

Fedor Sosnin's

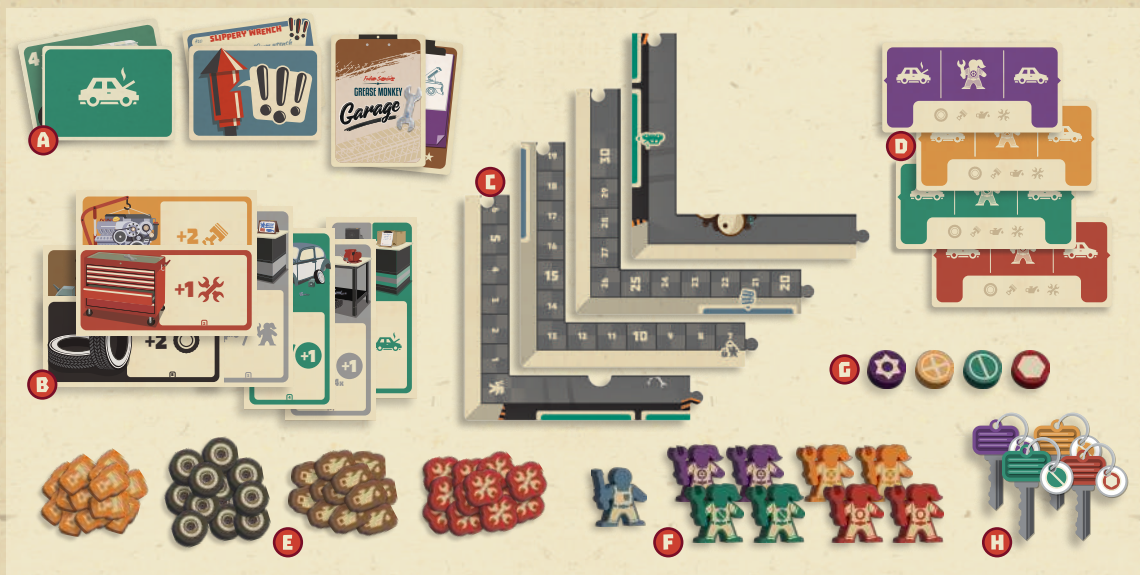
GREASE MONKEY

Garage



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 (★) and with that the best reputation after you've finished your shifts!



SPIELMATERIAL

A 69 CARDS

40 Vehicles, 24 Event cards, 5 Bonus cards

B 8 LOCATIONS – double-sided, # 1 to # 8

C 1 SCORE TRACK – frame in 4 parts

D 4 STASH BOARDS – red, green, purple, yellow

E 48 RESOURCE TOKENS – 12 per type

Engine Parts 🛠️, Tires 🛞, Oil 🛢️, Tools 🔧

F 9 WORKERS

1 Mechanic – blue

8 Specialists – 2 red, 2 green, 2 purple, 2 yellow

G 4 SCORE MARKERS – red, green, purple, yellow

H 4 CAR KEYS (STARTING PLAYER MARKERS)

red, green, purple, yellow



SETUP

- 1 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.

- 2 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.
- 3 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.
- 4 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



ACTIONS



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.



SWAPPING RESOURCES

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.



REPAIRING A VEHICLE

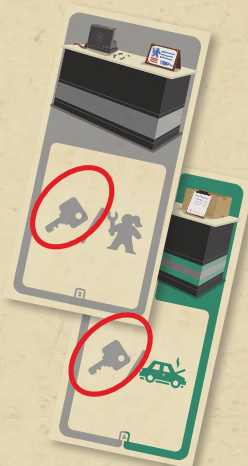
Locations #3 and #6

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 ★ 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.



Example:

You repair your black Vintage car. You return 1 Oil to the supply and move the repaired Vehicle to the right of your Stash board.

GAME END

When one of the players repairs their 6th 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.

BONUS CARDS

Each Bonus card shows 1 Vehicle type and a main color. At the end of the game, you earn 1★ 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★ 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:

- 1 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.

- 2 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.



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CREDITS

DESIGN & ILLUSTRATION: Fedor Sosnin

BOX ILLUSTRATION: Tristram Rossin

LAYOUT: Aleksandra Bilic

DEVELOPMENT: Martin Zeeb, Jennifer Fritz, Alexander Lauck

EDITORS: Jennifer Fritz, Daniel Theuerkauf

COPY EDITORS: Lisa Prohaska, Harriet Cooper

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