

## DISASTER EVENTS -



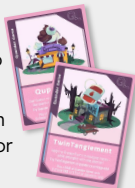
When you return a DISASTER EVENT card to the draw pile after defending against it with a SHIELD, you should:

- Place the card anywhere in the draw pile.
- Do NOT look at the other card faces when returning the card to the draw pile.

## QUANDER CARDS -

Collect pairs of QUANDER cards, and use them to steal a card from an opponent!

To create a pair, collect two QUANDER cards from same category (Quander Game, Computer Part, or Quantum Concept).



## FREQUENTLY ASKED QUESTIONS

**Q: How many cards can I PLAY in one turn?**

**A: As many as you want!**

**Q: How many cards can I HOLD at one time?**

**A: As many as you want!**

**Q: What happens if I run out of cards?**

**A: Draw one card at the end of your turn.**

**Q: Are carded cards reshuffled into the draw pile?**

**A: No!**

**Q: What can I find out about the draw pile?**

**A: Count the cards in the draw pile at any time!**



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FROM THE  
QUANDER  
TEAM



SCAN FOR MORE QUANTUM FUN!

# COLLAPSING - QUBITS -

  
2-5  
players

  
8+

Game  
contents:  
64 cards

GOAL

Be the last player with a working quantum program!

## PROTECT YOUR QUANTUM COMPUTATION!

Your quantum computation is made up of fragile qubits that could collapse at any moment - destroying your calculation!!



Avoid DISASTER EVENTS, which collapse your qubits



Use SHIELDS to defend against disasters.



Use QUANTUM PHENOMENA to improve your chances.



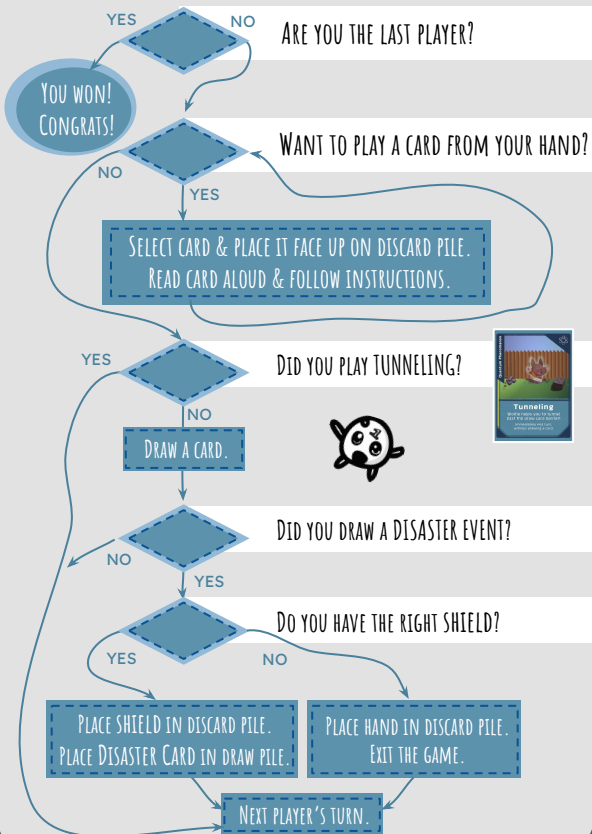
Use pairs of QUANDER CARDS to steal opponents' cards!

## GAME SETUP

1. Remove all DISASTER EVENT (6) & TOTAL SHIELD (5) cards from deck, and set aside.
2. Shuffle remaining cards in deck, and deal 5 cards to each player, face down.
3. Distribute 1 TOTAL SHIELD card to each player.
4. Shuffle DISASTER EVENT cards & remaining TOTAL SHIELD cards into deck.
5. Place deck face down on table as draw pile.
6. The player with the most recent birthday goes first.



## ON YOUR TURN



## CARD-SPECIFIC RULES

### SUPERPOSITION -

When a *Superposition* card is played:

1. Player A plays *Superposition* card & chooses Player B.
2. Player B selects ONE card from their own hand.
3. Player A shuffles *Superposition* card & Player B's card.
4. Player B selects 1 of the 2 cards, and follows the instructions below:



If **Player B's** card is chosen → then it returns to their hand

If **Superposition** card is chosen → then BOTH cards go into discard pile

### NOT THIS TIME -

Can be played at ANY time - not just on your turn.

Can be used to counteract another *Not This Time* card.

Does NOT counteract DISASTER EVENT or SHIELD cards.



### TUNNELING -

Skips ALL card draws that turn.

Particularly useful if you are the victim of a single or double *Wave Attack*!



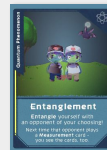
### WAVE ATTACK -

If the victim of a *Wave Attack* plays a *Wave Attack* card → then the next player draws 4!



### ENTANGLEMENT -

If a player attempts to entangle themselves with someone that is already entangled with another player → then ALL THREE players become entangled.



If one of the three entangled players is eliminated, the other two remain entangled.