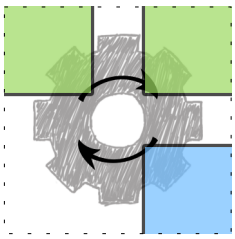
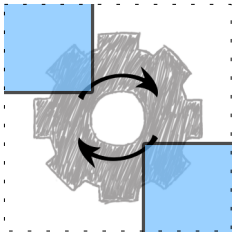
GEAR GRID

You blatantly lied on your CV and got hired by the world's best Gear Moving Factory. It is your first day at the job and the boss is smelling something fishy about the new recruits. He places you in the Ultra Modern Testing Grounds to test your skills. The one who ends up the best will start working... for others, tough luck.

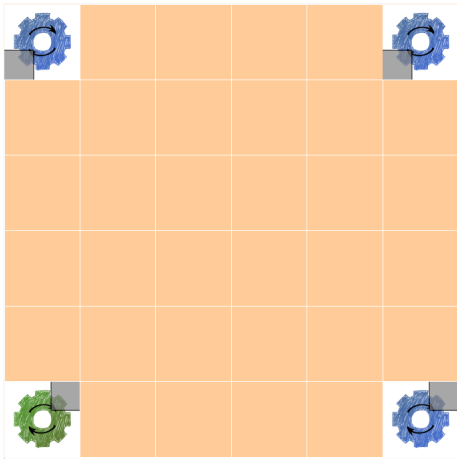
Components:
116 gear tiles (32 3-squared and 84 2-squared)
4 player boards



3-squared tile
and it‘s back side



2 squared tile
and it‘s back side



Player boards with green (engine space) and
3 blue (goal spaces)

Rules

Tiles represent gears, movable by other gears through engine space (green gear), connected through coloured squares. Keep in mind that two gears, one moved by the other will move in opposite directions (that‘s how gears work) so when placing a tile that is moved by some previously placed tile, put it on board on the opposite side with different background colour (and arrows pointing in different direction).

The goal of the game is to leave as few empty spaces as possible and to make a valid movable connection between the engine space and 3 goal spaces.

The game lasts for a set amount of rounds. For example, to 2 victories in 4 players. 3 in 3 players or 4 in 2 players, but player may change these as they see fit.

One round lasts for 3 minutes.

Before the start of each round, lay all tiles in the middle of the table within the easy reach of all players. The side shown is not important, because players will turn tiles as they wish or need.

During the round, all players take tiles from the central pile simultaneously. Players are allowed to move or remove tiles from their board.

When placing a tile on board the tile MUST be connected via other tiles (orthogonally or diagonally) to the green engine space.

Grey squares on engine and goal spaces are considered as squares of any colour.

When placing a tile, a player is trying to make a moving connection between the two tiles. A moving connection is a connection between two tiles with coloured squares. Two squares of different colours are not allowed to be adjacent (orthogonally or diagonally). Square of colour and empty space on a tile are allowed to be adjacent, but no moving connection is made. If moving connection is made between two squares of different colours, tile further from the engine space is treated as invalid at the end of the round.

When placing a tile, a player must make sure that no tile will be placed with such moving connections that it will be moved in two opposite directions by two different tiles. Such tile is treated as invalid at the end of the round. This means that if placed correctly no two tiles with moving connection between one another may be of the same background colour.

Aside from green engine space, 3 blue goal spaces in other corners represent gears that should be moved in drawn direction. If a player suceeds in making a direct moving connection in the right direction between the engine space and goal space at the end of the round, he scores 3 points for each of the goal spaces connected. This mean that if the valid black tile has a valid movement connection with goal tile, the goal tile is moving in the right direction.

At the end of the round players track connections and each invalid connection (colour or opposite movement) is removed from the board and immidiatelly worth -1 point. If removing an invalid tile, because of the opposite movement error, will make another tile valid, player may choose which tile will be removed.

Each tile that is not connected by moving connections with the engine tile is removed from the board. This can happen if the player made a mistake and forgot to link the tile, or because some of the tiles were invalid and where removed in the previous step.

If a player makes invalid connection with the goal space (tries to move it in opposite direction), he scores -1 point.

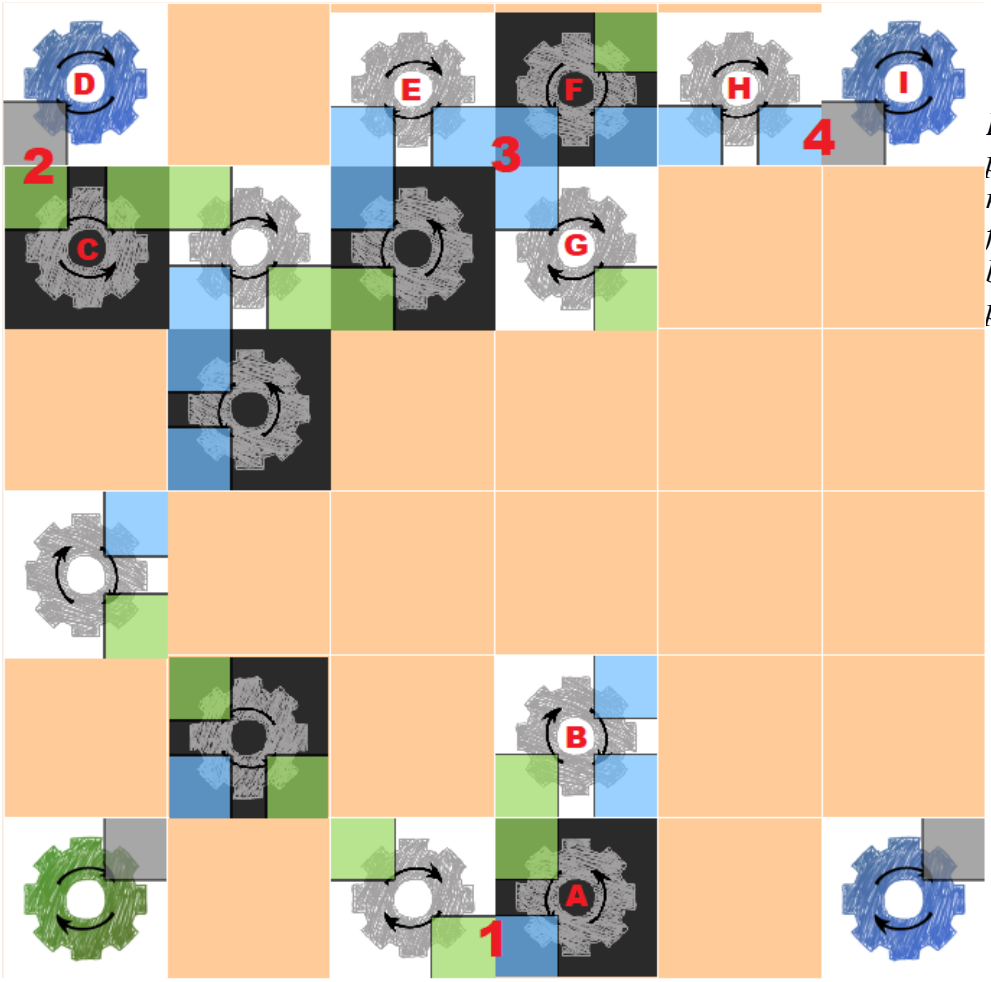
After all this, each empty space is worth -1 point. Goal and engine spaces are considered as used spaces.

Now score 3 points for each valid moving connection between an engine space and goal space.

The player with the most points is the winner.

If two or more players are tied, the winner is the on who made more valid connections to goal spaces.

If there is still a tie, players share the victory, and new round begins.



It doesn't matter if player chose to remove tile F or tile G from the board, this board scores -22 points… Pretty bad.

1. Tile A is connected with invalid movement connection. No two tiles may be connected with squares of different colour. Tile A is considered invalid at the end of the round, it will immediately score -1 point and it is removed from the board. Because of this, tile B will not be moved my any tile, so it will be removed from the board before the final scoring.

2. Tile C has a valid movement connection with goal space D. The player will score 3 points for this connection at the end of the round.

3. Tile E has a valid movement connection with both tiles F and G, but tile F also has a valid movement connection with tile G. This means that tile F or G must be removed as invalid and score -1 point. Although tile G is of the same background colour as tile E, player may choose to remove tile F and just turn tile E to the black side at the end of the round, keeping in mind that all other tiles connected to tile E should also be turned to the other side. Black and white sides are not mandatory, they are just there to help players during the game and final scoring. If players want to make game more challenging they may agree before the game to use only one side and check for the connections at the end.
If player chooses to make tile G invalid it is scored -1 point and removed from the board. If he chooses to make tile F invalid, player scores tile F -1 point, removes it from the game. He also removes tile H, as it is not connected to any moving cog.

4. If player chose tile G as invalid, tile F moves tile H, and tile H moves goal space I in the opposite direction of needed. This goal space is considered as empty space at the end of the round, therefore it scores -1 point.