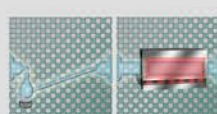


PIPELINE WORKSHOP

Welcome in wonderful world of pipes where you can build and destroy new pipelines. Your task is simple- you need to build the pipeline according to the guidelines on the end tile- that includes appropriate pH of the fluid, its density, temperature and color. Through your way to make this task you will find all kinds of tiles that includes special ones listed below:



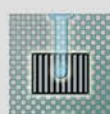
Cooler reduces temperature of fluid by ten, and increases density by one. **Freezer** reduces temperature of the fluid by 50, and increase density by 5.



Torch increases temperature by ten and reduces density by one. **Heater** increase temperature of the fluid by 50, and reduce density by 5.



Tap reduces density by two and changes the pH of the fluid. If pH is greater than 7 its lowered by 1, if its lower than 7 it raises by 1. If pH of fluid is exactly 7 there it stay on this point.



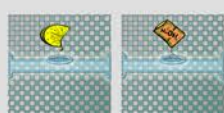
To maintain the correct pressure after installing the tap, place a drain and connect it to the pipeline.



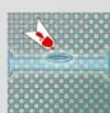
Pipe crossing allows to cross pipes one above another without disturbing.



Acid allows to reduce pH of the fluid by 5, **alkali** allows to increase ph of the fluid by 5.



Lemon allows to reduce pH of the fluid by 2, and **NaOH powder** increase pH of the fluid by 2.



Any kind of colour powder is used to change colour of the fluid. You can mix them freely (you have mixing scheme with your "infoboard"). Bleach is used to remove color of the fluid.



You can add salt to increase density of the fluid by two.



The wall is used to block tile. You can remove it by blowing it up or change its position with wrench.



The broken pipes can be fixed by taping them with tape.



You can destroy any tiles you want (without starting one, end tile and first 5 wall tiles) with dynamite or bomb. The differences are as follows : bomb destroy only one tile where dynamite destroy 3x3 area.



Wrench is used to rotate tiles or change its position on the board.

First, players place a starting and ending tile, as well as 5 wall tiles. Then, one by one, they draw 3 tiles, which they put on their own or the opponent's board, and the remaining 2 are returned to the bag, or can be placed inside toolbox. The player which put tile on opponent board lose next turn. Tiles inside toolbox can be used to place them on board, or can be traded for tiles from other players toolboxes. The first player to finish the pipeline wins.

You can also play a co-op version where everyone tries to win together and one player becomes a saboteur trying to break this plan. Everyone share the same toolboxes so you need to be careful which tiles are inside. In this setup players take two tiles in their turn. Players have 20 turns to make pipeline.

Good luck and have fun!