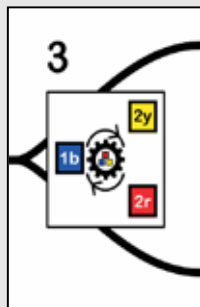


Example: if a splitter outputs 2 reds and 2 yellows then the 2 reds must go in one direction indicated (at the bottom), and the 2 yellows in the other (shown at the top of the card). These directions must match the card.

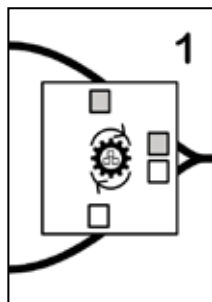
The 1 blue cube is returned to the cube bank. The yellows and reds are moved along in the direction indicated on the card.

The logic dictates that if you have a multiple input of 2 or more you can generate equal multiples of output colours. In this case 2 blue would generate 4 yellow and 4 red.

If is therefore more efficient to try to calculate what cubes can be created in multiples through a Device.



Joiners work in the same way as a Splitter and must receive cubes in the same distribution. In this example, the reds and the yellows must move in pairs of the same colour.



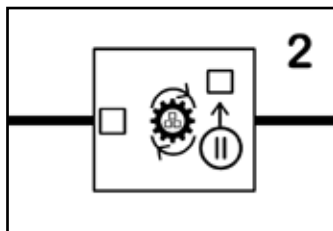
Basic Splitters and Joiners must maintain the direction of flow that the player has decided in the previous card. Basic splitters are more flexible, and inputs can be split in any way, but if there's more than 1 cube coming into a Basic grey splitter then there must be at least 1 cube going to each output.

All Devices must have their branches completed with a Hopper at the start and a Packer card at the end to enable activation and the manufacturing of desired cubes.

Grey squares on Basic Parts cards are 'wild' (meaning, they can be any single colour). They don't change the colours of cubes as they pass through the Device. If a red cube comes in on one side of a wild

Device, then there must also be a red cube on the output.

After a machine has been activated, any cubes not in the Packer are purged and must be discarded unless they are on the Pause card.



3. Fulfilling Orders

Players fulfil orders only after they have run their Devices. Accepted orders are fulfilled by the produced cubes after players activate their Devices. Players can only use the output of a single turn to serve customer orders (completing an order with the right number of cubes). Players cannot use cubes from storage to directly fulfil order cards. Only cubes generated by Devices can be used.

Fulfill or Fulfil? We like to use 'Fulfill' as that is the English spelling and the game is made by an English company.

Players pay the cubes used to fulfil the order back into the Cube Bank (the pile of yellow, red and blue cubes). The player then gains the points on the card, moving it away from the their outstanding orders queue. More than one order can be fulfilled at once.

If after activating your Device, if it makes more cubes than can fit into storage, they must be placed into the Cube Bank (see Discarding Surplus Cubes).

Storage

The total number of cubes a player can have in storage and in device hoppers is 10. When a player runs a device they must check they have fulfilled any order cards first. Then they check to see how much capacity is available to store surplus cubes. Any cubes not needed that cannot be used in storage need to be returned to the Cube Bank. They cannot be put back into the device hoppers as that is a Load action for the next turn.

Ending the game

When a player reaches 30 points or more this triggers the end phase of the game. All players complete the current round of play in turn. Once this round is completed the player with the most points from completed orders is the winner.

It's a Draw? If there is a draw situation, and players decide there must be only one winner, the victor is the one with the Device containing the most parts.

Optional Rules

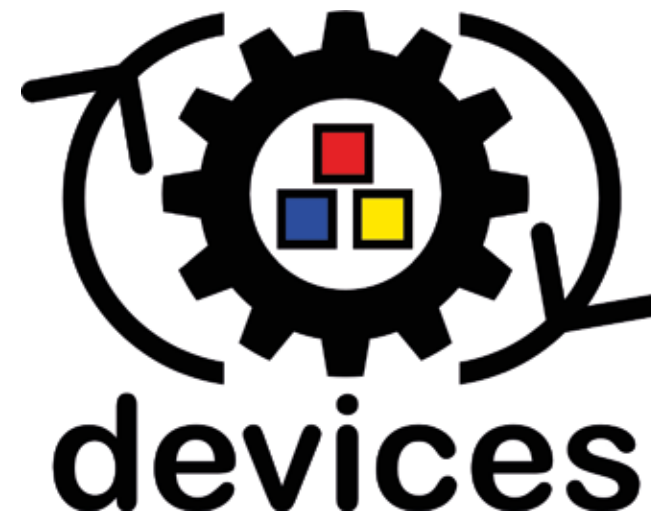
These are two rules for those who like to haggle and trade. However, we suggest you play with the standard rules to understand the game before adding these options.

Trading cards - If players wish to exchange cards to their mutual benefit, this can be done at any time and is not considered an action. Trading does however, have to be concluded before a player activates their Device.

Selling cards - A player can exchange cards in their hand for the value of 1 yellow cube per card and return the card to the relevant deck. This is considered part of the parts buying action. If a player wishes they can exchange all of their cards to the card decks except for their default hopper and packer cards. The maximum total trade value is 4 yellow cubes. Parts cards that are in a Device must be dismantled before eligible for sale back to the Parts shop.

Do cubes work like money? In short, **No**. Cubes are not currency even though they have a points value. For example, 4 yellow may be needed to generate 1 blue in a Device, however, you cannot simply cash in 4 yellow cubes in the Cube Bank to make 1 Blue cube. Only Devices can convert cubes from one value to another.

For support or more information please visit bdgame.uk



Game Design: Adam Carter-Groves & Marcus Pullen

Version 2

Aim of the game

Build Devices to fulfil customers' orders. The more valuable the order, the greater the points. When someone gets to 30 points, see who wins the game with the most points.

Components:

Each box contains the following:

- **Orders Deck**
 - Deck of Customer Order cards – 32 cards
- **Parts Shop**
 - Deck of coloured Special Part Cards – 60 cards
 - Deck of grey Basic Part Cards (5 copies of each connector cards and 5 of hopper and packer cards) 40 cards in total
- **Player starting components (24 cards). For each player (up to four players):**
 - 2 x Starting Hopper cards per player
 - 2 x Finishing Packer Cards per player
 - 1 x Action manager card per player
 - 1 x Storage card per player
 - 3 x Black Action Manager Cubes per player
- **Cube Bank**
 - 24 Yellow Cubes
 - 24 Red Cubes
 - 24 Blue Cubes
 - 12 Black Action Cubes

Setting up the game

See the table diagram opposite.

Set up the Orders: Shuffle the Customer Order card deck and place in reach of all players, then draw 4 cards face up. Place them next to the deck so they are visible to all players.

Set up the Parts Shop: Sort out the cards in the Basic and Special decks. Shuffle the Special cards, then deal 4 cards face up for the Special Parts row. then put the unused deck next to the start of the row. For the Basic parts deck sort the cards into each type. There are 8 different types of Basic parts. set the total number of each pile to be 1 more than the total number of players. So a 3 player game would have 4 cards in each pile, not the full 5.

Set up the Players: Give each player a set of Player Starting Parts. They are marked with the Meeple icon. This includes 1 storage card, 1 action manager card, 3 black actions cubes, 2 hoppers and 2 packer. Players start with their Hoppers and packers in play.

Each player also gets 1 cube of each colour: 1 red, 1 yellow and 1 blue. Place these on the storage cards.

Game Structure

The game is played over several rounds, each round each player takes their turn in order.

Each player's turn progresses like this: 1. Actions 2. Activate Devices 3. Fulfil Orders

1. Actions: collecting, buying and building

On a player's turn they can perform up to **three** of the following actions:

- Collect, Accept, Buy, Clear, Dismantle, Load, Build

Use the Action Manager card to keep track of your chosen three actions in your turn. You can select the same action up to three times.

Collect Orders

Take 2 Yellow cubes from the supply and place them on your Storage card. Discard any excess cubes (see the Discard Cubes section)

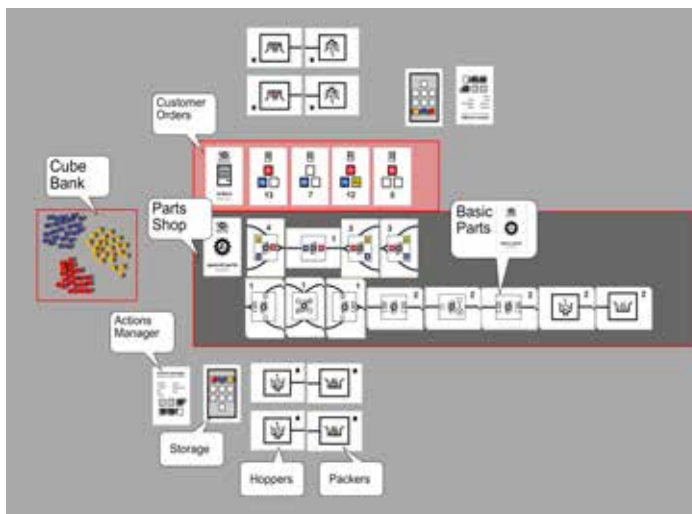
Buy Parts

You may buy any number of cards from the Parts Shop and place them into your hand or into an existing device. You may spend any number of cubes to buy parts, Yellow cubes are worth 1, Red cubes are worth 2, Blue cubes are worth 4. **You cannot exchange cubes for others.** For example, you cannot break a blue cube into 4 yellow cubes or into 2 red cubes. Only devices can convert cubes.

Once you have purchased cards and chosen where to put them, you then need to replenish the shop with new order cards from the orders deck.

Clearing the Special Parts Row

Use this action to remove all the Special Part cards from the Parts Shop and refill them from the Special Parts deck. Place the removed cards at the bottom of the Deck. Only the Special part cards are ever cleared. Basic cards are in their respective stacks and are drawn from the relevant pile.



Accept Orders

Take an Order card from the Customer orders area and place it in your own play area, replacing the taken card with one from the deck. You can have a maximum of 3 un-scored order cards at any time in your hand. You cannot take more until you've completed at least one order to clear it from your queue.

Build Devices

Place any number of Parts from your hand. These can connect to any Parts already in play. You may build more than one machine in this phase. Cards cannot be placed up-side-down.

Dismantle Devices

Return any number of part cards to your hand. Any cubes on these cards are lost. You cannot remove a Part card from a Device unless all part cards to the right of it have been removed (no orphan parts). You can dismantle any number of Devices you have built.

Load Devices

You may place any number of cubes onto any number of Hoppers on Devices you control. **Cubes on Hoppers still count towards your total cube limit of 10.** If you have more than 10 cubes in total, you can decide to return the surplus to the Cube Bank, either from your storage or your hoppers before activating the device.

Activate Devices

At the end of each player's turn they may Activate any number of their Devices that meet the Activation criteria (see **Activating a Device**)

Discarding Surplus Cubes

As you can only have a maximum of 10 cubes in your storage and device hoppers, you will need to return any surplus to the Cube Bank after the Activation or Collection phases. You can decide which cubes you want to return. They can be any mixture from either your storage or the cubes you have just made or collected.

Note: Manufactured cubes cannot be placed directly to any Hopper. They must be placed into storage first, before using. On the next turn, use the Load action to use these cubes.

If a player does not have enough cubes to complete any order or they have a surplus of cubes after completing an order, they place their cubes onto the storage card. If there are more than 10 cubes across the storage and device cards, they will need to place any surplus into the Cube Bank.

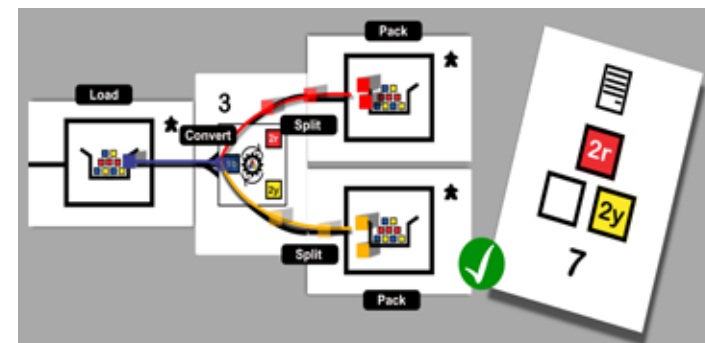
2. Activating a Device at the end of a turn

The last activity a player may carry out is to activate any Device that has a hopper attached to the inputs with cubes loaded and the relevant Packer(s) attached to the outputs to collect any manufactured cubes.

To activate a Device, the player moves the cubes in the hopper from the start of the Device towards its end. At each Part card in a Device, players must check if the previous card can provide enough cubes to activate it. If it does, it **MUST** activate as many times as it's able with the cubes present, no cubes can be left in the hoppers after the Device has 'run'.

Any cubes on the left of a Part's box (input) are consumed and those on the right of the Part's box (output) are produced. The exception to this is the Pause Card that can hold a cube for one round. When cubes reach a Packer, they must be used in that turn to complete order cards, be placed into storage or returned to the cube bank as surplus.

Flow control: All the cubes must flow in the same direction as indicated by the cog in the centre of the box on the Part Card. Cards cannot be used upside down.



Special Part Cards: Splitter and Joiner Cards

When a Device contains Special Splitter part, the cubes must be split and moved in the direction shown on the card by the coloured squares.

