Breakthrough is a single player card game.

The Objective

- The aim of the game is to open as many locks as possible during the game, using the appropriate tools.

Key Concepts

- There are three types of tools – Keys, Picks and Files.
    - Each of these tools has a grade – Acute, Basic or Crude.
    - Together, these shorten to two letter codes – for example, a crude key would be CK.
- There are eight locks.
    - Each of these locks has one to three challenges,
    - The parts of the challenge are unlocked (solved) by playing the matching tool card.
    - The challenges can be completed in any order, BUT parts of the challenges must be completed in the specified order.

Starting the game

- The player starts the game by shuffling all the tools, as well as five 'difficulty' cards, to form a draw deck face down.
- The player next shuffles the locks, placing them face down to make a lock pile.
- Start by taking the first lock from the top of the lock pile and place it on the table in front of you.
- Then the player draws five cards from the draw deck

Gameplay

- On each turn, the player must either play a card onto their sequence, attempting to match the challenges sequence, or discard a card, before redrawing up to five.
- If a card not matching the current sequence (including from a different challenge) is played, the sequence is reset and must be restarted.
- The same tool type (pick, file or key) cannot be played consecutively. If the two sequences on a lock card start and end with the same tool type (e.g. AF, AP, AF and CF, CP, CF) then another card must be played in-between which is of a different tool type, even though it doesn't correspond to any sequence.
- Difficulty cards represent problems – for example, breaking a pick.
    - Upon drawing a difficulty card, the player must either discard a key from their hand or discard the top five cards of the deck. (If the player has no keys, they must discard the top five cards of the deck).
- If the player matches the sequence for a challenge, the challenge is met.
- If the player meets all the challenges on the card, the lock has been opened.
    - On the opening of a lock, all discarded cards are shuffled back into the deck, and a new lock is selected.
    - 'Used' tools – i.e. the ones that have been played, remain in the sequence and are not shuffled back into the deck.

Finishing the game

- The game continues until the deck is empty, and the player cannot fill back up to five cards in their hand.

Scoring

- Each pick card that is played scores 1 point (whether place in a matching sequence or not)
- Each file card that is played scores 2 points (whether place in a matching sequence or not)
- Each key card that is played scores 3 points (whether place in a matching sequence or not)
- Each challenge that is met scores an additional 5 points
- Each lock that is unlocked scores an additional 10 points

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

ACUTE
FILE

AF

ACUTE
FILE

AF

ACUTE
FILE

AF

ACUTE
KEY

AK

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

ACUTE KEY

AK

ACUTE KEY

AK

BASIC FILE

BF

BASIC FILE

BF

BREAKTHROUGH

BREAKTHROUGH

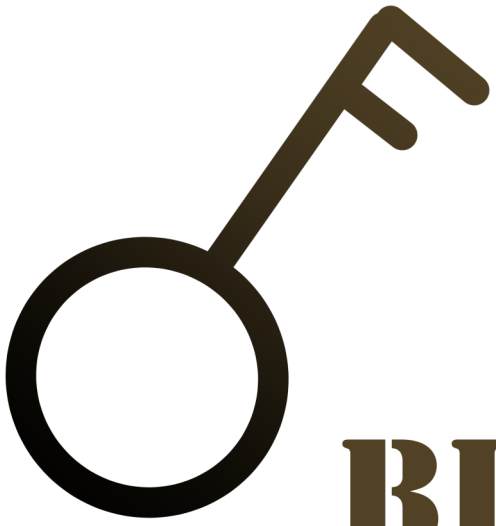
BREAKTHROUGH

BREAKTHROUGH

BASIC
FILE

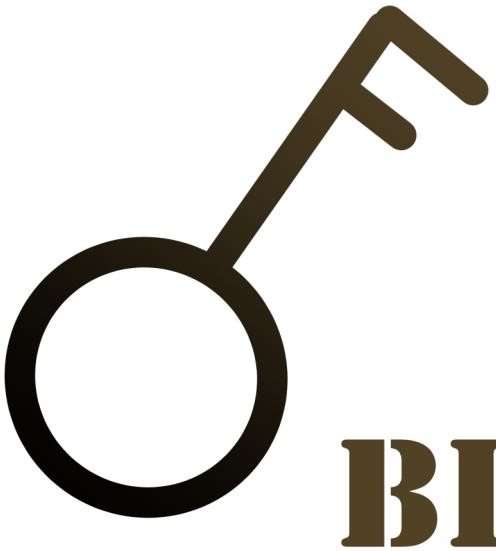
BF

BASIC
KEY



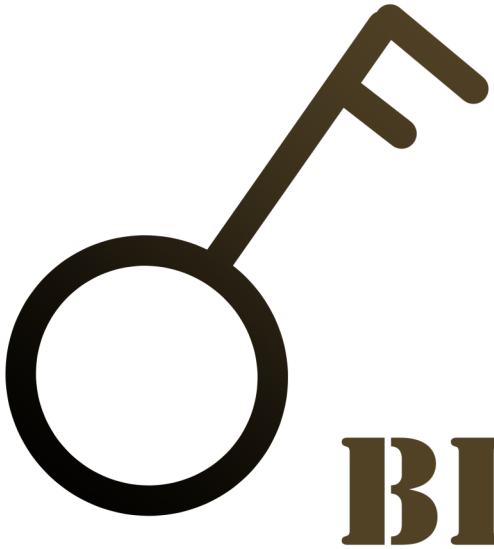
BK

BASIC
KEY



BK

BASIC
KEY



BK

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

CRUDE
FILE

CF

CRUDE
FILE

CF

CRUDE
FILE

CF

CRUDE
KEY

CK

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

CRUDE KEY

CK

CRUDE KEY

CK

ACUTE PICK

AP

ACUTE PICK

AP

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

ACUTE PICK

AP

ACUTE PICK

AP

ACUTE PICK

AP

ACUTE PICK

AP

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

BASIC
PICK

BP

BASIC
PICK

BP

BASIC
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BREAKTHROUGH

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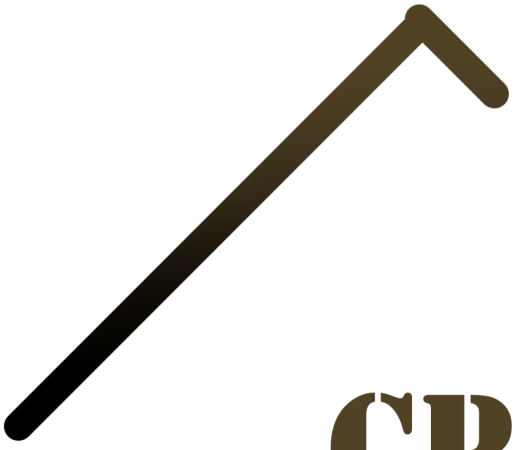
BREAKTHROUGH

BREAKTHROUGH

BASIC PICK

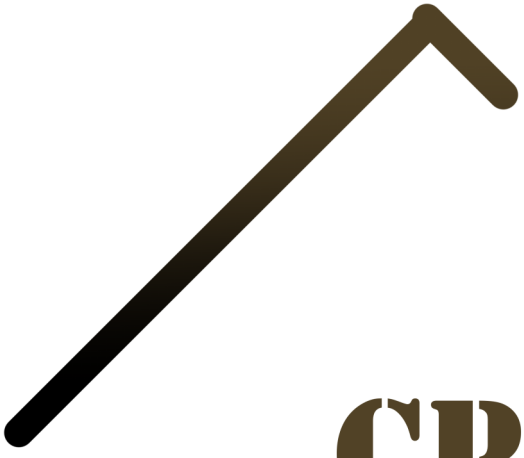
BP

CRUDE PICK



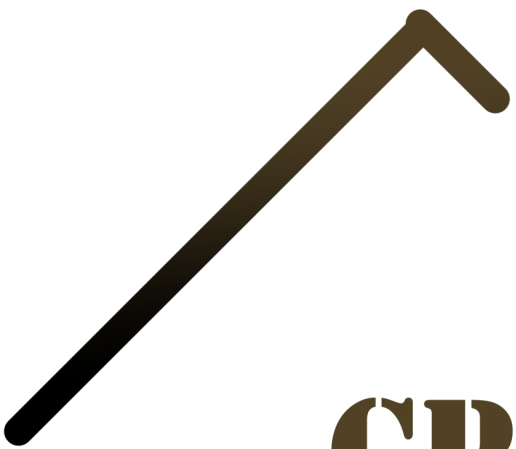
CP

CRUDE PICK



CP

CRUDE PICK



CP

BREAKTHROUGH

BREAKTHROUGH

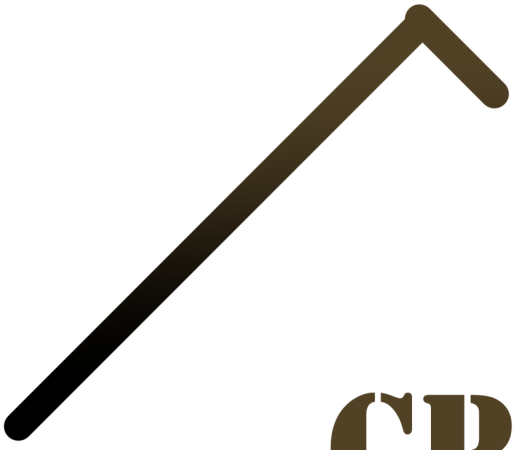
BREAKTHROUGH

BREAKTHROUGH

CRUDE PICK

CP

CRUDE PICK



CP

DIFFICULTY

DIFFICULTY

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

BREAKTHROUGH

DIFFICULTY

DIFFICULTY

DIFFICULTY

BREAKTHROUGH

AP, AF, AP BK

BREAKTHROUGH

AP, AF, AP

BP, BF

CK

BREAKTHROUGH

CF, CP, CF

BREAKTHROUGH

АК

ВК

СК

BREAKTHROUGH

AF, AP, AF

CF, CP, CF

BREAKTHROUGH

AP, AF, AK

BREAKTHROUGH

CP, CF, CK

BREAKTHROUGH

BP, BF, BK