

Assembly

A game by Janice & Stu Turner

1-2 players Ages 14+ 10-20 mins

Your Mission

You are on an orbital platform that assembles luxury spaceships. After a recent swarm of micrometeorite impacts, a deadly virus has emerged and wiped out the entire staff. Luckily, you and another crew member seem to have natural immunity and now you both must escape to help create a vaccine before the virus reaches Earth. Unfortunately, the on-board computer has quarantined the station and she is now venting all of the air to ensure nothing survives.

Fortunately, you know of a half-built spaceship on one of the assembly lines and have discovered a rather limited set of commands to complete it. As you try to make your escape by assembling the ship, the controls keep glitching. Does the computer know what you are trying to do?

You must work with your friend, using your time and commands wisely, to assemble the ship and make your escape before you both perish.

Objective

You must escape. The only way to win is to lock all 12 Room Modules into their correct bays before you run out of time. The ship will then be launched and you can escape!

Game End Conditions

The game immediately ends when you win or if you have refreshed the Command deck twice (three cycles) and cannot draw a Command card when you need to.

Components



Setup

The setup for 2 players is as follows (see end for Solo Play for modifications).

1. Choose or randomly allocate one **Role card** to each player then place it face-up in front of them.
2. Shuffle the **Room Modules** and place them in a stack face-down in the centre of the play area.
3. Decide whether or not to play with Malfunctions and which set to play with then place the **Bay Number cards** in the same positions as a clock face (i.e. 12 at the top, 3 on the right, 6 at the bottom and 9 on the left) with either all with Malfunction sides face-up or all Malfunction sides face-down.
 - For your first game it is recommended that you do not play with Malfunctions.
4. Shuffle and place the **Bay cards in a circle**, unlocked side up, starting at bay 12 and moving round in a clockwise direction.

5. Roll the die then place 1 **Room Module face-up** on the Bay card in the position that corresponds with the number on the die.
6. **Set aside** the following **Command cards** from the deck and place them face-up nearby:
 - 1 Any Rotate
 - 1 Wild
7. Shuffle the remaining Command cards to form the **Command Deck** and place them in the centre of the play area.
8. **Deal 3 Command cards** face-down to form each player's starting hand. The most cards a player can ever have in their hand at any time is 3.



Solo Setup Modifications

Albeit inefficiently, the assembly line can be operated by a single person. For example if one control of the rooms is damaged, closed for maintenance or you are lone remaining survivor on the station as your companion has met an unfortunate and tragic early demise.

To account for the inefficiencies of a single operator, the **setup** is modified by returning the following 4 Command cards to the box:

- 1 Draw/Lock;
- 1 Swap;
- 1 Clockwise Rotate
- 1 Anti-Clockwise Rotate.

Turn Order

For optimum efficiency, 2 operators are required to operate the assembly line; the first operator executes the command whilst the second verifies it either automatically with a matching command or using the manual override. For safety reasons, the two control rooms are separated by a glass partition, each with their own air supply.

Players take turns at being the active player. Each turn consists of the following steps:

1. **Choose:** The active player indicates the command they wish to execute, choosing from the available commands in their hand.

2. **Confirm:** The support player may only respond 'Yes' if they can verify the chosen command with a single matching Command card from their hand. Else they must respond 'No'.
 - Cards that depict multiple commands (e.g. Wild) can verify all depicted commands.
3. **Declare:** The active player discards the chosen Command card(s) and declares the command they intend to perform.
4. **Verify:** If the support player can verify the chosen Command action, nothing happens. If they cannot verify it they must discard 1 card of their choice to override the system.
5. **Execute:** Perform the chosen command on all unlocked Room Modules.
6. **Malfunction:** If applicable, apply the Malfunction effects when locking bay(s) 3, 6, 9 and/or 12.
7. **Refresh:** The active player refreshes their hand by drawing Command cards up to their hand limit (3 cards).

Solo Turn Order Modifications

The **order of play** is simplified as you don't have a companion to assist with your escape: Ignore steps 1-4 in Turn Order.

Example of Play (2-Players)



Amelie (active player) indicates to Sammie (support player) that she wants to execute the **Anti-Clockwise Rotate** command. She must not reveal that she intends to discard an Any Rotate card to execute this command.

Scenario 1



Sammie responds 'Yes' as they have the Wild card in their hand which allows Sammie to verify any command. This would also be true if Sammie had an Any Rotate or an Anti-Clockwise Rotate command card in their hand.

Amelie discards her Any Rotate card and declares she is executing the Anti-Clockwise Rotate command moving each Room Module 2 bays. As Sammie can verify Amelie's chosen command with a single Command card in their hand, Sammie does not discard a card. Amelie then draws 1 Command card to bring her hand back up to her hand limit of 3 cards. Sammie then becomes the active player.

Scenario 2



Sammie responds 'No' as they don't have an Anti-Clockwise Rotate card in their hand.

Amelie decides to discard her Swap card instead in the hope that Sammie can verify this command. In this instance, Sammie has a Swap card and as in Scenario 1, Sammie does not discard a card.

Scenario 3



Sammie responds 'No' as they don't have an Anti-Clockwise Rotate card in their hand.

Amelie decides that the team really needs to execute the Anti-Clockwise Rotate command. She discards her Any Rotate card and declares that she intends to execute the Anti-Clockwise Rotate command. As Sammie cannot verify this command Sammie must use the manual override by discarding 1 card of their choice from their hand. When Sammie becomes the active player, they will only have 2 cards in their hand. Sammie will not draw up to 3 cards until they end of their turn as the active player.

Scenario 4



Sammie responds 'No' as they don't have an Anti-Clockwise Rotate card in their hand.

Amelie decides to discard her Swap card instead in the hope that Sammie can verify this command. Unfortunately, in this instance, Sammie cannot verify the Swap command either and therefore the outcome is the same as in Scenario 3, Sammie must discard a card of their choice from their hand.

Communication

The computer is watching you every move and listening to every word you say and she can immediately, albeit temporarily, jams all communications methods when she needs to.

You must never reveal, in any way, the cards in your hand or the command you intend to perform in a future turn. Whether you answer truthfully is up to you as a group to decide, however you must always be honest when verifying commands. You must never instruct what command the other player should execute and the communications channel is always reset at the beginning of each turn to allow discussions to resume.

There are 3 ways to play, depending on your groups preferences, however you must always abide by the above rules:

- **Limited Information:** You may discuss win strategies freely during turns. As soon as the verification question has been asked, all discussions must immediately cease.
- **Limited Information, Reduced Communication:** During turns, you may discuss general strategies, like how to approach a cycle, however each turn, you may only discuss strategies until a command word is said (draw, lock, swap, rotate). When a command word is said, all discussion must immediately stop but if you are quick you can get 1 more word through to your companion (i.e. yes/no).
- **Limited Information, Limited Communication:** Play solely using the Command Words (Draw/Lock/Rotate/Swap) and Yes and No. You may prefer to use sign language and/or hand gestures for this variant. See Appendix for suggestions (based on British Sign Language) or agree your own signs before you start.

Role Cards

Role cards provide a single use special ability that can be used as specified by your Role card: this may or may not be during your turn. Role abilities may be used once per game: this is indicated by flipping your Role card face-down.

Commands

In an attempt to quarantine the virus, the computer has locked down all systems, undocked all the spaceships and is currently venting the air. Fortunately, she has missed one, albeit incomplete, ship.

To assemble the ship and make your escape you must get the Room Modules onto the assembly line and arrange them such that they match the order dictated by the Bay cards. You achieve this by executing commands to move all or some of the Room Modules around the assembly line. The Command Deck contains these commands and also acts as a timer until you run out of air. The Command Deck contains 4 different commands that can be executed:



Draw: Reveal 1 new Room Module from the stack to build the ship. Roll the d12 and place it face-up on the Bay card in the location that corresponds to the number on the die.



Lock: Fix the position of 1 or 2 unlocked Room Modules into place if they are on their matching Bay card. Flip the Bay card to its locked side, return the Room Module to the box and then, if applicable, resolve any Malfunction effects.



Swap: Swap the positions of 2 unlocked Room Modules.



Rotate: Simultaneously move all unlocked Room Modules either 1 or 2 bays in the indicated direction (clockwise or anti-clockwise). All unlocked Room Modules must move in the same direction and the same number of unlocked bays. Locked bays are ignored (see Rotating Room Module Tokens).

You may never look through the Command Deck **discard pile**.

The active player may choose to **discard exactly 3 Command cards to execute any command**, thus acting as a Wild card.

If you do not have any cards in your hand, skip steps 1-6 and just draw up to your hand limit. This is your entire turn.

The number of cards in the Command Deck are:

Command Card		No. in Deck	
		Solo	2P
	Draw / Lock	6	7
	Clockwise Rotate	0	1
	Anti-Clockwise Rotate	0	1
	Any Rotate	3	3
	Swap	2	3
	Wild	1	1

Some cards have multiple commands depicted on them. You may execute any one of the depicted commands as the active player or verify any of the depicted commands as the support player.

You must always attempt to execute a command but you may execute a Command card even if it will have no effect, for example executing the Swap command when there is only 1 Room Module on the assembly line or rotating Room Modules 2 bays when there are only 2 unlocked bays remaining.. However, if a command can be executed, it must be executed.

Placing Room Modules

Against all odds, you have outwitted the computer and have made it to the assembly line control room. On the screen above your head, you can see the required layout in blueprint form and on the assembly line you can see the completed Room Modules hanging around the edges ready for placement.

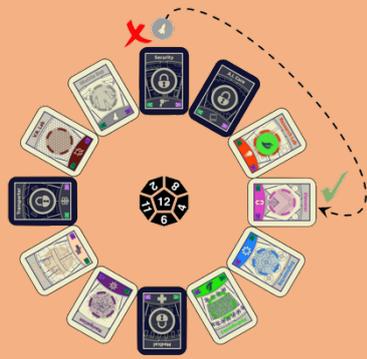
When you execute the Draw command, roll the 12-sided die then take the top Room Module from the stack and place it face-up on the Bay card in the position that corresponds with the number on the die.

If the bay is occupied or locked, move it in a clockwise direction to the first available bay and place the token there instead.

Room Module Placement Example

Lou discards a Draw/Lock Command card and declares that they intend to execute the Draw command.

Lou rolls the 12-sided die and gets a '12' result. Lou then draws the top Room Module from the stack. Lou attempts to place it in the bay that corresponds to the number 12 (i.e. at 12 o'clock), however, that bay has been locked and therefore Lou cannot place it there. Lou therefore moves it in a clockwise direction until it reaches an unlocked and unoccupied bay: In this instance bay 3. They then place this Room Module face-up on the card in bay 3.



Rotating Room Modules

Due to the set-up of the assembly line, all unlocked Room Modules are moved simultaneously following these rules:

- Move in the same direction.
- Move the same number of bays (i.e. 1 or 2 spaces). Only counting unlocked bays and ignore locked bays.
- If rotating a single Room Module, also ignore occupied bays.

Note: It may be helpful to take the tokens off the cards, rotate them all then place them back on their new Bay card.

Example Rotation

Alfie discards an 'Anti-Clockwise Rotate' Command card and he chooses to **rotate all Room Modules anti-clockwise 2 bays**:

- Room Module 1 moves from bay 9 to bay 4, ignoring the 3 locked bays.
- Room Module 2 simply moves from bay 2 to bay 12.



Locking Room Modules

Room Modules must be locked into the correct bays in order to escape. The Lock command allows you to lock 1 or 2 Room Modules to their corresponding Bay card. You must declare how many Room Modules you are locking before you execute this command.

To lock a Room Module, it must match the Bay card it is on, i.e. the Engineering Room Module must be on the Engineering Bay card. When locking multiple Room Modules, they are all locked simultaneously.

If the token and card match when executing the Lock command, flip the Bay card to its locked side and remove the Room Module from the card; it is no longer affected by Command cards.

If you have to unlock a bay due to a negative effect, flip the bay card to its unlocked side then place the corresponding Room Module back on it. Unless otherwise specified you may choose which bay to unlock.

Malfunctions

Malfunctions are caused by the station's computer attempting to prevent you from escaping. Sometimes these are beneficial but mostly they will hinder you. **Malfunction effects only affect the active player.** Playing with Malfunctions is optional.

During setup, choose a single matched set of Malfunctions and place them with the chosen Malfunction side face-up. These are activated every time a Room Module token is locked into that bay.

Refreshing the Deck

The longer you take to assemble your spaceship to escape the more time the computer has to thwart your efforts. To you it appears to be a simple glitch. At least you are becoming more adept at executing the commands.

A deck cycle ends when you need to draw a Command card but the draw pile is empty. You must then immediately refresh the Command Deck:

1. Add one of the set-aside Command cards to the discard pile.
 - First refresh: **Any Rotate**
 - Second refresh: **Wild**
2. Shuffle the Command discard pile to form the new Command Deck draw pile.

Unfortunately, in the time it takes you to refresh the Command Deck, the computer causes a glitch on the assembly line. The active player must **Scramble** all unlocked Bay cards:

1. Move all the unlocked Room Module tokens off their current Bay card but keep them in the same clock positions.
2. Shuffle the unlocked Bay cards then deal them into empty bay locations to re-form the clock face, starting at bay 12 and moving round in a clockwise direction.
3. Replace the Room Module tokens on their newly allocated Bay card.
4. Draw cards up to your hand limit.

When you have run through the Command Deck a third time (there will be no more set-aside cards) and you cannot draw a card when needed, the game immediately ends.

Reducing Difficulty

To reduce the difficulty make one of these modifications:

Solo

- Integrate the Wild card in the Command Deck during setup, setting-aside an Any Rotate card in its place.
- Do not remove 1 Draw/Lock card during setup.

2-Player

- Change the set-aside cards to Anti-Clockwise Rotate and Clockwise Rotate.

Increasing Difficulty

If you would like to increase the difficulty, make one or more of these modifications:

Solo

- Instead of returning the Clockwise and Anti-Clockwise Rotate cards to the box, replace both or either with an Any Rotate card.
- Do not play with a Role card.

2-Player

- Remove one Draw Command card from the deck and return it to the box during setup.
- Whenever you have to discard a card, discard a random card.

Scoring

Give yourself:

- **2 points** for each locked bay.
- **1 point** for each unlocked Room Module in play.
- **1 point** for each card left in the draw pile.

Score	Result
15 or less	Poor. You must work more efficiently if you ever have a chance of escaping. Hopefully your reincarnations will do better.
16-19	Good Attempt. Unfortunately, good attempts don't make you any less dead.
20-23	Almost There! Perhaps just a minute or two longer and you'd have escaped. Unfortunately, you'll never find out.
24-25	Perfect! You've escaped in the nick of time! But was that the right thing to do? Have you just infected Earth with a deadly virus? Was the computer right to keep you in?
26-29	Ace! You've escaped and with a little time to spare! Will you be as lucky next time?
30+	Gifted! You've escaped with plenty of time to spare. Perhaps have a nap or a cuppa next time? Or play with a harder variant. You're obviously no match for the computer as she currently stands!

Credits

Game Design:

- Janice Turner
- Stu Turner

Art & Graphic Design:

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- Lemon Liu, thenounproject.com
- Freepik.com
- Game-icons.net

Graphic Design:

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- Estelle Tidey
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- Holli Lyndora
- Jean-Claude Lebraud
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- Katrine Groen
- Lisa Peppin
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- Mark Miller
- Martin Sharman
- Michele Rhoades
- Mike Belsole
- Mike Jessup
- Nathan Holmes
- Pam Walls
- Pete McPherson
- Pinman
- RAM Sport
- Symon Leech
- Tom Aykroyd
- Zoe Hand

Translation:

- Jean-Claude Lebraud (French)

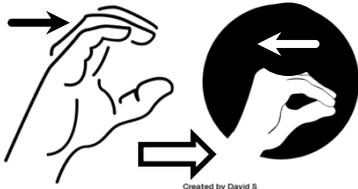


Appendix: Suggested Signs

(Note: This section contains placeholder art & text)

Discussing Commands

Draw (take)



Created by Nicky Knicky from Noun Project

Created by David S from Noun Project

Move your dominant hand forward with your thumb and finger separated as if you were opening the mouth of a hand puppet. Then as you move your hand back towards your body pinch your thumb and fingers together as if to close the mouth of a puppet.

Lock



Created by Stephanie Leeson from Noun Project

Create a fist with your dominant hand positioning your thumb as if you were holding a key then rotate your hand 180 degrees.

Swap (exchange)



Created by VectorBakery from Noun Project

Hold your hands flat, palms face up to either side of your body then move them to the centre line of your body until your forearms cross.

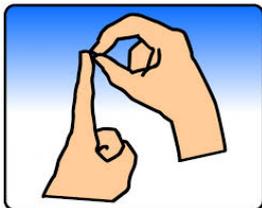
Rotate



Created by Nicky Knicky from Noun Project

Hold your dominant hand as if you were gripping a spherical door knob. Turn your hand in either a clockwise or anti-clockwise direction (You may wish to clarify with colour.)

Purple



twice.

Make your secondary hand into a fist with your first finger pointing upwards. Then form a circle with your thumb and first finger with your dominant hand and put this on top of your first finger on your secondary hand to make a 'p'. Quickly release and reform the the pincer grip to sign the letter 'p'

Green



Make a flat hand with the palm facing up with your dominant and then move it along the other forearm with your fingers wiggling slightly.

Discussing Strategy

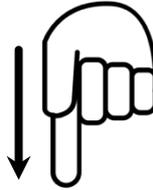
Look



Created by Matthijs Nielson from Noun Project

Make the first two fingers of your dominant straight and the rest of your hand in a fist. Place them close to your eye then move them away.

Here



Created by Stephanie Leeson from Noun Project

With your dominant hand make a fist then point your first finger down then move your whole hand downwards.

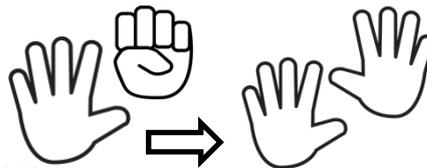
Stop



Created by Joey Golaw from Noun Project

Hold your dominant hand flat, palm facing away from you and move it sharply away from you.

Move



Created by Stephanie Leeson from Noun Project

Then as you move your hands away from you open your hands.

Hold both hands in a loose fist close to each other and close to your body.

Where



Hold both hands flat with palms facing up and make a circular motion in front of the body with a questioning expression.