

Dark Rip Prototype

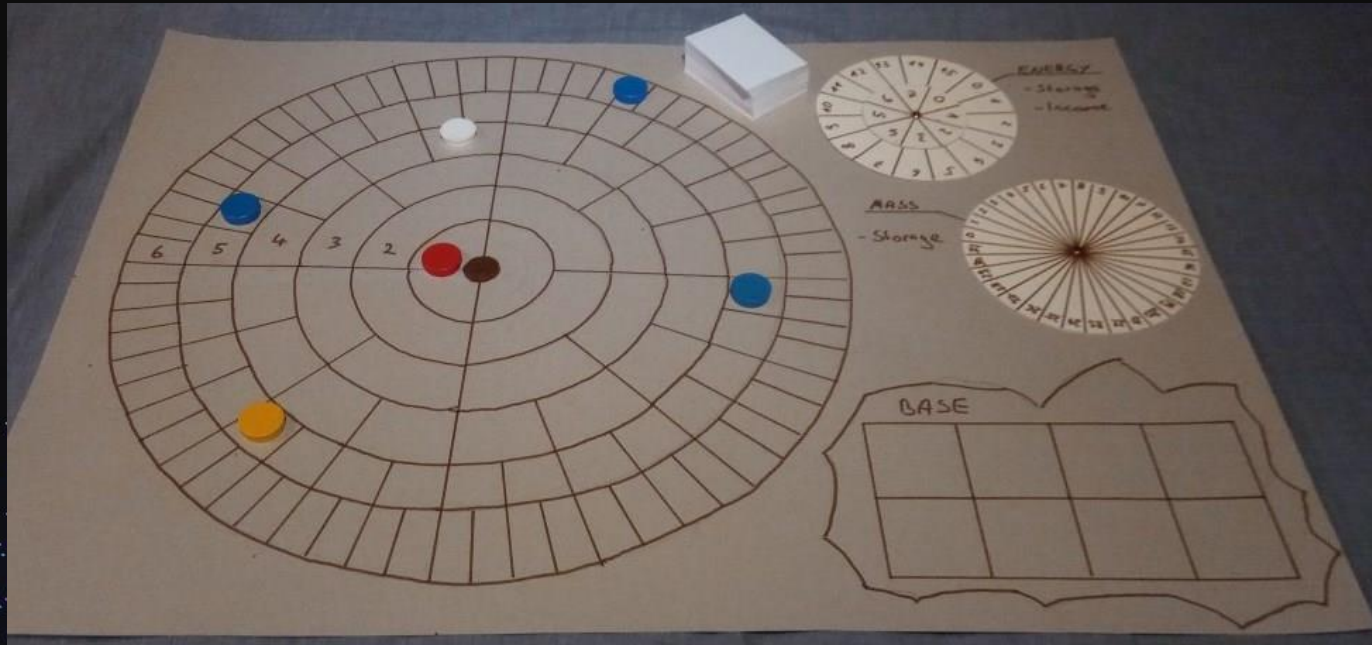
Moritz Kohr

Phillip Hohenester

Erik Franz

Setup

- Orbit, module and resource fields
- Discrete circular orbits
- Cards for random events



Rules

- **Move** all pieces one field
- **Build** new modules using mass
- **Energy** distribution
- **Orbital** transfer

Results

- Board game version is tedious
- Different orbit velocities are fun
- Resources need balancing
- Random events necessary for late-game