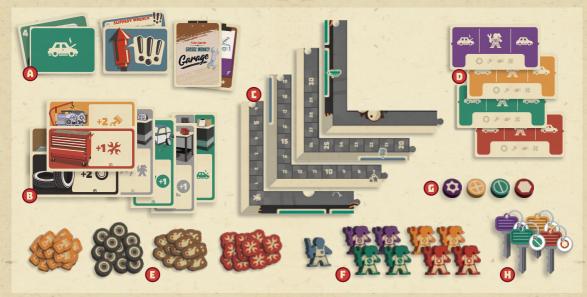


In Grease Monkey Garage, you are each playing a shift manager in a busy auto repair shop. During your shift, you'll need to manage the garage's staff and limited resources effectively, so you can outshine the other managers.

Build a good reputation by fixing customer vehicles, and make sure you can easily access spare parts by storing them in your stash. Time and resources are limited, so working efficiently is crucial in Grease Monkey Garage. Throwing a spanner in the works now and then to sabotage your coworkers is all part of the job. Your aim is to have the most points (\star) and with that the best reputation after you've finished your shifts!



SPIELMATERIAL

A 69 CARDS

- 40 Vehicles, 24 Event cards, 5 Bonus cards
- 3 8 LOCATIONS double-sided, #1 to #8
- 1 SCORE TRACK frame in 4 parts
- 4 STASH BOARDS red, green, purple, yellow
- 48 RESOURCE TOKENS 12 per type
 - Engine Parts 矝, Tires 🔘, Oil 🕋, Tools 🧩
- 9 WORKERS

1 Mechanic – blue

- 8 Specialists 2 red, 2 green, 2 purple, 2 yellow
- 4 SEDRE MARKERS red, green, purple, yellow
 4 EAR KEYS (STARTING PLAYER MARKERS)

red, green, purple, yellow



SETUP

Assemble the score track frame and place the **8 Location tiles** inside it to make the game board. Lay out the Locations as shown in the image:

- 1st row: Locations #1 and #2 horizontally.
- 2nd row: Locations #3-#6 vertically.
- 3rd row: Locations #7 and #8 horizontally.

This is the Garage.

Shuffle the Vehicles to make the Vehicle deck, placing it face down to the right of the Garage. Place a set number of cards — the player count +1 — face up to create the display, as shown in the picture. Leave enough space for a discard pile.

30

+1

26

25

24

23

22

20 /19

18

17

16

1

14

13

7

12

11

10

1 z1

27

28

29



2

Shuffle the **Event cards** to make the Event deck. Place it face down to the left of the Garage. Leave enough space below for a discard pile.



Form a Supply pool for each type of Resource in the corners of the Garage:

- 2 players → use 8 Resources of each type
- 3 players → use 10 Resources of each type
- 4 players → use 12 Resources of each type



Example: Game setup for 4 players

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Each player chooses a color and takes their respective colored Stash board, score marker, the 2 Specialists and the Car Key, placing one of their Specialists on the designated spot on their Stash board and the other on the Location in the top-right corner of the Garage. Place your score markers next to space 1 on the score track.

10

20

+2 🔘

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6

7

GARAGE

MAX 4

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- Place the Mechanic on the Location in the bottomleft corner of the Garage.
- Shuffle the **Bonus cards** and randomly deal 1 Bonus card face down to each player. Return the remaining Bonus cards to the box without revealing them.

Keep your Bonus card hidden from the other players.

Shuffle the **Car Keys** under the table and randomly draw one to determine a Starting player. Put the remaining key back into the box.

X

If your key was drawn, you begin the game. Place your Car Key in front of you to show that you are the **Starting player**.





HOW TO PLAY

The game is played over several rounds. The Starting player plays first, and then play continues clockwise.

BEGINNING OF THE ROUND

Reveal the top card of the Event deck and read it out loud. The effects of Event cards affect all players. If the card effect is mandatory (red title), you must each resolve the card effect. If the card effect is optional (green title), you can each decide whether to apply the effect to yourself or ignore it. If you need to return Resources, always return them to the supply.

YOUR TURN

Take the following two steps in order:

• First move the blue Mechanic to an adjacent Location and immediately resolve the corresponding action, if possible (see "The Actions").

C Then you may move your Specialist to an adjacent Location and immediately resolve the corresponding action, if possible. If you already have two Specialists (see "Hiring a Specialist"), you may move both of them and resolve the corresponding actions. If you don't move your Specialist you cannot resolve the action of your current Location.

Only locations sharing a long or short edge are considered adjacent. Multiple workers (even your own) can occupy the same Location.

Three of the Locations (#3, #4, #6) have two different actions printed on them. You may choose which one you want to take, as indicated by the "/".



Example:

On your turn, you first move the blue Mechanic on Location #7, to one of the 3 adjacent Locations (#3, #4 or #8) and you take the action of that Location. Next, you may move your Specialist on Location #2 to one of the 3 adjacent Locations (#1, #5 or #6) and you may take the action of that Location.

ACTIONS



Locations #4 and #6

Take either 1 Vehicle card from the display or the top card from the Vehicle deck and place it face up to the left of your Stash board. Immediately refill the display.

You can have any number of unrepaired Vehicles to the left of your Stash board but keep in mind that each unrepaired Vehicle will cost you $2 \star$ at the end of the game.



Points (\bigstar) you gain for repairing the Vehicle.

Vehicle type and main color of the Vehicle (here: white). For multicolored Vehicles, the main color refers to the largest colored area. The main color is important for the bonus cards at game end.



Resources you need to repair the Vehicle.

HIRING A SPECIALIST

Each player can hire a 2^{nd} Specialist: the one reserved on your Stash board. You may use this Location action to hire your additional Specialist if you have earned 7 or more \star from repairing Vehicles during the game (see "Repairing a Vehicle", page 5).

If you hire your 2^{nd} Specialist, place it on Location #3. You may only use it as of your next turn. At the end of the game, if you did not hire your 2^{nd} Specialist, you score 2 bonus \star .

ACTIONS

+1 +2 🔊 +1 🔆 +1 🖬 +2 🔘

GAINING RESOURCES

Locations #1, #2, #4, #7, #8

Locations #1, #2, #7, #8 correspond to the 4 types of Resource token (Engine Parts, Tools, Oil, Tires). Take the Resource token(s) indicated on the Location (2 Engine Parts / 1 Tool / 1 Oil / 2 Tires).

For Location #4 you may decide to take 1 Resource of your choice (instead of receiving a Vehicle for repair).

Place your Resources below your Stash board, in your "Stash". Keep your Resources visible, so the other players know how many of each Resource you hold.

If you cannot draw a Resource from the supply, you may take that Resource from 1 or more players' Stashes.

You may store any amount of each Resource type.



Location #5

Return up to 4 Resource tokens of your choice to the supply from your Stash. You may return a single type or multiple types of Resource.

Take the same number of Resource tokens from the supply (not from other

players' Stashes!) and place them into your Stash. You may take a single type or multiple types of Resource.

Effectively, this allows you to trade 1 Resource for another Resource of your choice, up to 4 times.





Locations #3 and #6

Each Vehicle card indicates the type and number of Resources needed to repair that Vehicle.

To repair an unrepaired Vehicle, return the Resource tokens listed on that Vehicle to the supply from your Stash.

Move the repaired Vehicle from the left of your Stash board to the right. This gives you points equal

to that card's \star value. Move your score marker along the score track accordingly.

Place the Vehicle card so that each player can see the type, color and total number of Vehicles you have repaired.





GAME END

When one of the players repairs their **6**th **Vehicle**, it triggers the end of the game. Finish the current round so that each player has played the same number of turns. The player to the right of the Starting player takes the last turn. The game then ends and you proceed to scoring.

SCORING

- +1★ for every repaired Vehicle that matches your Bonus card (see below)
- +1★ for every 5 Resource tokens left in your Stash
- -2 * for each unrepaired Vehicle
- +2 **★** if you did not hire your 2nd Specialist

The player with the most points wins. Congratulations, you've earned an excellent reputation!

In the event of a tie, the tied player who has repaired the most Vehicles wins. If there is still a tie, the tied player with the fewest unrepaired Vehicles wins. If there is still no outright winner, the tied players share the victory.

Your bonus card shows a truck and the color purple. During the game, you repaired 1 purple truck and 3 more purple Vehicles, so you earn

4 bonus ★ at the end of

Example:

the game.

BONUS CARDS

Each Bonus card shows 1 Vehicle type and a main color. At the end of the game, you earn $1 \star$ for each Vehicle you've repaired that matches the type and/or main color on this card. A Vehicle that matches both the type and color on your bonus card earns you $1 \star$ in total (see example to the right).

VARIANTS

After playing the base game, you can vary the gameplay by incorporating the following variants, combining them as you wish:

Garage refit: This variant adds variety to the board. Shuffle and lay out the Locations randomly from top to bottom to create the Garage: 2 Locations horizontally, 4 Locations vertically, 2 Locations horizontally.

Each Location has a vertical and horizontal side. As you lay out the Locations, make sure they are flipped to the correct orientation.

You're on your own: This variant makes the game more tactical, but less interactive. You cannot take a Resource from other players when that supply pool is empty.

YOU ARE WELLOME AT OUR GAMING TABLE!

20

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