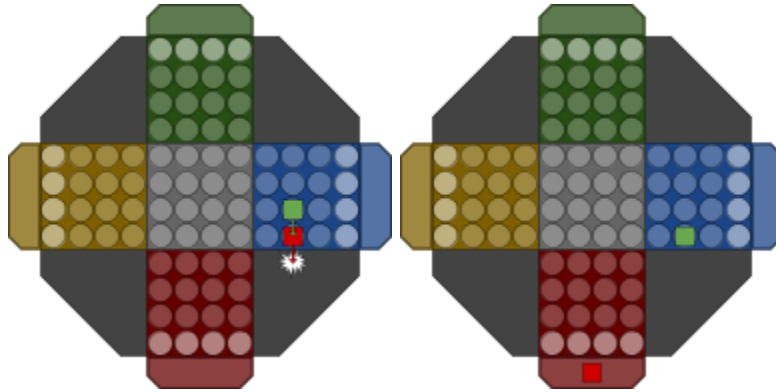

In this example, the green drone bumps the red drone downwards, directly into a wall. Since there are no available spaces for the red drone to be bumped to, the red drone is instantly taken.

- A drone cannot bump a piece of the same color. However, a mothership can bump a piece of the same color.
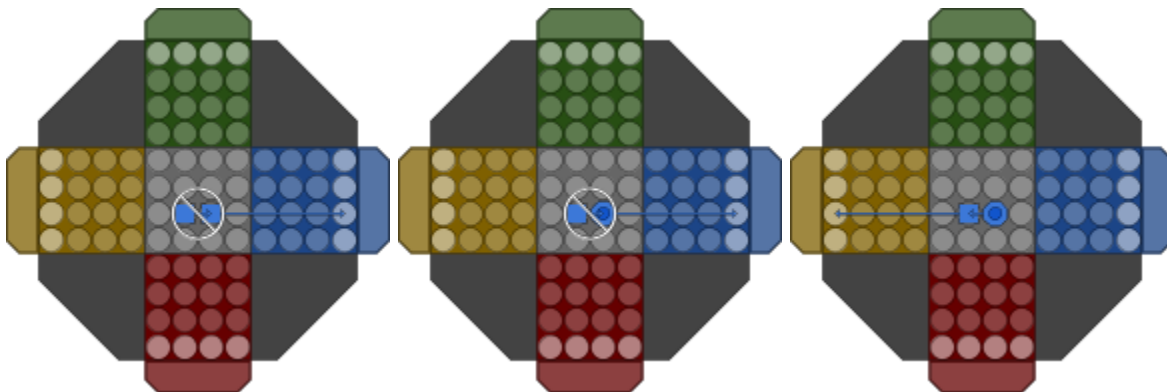

The blue drone cannot bump the other blue drone or the blue mothership, as shown in the first and second examples. However, the blue mothership can bump the blue drone, as shown in the third example.

- If the bumped piece collides with another piece of the same color, they will both be taken as usual.

In this example, the red drone bumps a yellow drone into another yellow drone, taking them both.
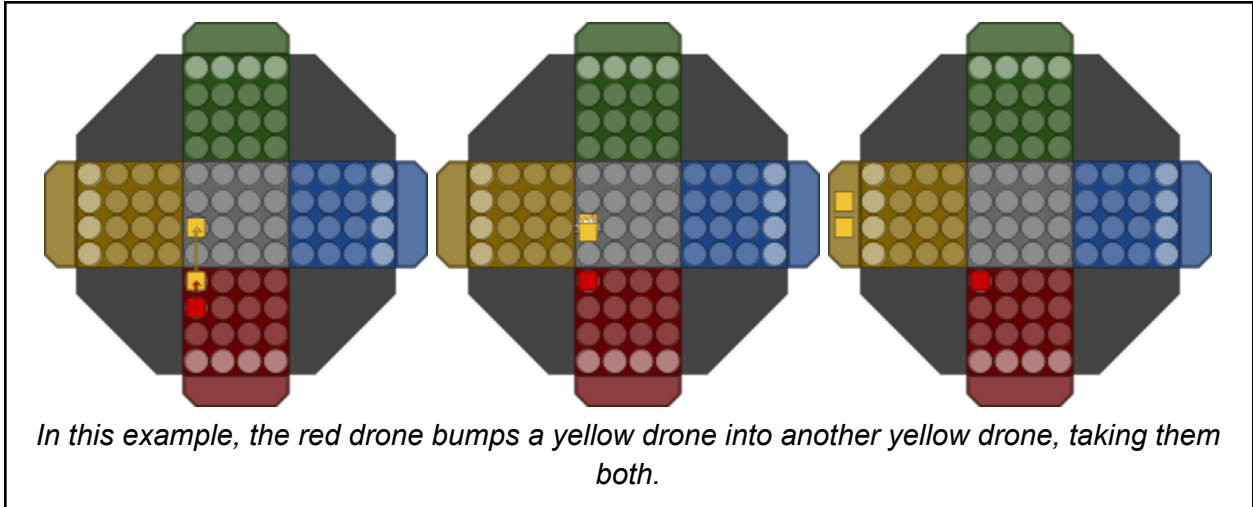
- If the bumped piece collides with a piece of the same color as the bumping piece, they will both be taken as usual.

In this example, a green drone bumps a blue drone into another green drone, taking them both.
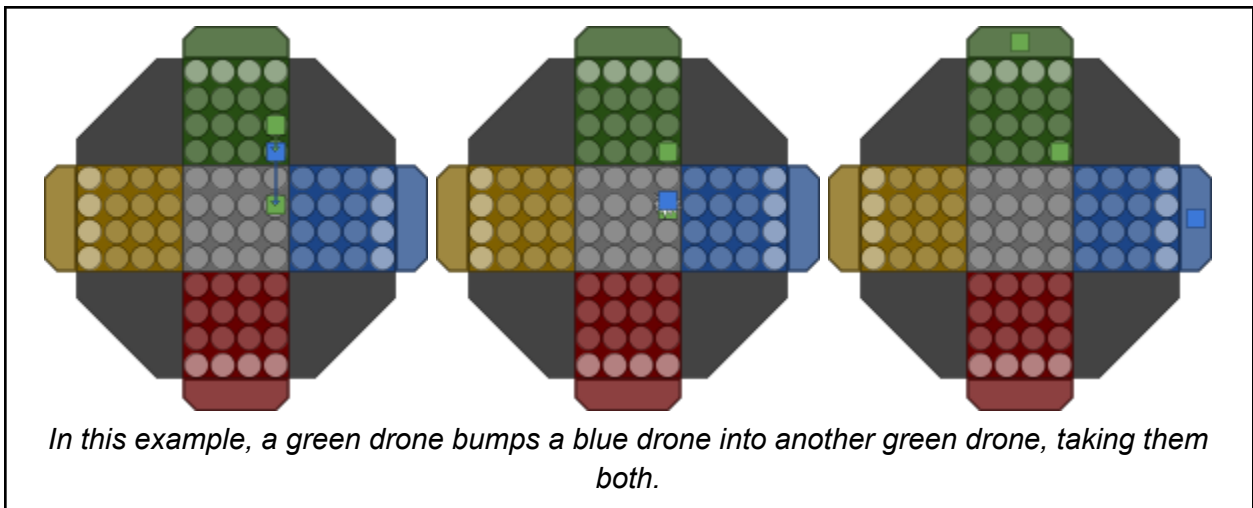
(Note: You may not bump a piece by teleporting.)
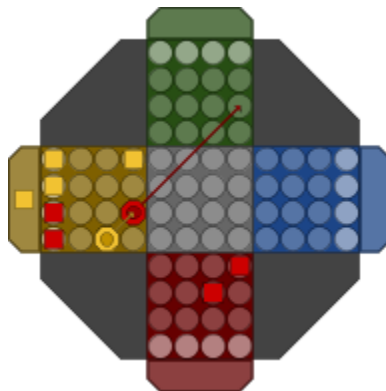
The Spawning Platform

When a drone is taken, it is sent back to its respective spawning platform.

- If your turn begins with one or more pieces on your spawning platform and one or more vacant spaces in your back rank, you must spend a turn moving one of the pieces on your spawning platform into your back rank. You may **not** move a piece that is already on the board if it is possible to move a piece out of the spawning platform.
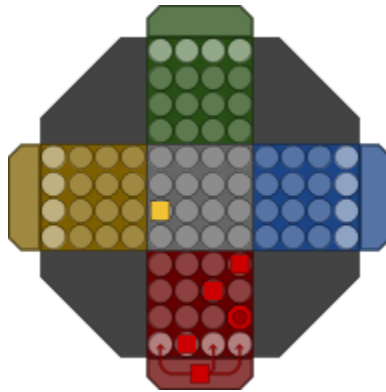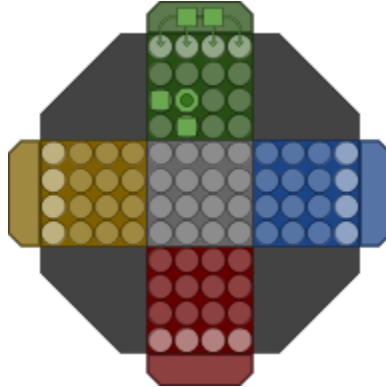

*In this example, Red has a drone on their spawning platform and three vacant spaces in their back rank. Red **must** spend their next turn moving this drone into one of these vacant spaces.*

- If there are no vacant spaces in your back rank, you can move a piece that is already on the board regardless of whether you have any pieces on your spawning platform.


In this example, Yellow moves their mothership despite having a drone on their spawning platform. Since there are no vacant spaces in Yellow's back rank, this move is legal.

- If there are multiple pieces on your spawning platform at once, you can only move one of them into your back rank per turn.


In this example, Green has multiple drones on their spawning platform and multiple vacant spaces in their back rank. However, they can only move one of these drones into the back rank per turn.

- Pieces that are already on the board may not move directly onto a spawning platform.
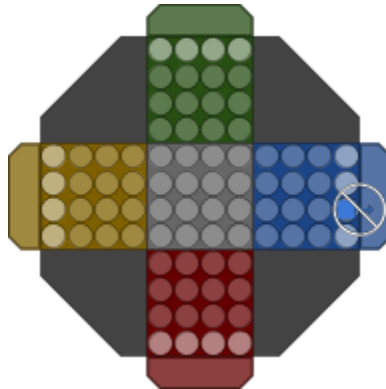

No.

- If your turn ends with one or more pieces on your spawning platform and one or more vacant spaces in your back rank, you must wait until your next turn before moving one of the pieces on your spawning platform into your back rank. The one exception to this rule is on your first turn, during which you are allowed to move your mothership into your back rank immediately after moving one of your drones.
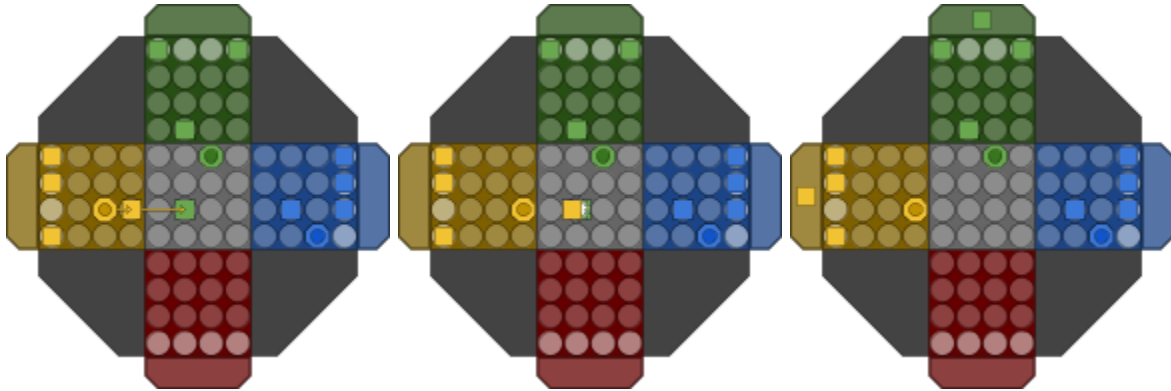
*In this example, Yellow bumps one of their own drones into a green drone, taking them both. Since the yellow drone was taken on Yellow's turn, Yellow **must** wait until their next turn before moving that drone into their back rank.*
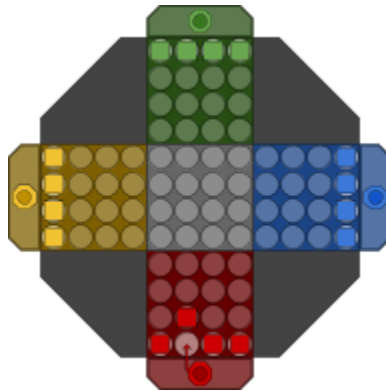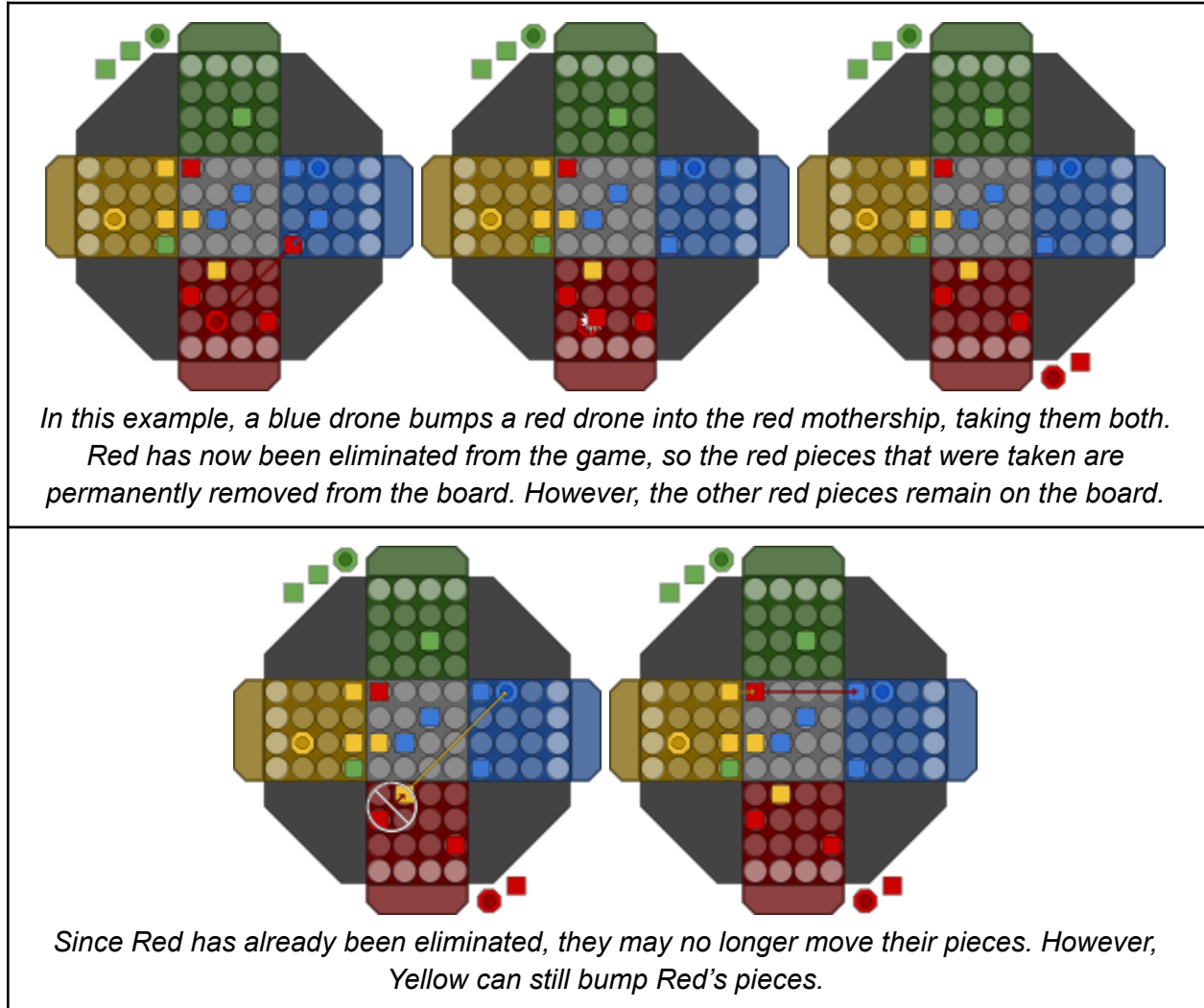

In this example, Red's very first move ends with their mothership on the spawning platform and a vacant space in their back rank. Rather than waiting for every other player to take their turn, Red can move their mothership into the back rank immediately.

Player Elimination

When a player's mothership is taken, that player is eliminated from the game.

- The eliminated player's pieces will remain on the board, and they can be bumped and taken as usual. However, they do not move on their own, and they do not get sent back to their spawning platform when taken.

In this example, a blue drone bumps a red drone into the red mothership, taking them both. Red has now been eliminated from the game, so the red pieces that were taken are permanently removed from the board. However, the other red pieces remain on the board.

Since Red has already been eliminated, they may no longer move their pieces. However, Yellow can still bump Red's pieces.

When there is only one player left on the board, that player is declared the winner.