

SPARE PARTS

FGG Analog 2020

Overview

The year is 2287, and Earth is nothing but a wasteland. Humans are long gone, having left many decades ago to go populate the off-world colonies. The only remaining inhabitants are broken Droids who scavenge the mountains of trash left by humans to look for Spare Parts and repair themselves.

Some of the Droids have realized that they have memories from historical figures, and now their mission is to collect the Artifacts that belonged to these important people.

Can you help them find the artifacts belonging to powerful female humans from history among the scraps and Spare Parts in the Junkyard?

2-4 players

15-30 minutes

Created by Jamile Teles Hamideh and Nikolaos Kitsoukis

Components

16 Cards:

- 4 Figure Cards
- 12 Artifact Cards

64 Tiles:

- 32 Junk Tiles
- 12 Artifact Tiles
- 12 Spare Parts Tiles
- 6 Trap Tiles
- 3 Skip Turn Tiles

4 Marker

Goal

To collect the 3 Artifacts that belong to the player's Figure Card.

Setup

1. Mix the Tiles and place them randomly, face down, 8x8.
2. Each player must choose (or be assigned) a Figure Card, as well as the Artifact Cards associated with the Figure. The Cards must be placed in front of the Player, with the Figure Card facing up, and the remaining facing down.
3. Each player must choose one of the corner Tiles and place his/hers Marker on it. The Markers have the same color as each Figure Card. Note that the players must choose different Tiles, as it is not possible for more than one Marker to occupy the same Tile.
4. The youngest player is the one to start and make the first movement, which then continues clockwise.

Progression of Play

1. Each player has a turn composed of three actions: explore, move, and collect. The actions must be played in this order.

- **Explore:** the player must choose a Tile to reveal.
The Tile can be immediate to the front, back, left or right of the Tile the player's marker stands. It is not possible to choose a diagonal Tile to explore. If there are no unrevealed Tiles to be explored or the player wishes to move to a Tile that is already revealed, this action can be skipped.
- **Move:** if the player has explored in the previous action, then he/she must move his/her marker to the Tile that was revealed.
If the exploration was skipped, the player may choose a Tile in the front, back, left or right of where his/her marker stands and move there. It is not possible to move diagonally or to an empty Tile.
- **Collect:** if there was an Artifact or Spare Part on the Tile the player has moved from, it can be collected.
It is not mandatory for the player to collect it (for example, the player may already have that Spare Part, not be interested in having it, or the Artifact revealed belongs to another player's Figure).

2. Each player has three slots that can hold Artifacts and Spare Parts. The slots are represented by the three Artifact Cards placed in front of the player.

At the beginning of the game, when the Cards are facing down, any Spare Part can be collected and placed on any slot. When the player collects an Artifact Tile, the Artifact Card that corresponds to it must be turned face up and the player must place the Tile on top of the Card.

If that slot is already occupied by a Spare Part, that Part must be thrown away in the nearest empty Tile.

After the Artifact Card is turned face up and the Artifact Tile is placed on top of it, that slot can no longer be used to hold anything else.

If a slot is occupied by a Spare Part and the player wishes to collect another Part, he/she can

throw away the first one in the nearest empty Tile, freeing up the slot, and then use it to hold the second Part.

3. Each type of Tile revealed (Spare Part, Artifact, Junk, Trap and Skip Turn) has a different effect, summarized below:

a) The Spare Parts that can be collected from the Tiles give advantages to the players in the following way:

- Spare Eye: the player can explore two Tiles instead of one.

Important:

The player can reach out to any immediately adjacent Tile (even diagonally) and secretly peek to see what it contains before deciding which Tile to move to.

It is not possible to use a Spare Eye on a Tile that has already been revealed.

When the Spare Eye is used, the Tile the player has peeked into is not revealed and remains unknown to the other players.

Even if a player has more than one Spare Eye, the maximum amount of Tiles that he/she can reach out to peek on is the one immediately adjacent to the one he/she is.

- Spare Leg: the player can move two Tiles instead of one.

Important:

The player can choose whether to move one or two Tiles during his move action. He/she doesn't necessarily have to move two Tiles if he/she doesn't want to.

The rules of movement still have to be obeyed if the player chooses to move two Tiles, meaning that he/she can move two Tiles straight or to the side, but never diagonally. L shaped movement (one to the front/back, one to the left/right, or vice-versa) is allowed.

Even if a player has more than one Spare Leg, the maximum amount of Tiles that he/she can move to is two.

- Spare Arm: the player can collect two Artifacts or Spare Parts instead of one.

Important:

The player can reach to any immediately adjacent Tile (even diagonally) that has already been revealed and collect any Spare Part or Artifact on it.

The player can choose whether to collect the Spare Part or Artifact on the adjacent Tile. It is not mandatory for the player to have to pick up an additional object if he/she doesn't want to.

Even if a player has more than one Spare Arm, the maximum amount of Tiles that he/she can reach out to is the one immediately adjacent to the one he/she is.

- b) When a player collects an Artifact, he/she must read it out loud before placing it on top of the corresponding Artifact Card. It is not possible to collect an Artifact that belongs to another player's Figure.
- c) If a Junk Tile is revealed, the player can move to it. It is not possible to collect junk.
- d) Trap Tiles, marked with a yellow Attention Sign, give disadvantage and make the player lose specific Spare Parts. If the player has the Spare Part that corresponds to the Trap Tile it has moved to, it must throw it away in the nearest empty Tile.
- e) Skip Turn Tiles, marked by the red Reload Sign, are activated when the player moves to them. They contain conditions that make the droid inoperative and make the player lose their next turn.

4. The first person to first collect the 3 Artifacts that belong to his/her Figure Card wins the game.

Reference Table

| Name | Effect |
|-------------------|---|
| Junk | Nothing happens when the player has the Marker on this Tile |
| Spare Leg | With a Spare Leg, the player can move two Tiles instead of one |
| Spare Arm | With a Spare Arm, the player can collect two Artifacts or Spare Parts instead of one |
| Spare Eye | With a Spare Eye, the player can explore two Tiles instead of one |
| Difficult terrain | If the player with a Marker on this Tile has a Spare Leg, it must throw it away in the nearest empty Tile |
| Slipping oil | If the player with a Marker on this Tile has a Spare Leg, it must throw it away in the nearest empty Tile |
| Stuck on debris | If the player with a Marker on this Tile has a Spare Arm, it must throw it away in the |

| | |
|------------------|---|
| | nearest empty Tile |
| Mutant dog | If the player with a Marker on this Tile has a Spare Arm, it must throw it away in the nearest empty Tile |
| Dust | If the player with a Marker on this Tile has a Spare Eye, it must throw it away in the nearest empty Tile |
| Radioactive rain | If the player with a Marker on this Tile has a Spare Eye, it must throw it away in the nearest empty Tile |
| Malfunction | The player with a Marker on this Tile has to skip his/her next turn |
| Loose screw | The player with a Marker on this Tile has to skip his/her next turn |
| Mud | The player with a Marker on this Tile has to skip his/her next turn |

The Icons used in the Tiles and Figure Cards were obtained with a Creative Commons License. The credit goes to the following creators:

legs by Becris from the Noun Project
 Cyber Arm Prosthesis by ProSymbols from the Noun Project
 Robot Eye by Alex Chocron from the Noun Project
 nuclear acid rain by Vectors Point from the Noun Project
 Mountain by iconcheese from the Noun Project
 Slipping by Luis Prado from the Noun Project
 Clamping by Jems Mayor from the Noun Project
 Dog by cinnamon stick from the Noun Project
 dust by Nathan Diesel from the Noun Project
 malfunction by my name is mud from the Noun Project
 reload by iconsmind.com from the Noun Project
 Warning by Gregor Cresnar from the Noun Project
 screw by IYIKON from the Noun Project
 brush and watercolor by Verry from the Noun Project
 mirror by icongeek from the Noun Project
 Ring by Catherine Please from the Noun Project

Medal by Made by Made from the Noun Project
Radiation Sign by Minh Do from the Noun Project
X-Ray by Icon Factory from the Noun Project
Rocket by tulpahn from the Noun Project
emergency by Arafat Uddin from the Noun Project
Ballet Shoes by Raz Cohen from the Noun Project
Punched Card by Ralf Schmitzer from the Noun Project
teacup by lastspark from the Noun Project
Calculator by EG Hairtools from the Noun Project

What the game looks like



WEDDING RING



Frida's most intense relationship was with the Mexican painter and activist Diego Rivera. The couple got married in 1929, got divorced in 1940 and married again in the same year. Their relationship was never an easy one – both Frida and Diego had multiple affairs. Nevertheless, he was a central figure in her work for decades.

PAINT & BRUSH



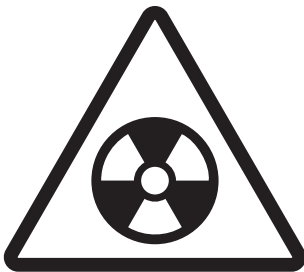
Frida was known for her self-portraits and paintings depicting the nature of her country, in which she mixed realism with fantasy. Her works often explored questions related to identity, postcolonialism, gender, class, and race in Mexican society.

MIRROR



Out of the 143 paintings Frida created during her life, 55 are self-portraits. As the daughter of a German father and a mestiza (half Spanish, half Native American) mother, Frida has painted self-portraits to find her national identity. She has also used them to investigate what it means to be a woman, an artist, a lover, a wife, and to deal with the chronic pains she suffered from.

RADIATION SIGN



During her work with her husband Pierre, Marie discovered radioactivity and was the person to coin the term and create a new field of study, atomic physics. Alongside Pierre, she discovered two elements, radium and polonium.

X - RAY



In 1917, Marie invented a mobile x-ray unit to be used on the battlefields of World War I and help surgeons treat wounded soldiers. It was called a "Little Curie," and Marie trained 150 women to operate it. She also oversaw the construction of 200 radiological rooms at various fixed field hospitals behind the battle lines.

NOBEL PRIZE



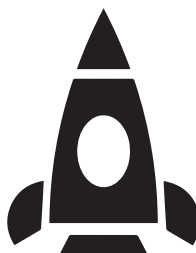
Marie was the first woman to win a Nobel Prize and the first person to win the Nobel prize twice. In 1903, she shared the Nobel Prize in Physics with her husband Pierre Curie and physicist Henri Becquerel, and in 1911 she won Nobel Prize in Chemistry.

DANCING SHOES



In addition to being a physician, engineer, and astronaut, Mae was a dancer trained in several styles of dance, including African and Japanese, ballet, jazz, and modern dance. She was also a teacher, actress, founder of two technology companies and author of books for children, as well as being fluent in English, Russian, Japanese, and Swahili.

TOY ROCKET



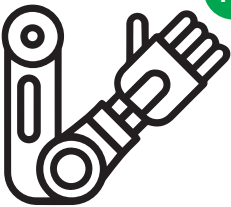


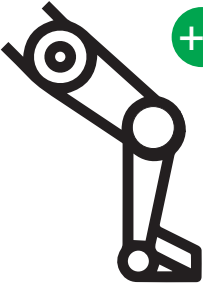

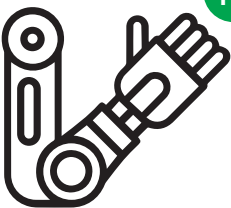


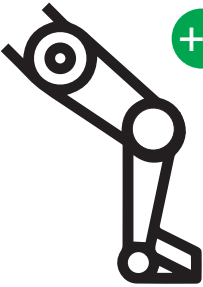



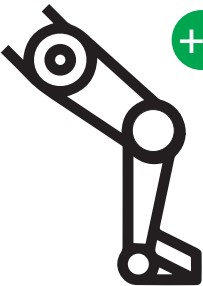





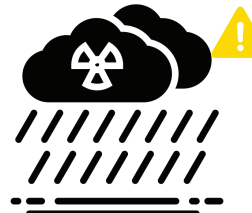



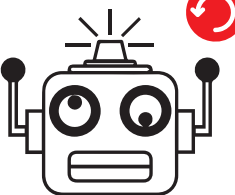
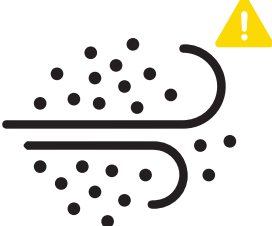

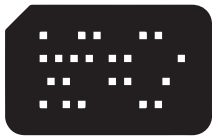




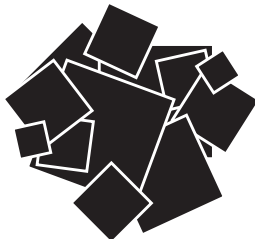
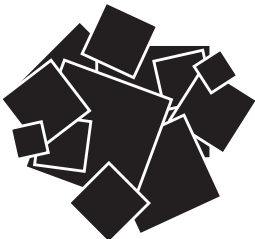


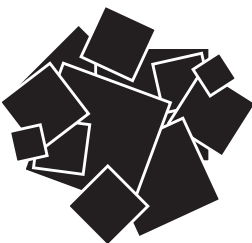
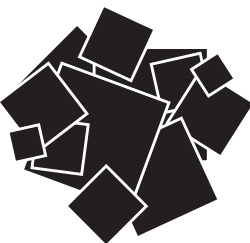
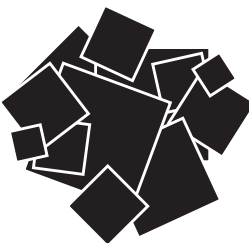
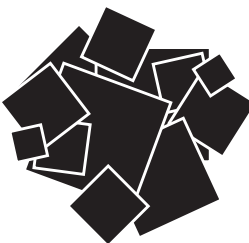
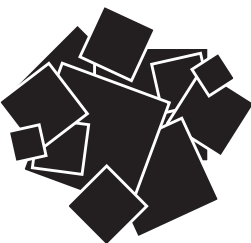
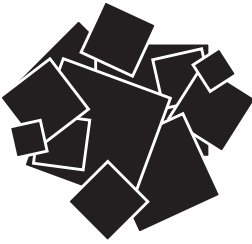
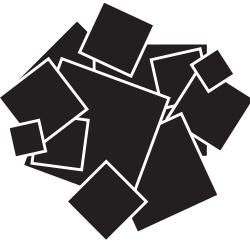
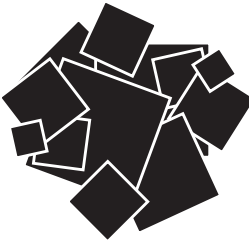
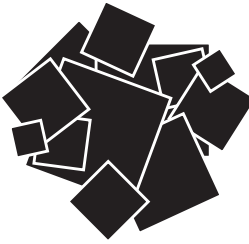
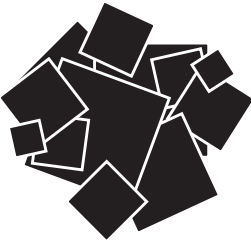
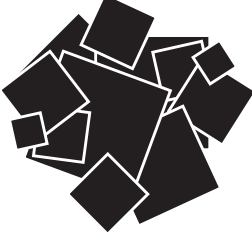
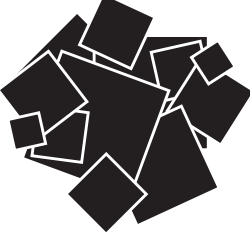
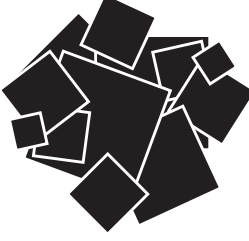
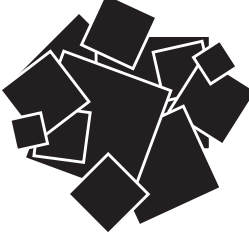
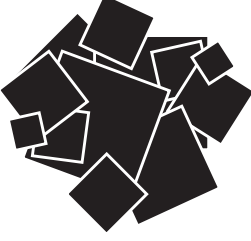
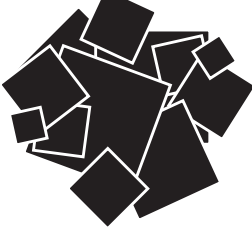
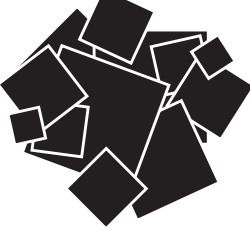

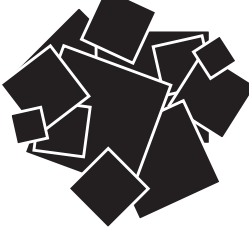

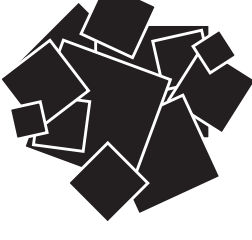
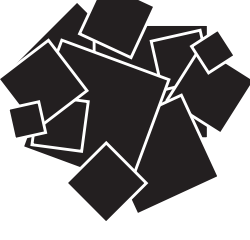
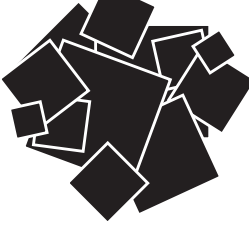


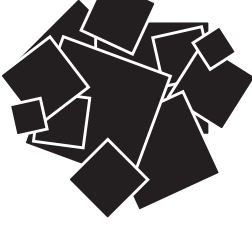
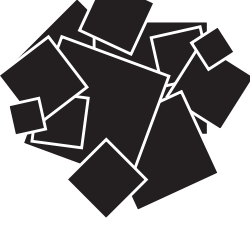
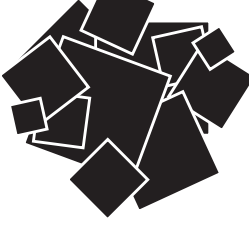
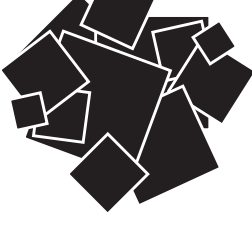
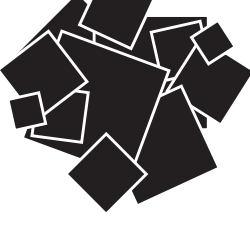
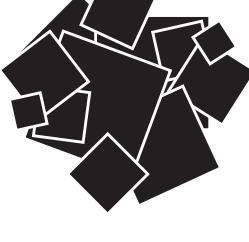
Mae was the first black woman to travel into space when she served as a mission specialist aboard the Space Shuttle Endeavour. She joined NASA's astronaut corps in 1987 and was selected to serve for the STS-47 mission, during which she orbited the Earth for nearly eight days in 1992.

FIRST AID KIT



Mae earned her doctorate in Medicine when she was just 25. As a student, she worked at a Cambodian refugee camp in Thailand, and after graduating she joined the Peace Corps and served in Liberia and Sierra Leone. She also worked with the Centers for Disease Control helping with research for various vaccines before she became an astronaut.

| | | | | |
|---|---|--|---|---|
|  <div>+1</div> |  <div>+1</div> |  <div>+1</div> |  |  |
| | | | 1 | 2 |
|  <div>+1</div> |  <div>+1</div> |  <div>+1</div> |  |  |
| | | | 3 | 3 |
|  <div>+1</div> |  <div>+1</div> |  <div>+1</div> |  |  |
| | | | 1 | 2 |
|  <div>+1</div> |  <div>+1</div> |  <div>+1</div> |  |  |
| | | | 1 | 2 |
|  <div>Created by Luis Prado from Noun Project</div> |  <div>Created by Vectors Point from Noun Project</div> |  <div></div> |  |  |
| SLIPPING OIL | RADIOACTIVE RAIN | DIFFICULT TERRAIN | 3 | 3 |
|  <div></div> |  <div></div> |  <div>Created by cinnamon stick from Noun Project</div> |  |  |
| MALFUNCTION | DUST | MUTANT DOG | 1 | 2 |
|  <div>Created by Jens Mayor from Noun Project</div> |  <div></div> |  <div></div> |  |  |
| STUCK ON DEBRIS | MUD | LOOSE SCREW | | |

| | | | | |
|--|---|---|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  | <div data-bbox="1005 1413 1482 2083"><div data-bbox="1005 1413 1482 1639">DROID OF MARIE CURIE</div><div data-bbox="1118 1482 1369 1821"></div><div data-bbox="1005 1859 1482 1953"><p>Maria Salomea Skłodowska (1867-1934) was a Polish (later naturalized-French) physicist and chemist.</p></div><div data-bbox="1037 1977 1216 2038"></div></div> | |
|  |  |  | | |
|  |  |  | | |
| | | | | |

1

2

3

1

2

3

1

2

3

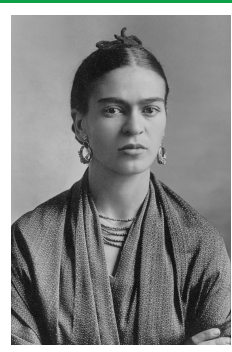
DROID OF ADA LOVELACE



Augusta Ada King, Countess of Lovelace (née Byron; 1815-1852) was an English mathematician and writer.



DROID OF FRIDA KAHLO



Magdalena Carmen Frida Kahlo y Calderón (1907-1954) was a Mexican painter.



DROID OF MAE JEMISON



Mae Carol Jemison (1956-?) was an American engineer, physician, and NASA astronaut.



TEACUP



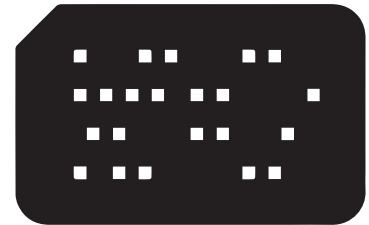
Ada was the only legitimate child of the famous English poet Lord Byron. Her mother Annabella Milbanke had mathematical training and insisted that Ada was taught mathematics and science from a young age, which was extremely unusual for aristocratic girls at the time.

MOTHER



Ada was one of the first computer programmers in history. She is considered the "Prophet of the Computer Age" for being the first to recognize that computers could be used for more than mathematical calculations and for examining how individuals and societies interact with new technologies. Ada is the mother of all Droids.

PUNCH CARD



Building on Charles Babbage's proposed mechanical general-purpose computer, the Analytical Engine, Ada was the first to recognize that the machine had applications beyond pure calculation, and published the first algorithm intended to be carried out by such a machine.

1

2

3