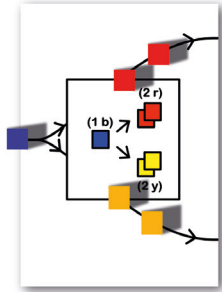


Devices

Build Devices to fulfil customers' orders



Adam Carter-Groves & Marcus Pullen
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Build Devices to fulfil customers' orders. The more valuable the order, the greater the points. Get to 30 points first to win the game.

1.8

Components:

Each box contains the following:

- Deck of Customer Order cards – 34 cards
- Deck of coloured Core Part Cards – 46 cards
- Deck of grey Common Part Cards (five copies of each card) 40 cards in total
- Player starting components for each player (up to four players)
 - 2 x Starting Hopper cards
 - 2 x Finishing Packer Cards
 - 1 x Action manager card
 - 1 x Storage card
 - 3 x Black Action Manager Cubes
- 24 Yellow Cubes
- 24 Red Cubes
- 24 Blue Cubes
- 12 Black Action Cubes
- 1 x First Player Card. This card is useful in games of 3-4 players and serves to indicate who is the first player is rounds.

Setting up the game

Below is a two-player setup.

1. 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.
 2. Set up the Parts Shop by doing the same for the Core Parts deck.
 3. Take the additional common parts (these are parts with grey cubes rather than coloured ones) and lay them in stacks by type face up. There should be one more (+1) than the total number of players in each stack. For example, in three-player game, each stack will need 4 cards of the same type.
 4. Give each player a set of Player Starting Parts. This includes the storage card, action manager card, 3 black actions cubes, 2 hoppers and 2 packers. Players start with their Hoppers and packers in play.
 5. Each player also gets 1 cube of each colour. Place these on your storage card.
1. In a three or four player game you may want to decide who the first player is with the First Player Card. This will help to keep track of where the round starts.

2. Game Structure

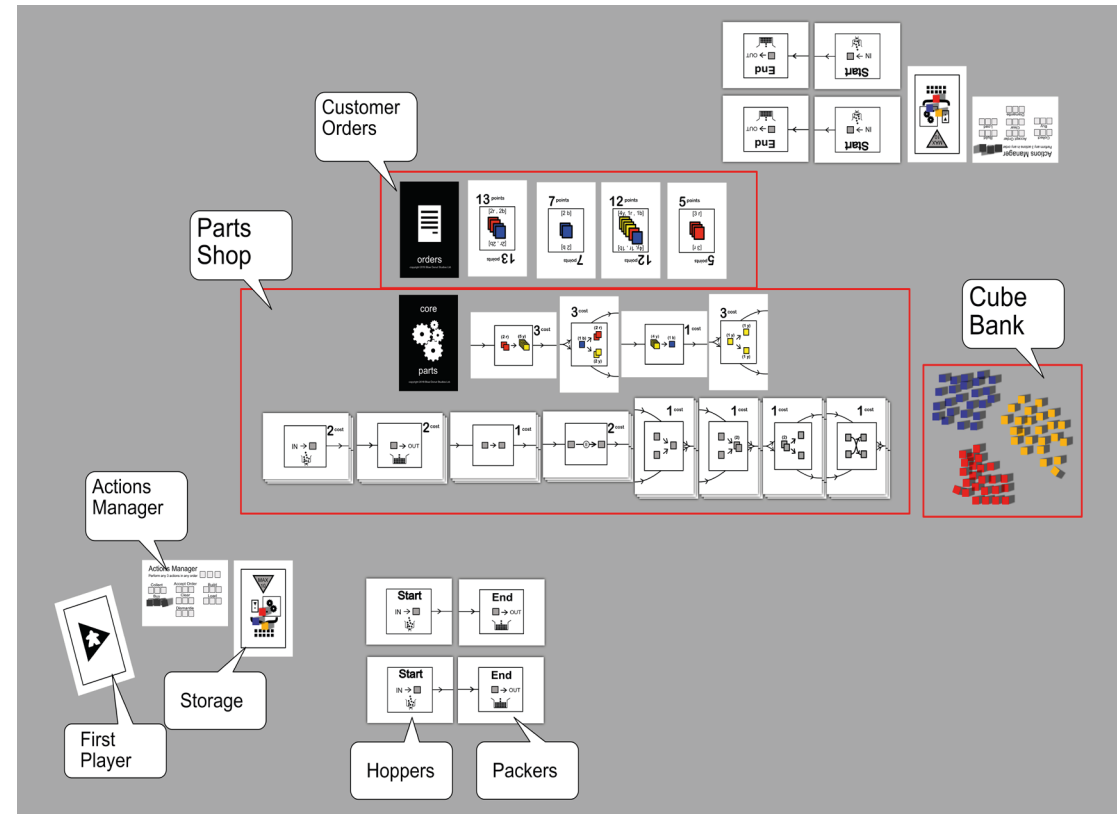
The game is played over several rounds, each round each player takes their turn in order.

Each player's turn progresses like this: 1. Actions 2. Activate 3. Serve

Actions

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

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

Buy

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.

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.

Clear

Use this action to remove all the Core Part cards from the Parts Shop and refill them from the Parts deck. Place the removed cards at the bottom of the Core Parts Deck.

Accept

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 unscored 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

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

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

Load

You may place any number of cubes onto any number of Hoppers on machines you control. Cubes on Hoppers still count towards your total cube limit of 10.

Activate

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

Serve

Players can Accept orders in their turn and use produced cubes to fulfil them. Players can only use the output of a single turn to serve customer orders (completing an order with the right number of cubes).

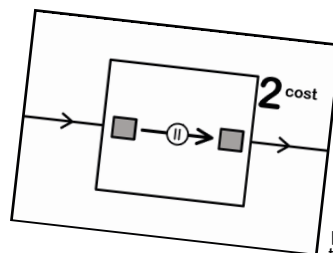
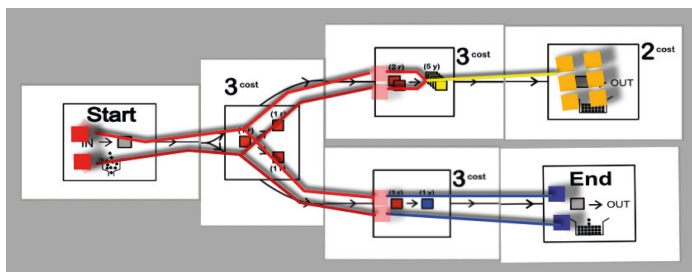
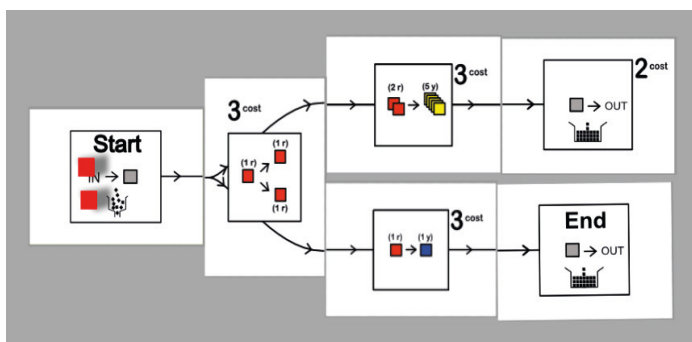
Players pay the cubes used to complete the order back into the cube bank (the pile of yellow, red and blue cubes). They then gain the points on the card, moving it away from the player's outstanding orders queue.

More than one order can be completed at one time.

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).

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.

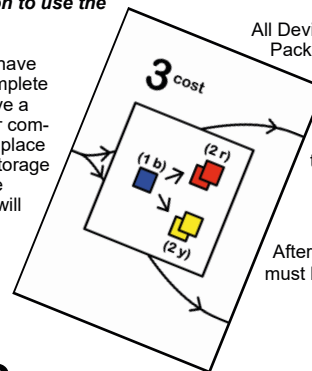


Note: Manufactured cubes cannot be placed directly to any Hopper. They must be placed into storage before using, then use the Load action to use the cubes.

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.

Therefore, any surplus cubes created are discarded into the Cube Bank.



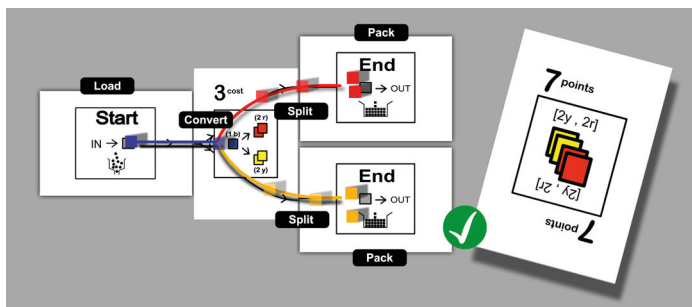
Grey squares on Common Parts cards are 'wild' (meaning, they can be any single colour). They don't change the colours of cubes as they pass through the Device. If a red cube comes in on one side of a wild Device, then there must also be a red cube on the output.

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.

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.

Activating a Device

At the end of your turn you may activate any machine that has a Packer attached.



To activate a machine, you move from the start of the machine towards the end. At each Part card in a Device, players must check if the previous card has enough cubes to activate it. If it does, it **MUST** activate as many times as it's able with the cubes present.

Any cubes on the left of the Part's box are consumed and those on the right of the Part's box 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 either be used that turn to complete an order or placed into storage.

Core Part Cards: Splitter and Joiner Cards

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

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

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.

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

Ending the game

Once a player reaches 30 points or more this triggers the end of the game, complete the current round of play. Once this round is completed the player with the most points from completed orders is the winner.

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