Assembly

A game by Janice & Stu Turner

Your Mission

You are on an orbital platform that assembles luxury spaceships. After a recent micrometeorite impact, a deadly virus has emerged and wiped out the entire staff. Luckily, you seem to have natural immunity and now you must escape to help create a vaccine before the virus spreads to Earth.

In an attempt to quarantine the virus, the computer locked down all systems, undocked all the spaceships and is currently venting the oxygen to prevent you from ever leaving. Fortunately, it has missed one. Unfortunately, it’s still on the assembly line and only partially complete. You must finish building it to escape.

Against all odds, you have outwitted the computer and are now in the control room of one of the spaceship assembly lines where the incomplete ship lies in front of you. 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 in the bays corresponding to the instructions overhead.

You have discovered a rather limited set of commands to complete the ship but for some reason the controls keep glitching. Does the computer know what you are trying to do? You must work together and use your commands wisely to assemble the ship and make your escape.

Can you complete the ship and escape before you perish?

Objective

You must escape. The only way to win is to lock each Room Module into their correct Bay position before you run out of oxygen. 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.

Components

- 12x Blueprint Cards
- 2x Player Aids
- 5x Role Cards
- 16x Command Cards
- 1x Clockwise Rotate
- 1x Anti-Clockwise Rotate
- 3x Any Rotate
- 7x Draw/Lock
- 3x Swap
- 1x Wild
- 4x Bay Number Cards
- 12x Room Module Tokens
- 1x 12-sided die

v12 (10th Feb 2018)
Setup

1. Each player chooses one Role card and places it face-up in front of them.
2. Set aside the following Command cards from the deck and place them face-up nearby:
   - 1x Clockwise Rotate
   - 1x Anti-Clockwise Rotate
3. Shuffle the remaining Command cards to form the Command Deck and place them in the centre of the play area.
4. Shuffle the Room Modules and place them in a stack face-down close to the Command Deck.
5. 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) either all with Malfunction side face-up or Malfunction side face-down.
6. Shuffle and place the Blueprint cards in a circle, unlocked side up (see diagram).
7. Roll the die and place one Room Module face-up on the Blueprint card in the bay that corresponds with the number on the die.
8. Deal 3 Command cards to form each player’s starting hand. The most cards a player can ever have in their hand is 3.

Order of Play

For optimum efficiency, the factory requires all commands to be performed by 2 operators simultaneously; one operator must execute the command while the other verifies it either automatically with a matching command or using the manual override. For safety and redundancy reasons, the control panels are separated by a glass partition, each with their own air supply.

Each turn consists of the following steps:

1. The active player indicates the command they wish to execute.
2. The second player may only respond ‘Yes’ if they can execute this command using a single Command card. Else they must respond ‘No’.
   - Cards that depict multiple commands (e.g. Wild) are valid for all depicted commands.
3. The active player discards Command card(s) and declares the command they intend to execute.
4. If the second player:
   - Can verify the chosen Command action, the turn continues as normal. They do not discard any cards.
   - Cannot verify the chosen command, they must immediately discard one card of their choice to override the system.
5. Execute the chosen command on all unlocked Room Modules.
6. If applicable, apply Malfunction effects from correctly locking bay(s).
7. The active player refreshes their hand by drawing Command cards up to their hand limit (usually 3 cards).

Communication

The computer is listening to your every word. It immediately, albeit temporarily, jams the comms channel if it hears a command word.

You must never reveal, in any way, the cards in your hand or the command you intend to perform in a future turn. You may discuss, general strategies, like how to approach a cycle however you cannot instruct the command the other player should execute. 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 you can get 1 more word through to your partner (i.e. yes/no). The comms channel is reset at the beginning of each turn allowing discussion to resume. To increase difficulty, you can play solely using sign language and hand gestures. See Appendix for suggestions (based on British Sign Language) or agree your own signs before you start the game.

Role Cards

Role cards provide a single use special ability. They may be chosen or randomly allocated. They may be used once per game (flip your Role card to indicate it has been used).
Command Deck

The Command Deck provides you with the commands available for you to execute. It also acts as a timer until you run out of oxygen.

The Command Deck contains 5 different commands that can be executed. They are:

- **Draw** and reveal one new Room Module. Roll the d12 and place it face-up on the Blueprint card in the bay that corresponds to the number on the die.
- **Swap:** Swap the positions of two unlocked Room Modules.
- **Rotate:** Simultaneously rotate all unlocked Room Modules either one or two bays in the indicated direction. All unlocked Room Modules must move the same number of unlocked bays. Locked bays are ignored (see Rotating Room Module Tokens).
- **Lock:** Fix the position of one or two Room Modules if they are on their matching Blueprint. Flip the Blueprint card to its locked side and return the Room Module to the box.

Note: Executed commands affect all unlocked Room Modules.

You may never look through the Command Deck discard pile. The cards in the Command Deck are:

- Draw / Lock;
- Clockwise Rotate (2-player only);
- Anti-Clockwise Rotate (2-player only);
- Any Rotate;
- Swap;
- Wild.

Some cards have multiple commands. You may execute any one of the depicted commands. You must declare the command you are executing before discarding the card. When in hand, these cards count as all of the depicted commands.

The active player may choose to discard three Command cards to execute any command.

You may execute a Command card even if there are insufficient Room Modules on the assembly line for it to have an effect. However, if a command can be executed, it must be executed.

Example of Play

**Scenario 1**

Amelie has 1 Draw/Lock card, 1 Swap card and 1 Any Rotate card. Amelie indicates to Sammie that she wants to execute the Anti-Clockwise Rotate command.

Sammie has 2 Draw/Lock cards and 1 Wild card. Sammie responds ‘Yes’ as she has a Wild card in her hand meaning she can execute the Anti-Clockwise Rotate action. Amelie discards her Any Rotate card and declares she is executing the Anti-Clockwise Rotate, two spaces, command. As Sammie can execute Amelie’s chosen command using a single card, she does not discard any cards. 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 has 1 Draw/Lock Card, 1 Swap card and 1 Clockwise Rotate card.

Sammie responds ‘No’ as she does not have an Anti-Clockwise Rotate card in her hand. Amelie therefore decides to discard her Swap card instead in the hope that Sammie can execute this command. In this instance, Sammie has a Swap card and as in Scenario 1, Sammie does not need to discard a card.

Scenario 3

Sammie has 1 Draw/Lock Card, 1 Swap card and 1 Clockwise Rotate card.

Sammie responds ‘No’ as she cannot execute the Anti-Clockwise Rotate command. Amelie decides that they really need to execute the Anti-Clockwise Rotate command and discards her Any Rotate card, declaring that she is executing the Anti-Clockwise Rotate command. As a penalty for not being able to execute the chosen command, Sammie must immediately discard a card of her choice from her hand.

Sammie will therefore have to perform her turn with only 2 cards in her hand. However, at the end of her turn, she will be able to draw 2 Command cards to take her hand back up to her hand limit of 3 cards.

**Scenario 4**

Sammie has 2 Draw/Lock Cards and 1 Clockwise Rotate card.

Sammie responds ‘No’ as she does not have an Anti-Clockwise Rotate card in her hand. Amelie decides to play her Swap card instead in the hope that Sammie can execute this command. Unfortunately, in this instance, Sammie cannot perform the Swap command either and therefore the outcome is the same as in Scenario 3: Sammie must discard a card of her choice and take her turn with just 2 cards in her hand.
**Placing Room Modules**

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 Blueprint card in the bay 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.

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**Room Module Placement Example**

Sammie plays a Draw/Lock Command card and states she is executing the Draw command.

She rolls the 12-sided die and gets a ‘12’ result. She then draws the top Room Module from the stack revealing. She attempts to place it in the bay that corresponds to the number 12 (i.e. at 12 o’clock). That bay has been locked and therefore she cannot place it there. She therefore moves it around the bays in a clockwise direction until she reaches an unlocked and unoccupied bay. In this instance, it corresponds to bay 3. She then places her Room Module face-up on the Blueprint card in bay 3.

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**Rotating Room Modules**

Due to the set-up of the assembly line, the Room Modules must be moved simultaneously, in the same direction and the same number of bays. When rotating you should abide by the following rules:

1. Room Modules rotate simultaneously.
2. All unlocked Room Modules move the same number of bays (i.e. 1 or 2 spaces), counting both locked and unlocked Blueprints.
3. Only count unlocked Room Modules. Ignore locked Room Modules.

Note: It’s may be helpful to take the tokens off the cards, rotate them then place them back on the Blueprint cards.

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**Example Rotation**

Amelie plays an ‘Anti-Clockwise Rotate’ Command card and chooses to rotate all Room Modules anti-clockwise 2 spaces:

- 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.

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**Locking Room Modules**

A Draw/Lock Command card must be played in order to lock one or two Room Modules to their corresponding Blueprint. You must declare how many Room Modules you are locking when you execute this command.

To lock a Room Module token, it MUST match the Blueprint it is currently on, i.e. the Engineering Room Module token must be located on the Engineering Blueprint card.

If the token and card match when executing the Lock command, flip the Blueprint card to its locked side and return the Room Module token to the box; it is no long affected by Command cards.

Note: Once a Blueprint card has been Locked, Room Modules cannot occupy this position (see Example Rotation opposite).

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**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. They force you to change strategies and increase the difficulty of the game.

Playing with Malfunctions is option. When using them, choose a single set and place them Malfunction side face-up during setup. These are activated each time a Room Module token is successfully locked into that bay. A Malfunction can be activated more than once in a single game.
**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, but soon the computer will have full control of your assembly line control room and you’ll have run out of time. Fortunately, the longer you take the more adept you become at executing commands, giving you a bit more flexibility in their execution.

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 by adding one of the set-aside Command cards (see table below for order) to the Command Deck discard pile then shuffling it to form a new Command Deck.

<table>
<thead>
<tr>
<th>Refresh</th>
<th>2-Players</th>
<th>Solo</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Clockwise Rotate</td>
<td>Any Rotate</td>
</tr>
<tr>
<td>2</td>
<td>Anti-Clockwise Rotate</td>
<td>Wild</td>
</tr>
</tbody>
</table>

Unfortunately, in the time it takes you to refresh the Command Deck, the computer causes a glitch on the assembly line. Scramble all unlocked Blueprint cards by doing the following:

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

If you cannot draw a card at the end of your turn and there are no more set-aside cards to enable you to refresh the deck, the game immediately ends.

**Solo Play**

In emergencies (such as when one control room is damaged) the assembly line can be operated ineffectively by a single operator.

To account for inefficiencies, the setup is modified:

- Return the following four cards to the box:
  - 1x Draw;
  - 1x Swap;
  - 2x Any Rotate.
- Instead, set aside one of each of the following Command cards for deck cycling:
  - Any Rotate;
  - Wild.

The **order of play** is simplified in as you don’t have a companion to assist with your escape:

1. Choose the command you plan to execute then discard the appropriate Command card(s).
2. Execute the chosen command on all unlocked Room Modules.
3. If applicable, apply Malfunction effects from correctly locking bay(s).
4. Refreshes your hand by drawing Command cards up to your hand limit (usually 3 cards).

**Reducing Difficulty**

To reduce difficulty make one of the following modifications.

**Solo**

- Replace 1x Clockwise and 1x Anti-Clockwise Rotate Command cards with 2x Any Rotate cards.
- Integrate the Wild card in the Command Deck during setup then set-aside 1x Swap card in its place.

**2-Player**

- You may use your Role card once per cycle (max. three times).

**Increasing Difficulty**

To increase difficulty in both solo and 2-player games, during setup remove one Draw Command card from the deck and return it to the box and/or play with Malfunctions.

Other ways to increase difficulty are to make one or more of the following modifications.

**Solo**

- Do not play with a Role card.

**2-Player**

- Use solely signs / hand gestures in place of verbal communication.
- Whenever you have to discard a card, discard a random card.
**Scoring**

Give yourself:
- 1 point for each drawn Room Module;
- 1 point for each locked bay.
- 1 point for each card left in the draw pile.

<table>
<thead>
<tr>
<th>Score</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>15 or less</td>
<td>Poor. You must work more efficiently if you ever have a chance of escaping. Hopefully your reincarnation will do better.</td>
</tr>
<tr>
<td>16-19</td>
<td>Good Attempt. Unfortunately, good attempts don’t make you any less dead…</td>
</tr>
<tr>
<td>20-23</td>
<td>Almost There! Perhaps just a minute or two longer and you’d have escaped. Unfortunately, you’ll never find out…</td>
</tr>
<tr>
<td>24-25</td>
<td>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?</td>
</tr>
<tr>
<td>26-29</td>
<td>Ace! You’ve escaped and with a little time to spare! Will you be as lucky next time?</td>
</tr>
<tr>
<td>30+</td>
<td>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!</td>
</tr>
</tbody>
</table>

**Credits**

**Art:**
- Mike Jessup
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- Jean-Claude Lebraud
- Katrine Groen
- Carly Sargeant

**French Translation:**
- Jean-Claude Lebraud
Appendix: Suggested Signs
(Note: The art in this section is placeholder art)

**Discussing Commands**

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

**Purple**
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 pincer grip to sign the letter ‘p’ twice.

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

**Discussing Strategy**

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

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

**Move**
Hold both hands in a loose fist close to each other and close to your body. Then as you move your hands away from you open your hands.

**Where**
Hold both hands flat with palms facing upards and make a circular motion in front of the body with a questioning expression.
Cut along the dashed lines.

Fold along the dotted lines.
Assembly: Spaceship Builders – A game by Janice & Stu Turner

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Tiffany
Production Line Manager

Special Ability
Flip this card after you have used its special ability.
You may play 2 cards from your hand in a single turn.
Note: Second player should attempt to verify both commands.

Greg
Quality Manager

Special Ability
Flip this card after you have used its special ability.
You may rotate a single room module one space in either a clockwise or anti-clockwise directions.

Estelle
Software Engineer

Special Ability
Flip this card after you have used its special ability.
You may prevent one blueprint from being shuffled during the deck refresh process.

Fred
Ops Controller

Special Ability
Flip this card after you have used its special ability.
You may swap the positions of two blueprint cards.
Rachel
Factory Director

Special Ability
Flip this card after you have used its special ability.
You may choose and place one card from the discard pile on the top or bottom of the command deck.

John
Production Line Engineer

Special Ability
Flip this card after you have used its special ability.
You may execute the lock and draw commands when playing a red command card.

Sammie
System Architect

Special Ability
Flip this card after you have used its special ability.
You may lock 3 locations when executing the lock command action.

James
Requirements Manager

Special Ability
Flip this card after you have used its special ability.
You may swap 3 room modules when executing a Swap command action.
Amelie
Team Leader

Special Ability
Flip this card after you have used its special ability.
You may take 2 turns in a row.

Arthur
Overtime Worker

Special Ability
Flip this card after you have used its special ability.
You may draw 2 room modules when using the Draw command action.

Craig
Production Line Technician

Special Ability
Flip this card after you have used its special ability.
You may choose not to discard a card when instructed to.

Game Objective
You can escape and win once all Room Modules have been locked with their correct blueprint.

Solo Order of Play
1. Discard Command cards.
2. Execute your chosen command on all unlocked Room Modules.
3. Draw Command Cards up to your hand limit (3 cards).

2-Player Order of Play
1. Active player asks: "Can you execute the <???> command?".
2. Second Player responds Yes/No.
3. Active player discards Command card(s) and declares the command they intend to execute.
   • Second player verifies command OR discards a card.
4. Execute the chosen command on all unlocked Room Modules.
5. Active player draws Command Cards up to their hand limit (3 cards).

Note: The second player only discards a card if they cannot perform the chosen Command.