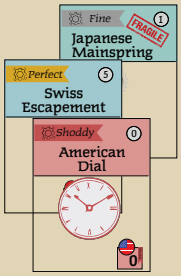
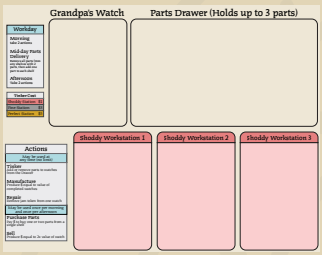
Tinker

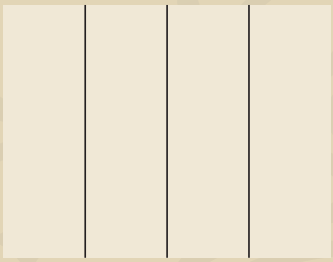
Components



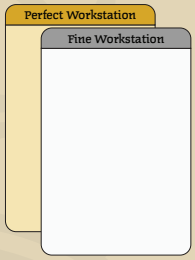
102 Part Cards



2 Workbench boards



1 Parts shelf board



12 Upgraded Workstation Cards



2 dice



50 coins



15 Special Order Cards

Overview

Your grandfather, Elias Vogel, spent his life in the quiet German alpine village of Emmerbach, working away in his musty shop, fixing and building watches for the townsfolk. As a child, you sat in his workshop tinkering with old broken parts hoping some day you could take over the family business. Finally, that day has arrived and you are taking over your grandfather's business. Although you are inexperienced, you must prove yourself and make your family proud by making the best watches you can. You start by working with basic parts, designing simple watches for the townsfolk as you hone your craft. Using these designs, you can manufacture more watches, sell the designs, and earn money and prestige for your growing business. As your skills improve, you will work with finer parts and ultimately build the perfect watch.

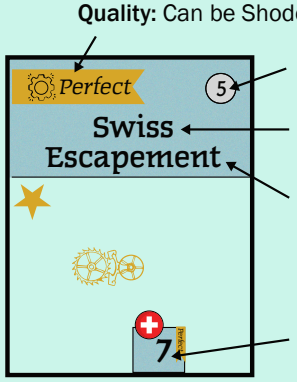
Your goal is to build upon the Vogel family legacy. Sell your designs, build your business, and gain prestige for your family.

Definitions:

Parts - These are the cards that you use to create a watch. They consist of four different part types (Baseplate, Mainspring, Escapement, and Dial) and three different part qualities (Shoddy, Fine, Perfect).

Workbench - Location for each player where they tinker with their watch designs. Each work bench has 4 work stations. 1 is always reserved (and starts with) Grandpa's old and reliable watch, and has three stations for new watch creations prior to manufacture and sale.

Components of a Part Card



Quality: Can be Shoddy, Fine, or Perfect

Cost: number of coins to buy a part

Origin: can be Swiss, German, Japanese, or American

Type: Four parts required to build a watch: Baseplate, Mainspring Escapement, and Dial.

Value: amount of money to be collected for a watch manufactured with this part.

Personal Parts Drawer: Each player has space to keep 3 loose parts at their workbench in their personal parts drawer. The drawer can't hold more than 3 parts at any time. If a player wants to purchase a part or move a part from an existing workstation and has no room, they must throw away or tinker one of their parts onto a workstation. Players may discard parts from their Drawer at any time. This does not cost an action.

Watch Value: Each watch is made up of 4 parts. Each part has a value once included in a watch, and this is indicated in the colored square for the part on the bottom of the part Add up each of the 4 numbers from each part to calculate the watches value for manufacture or sale.

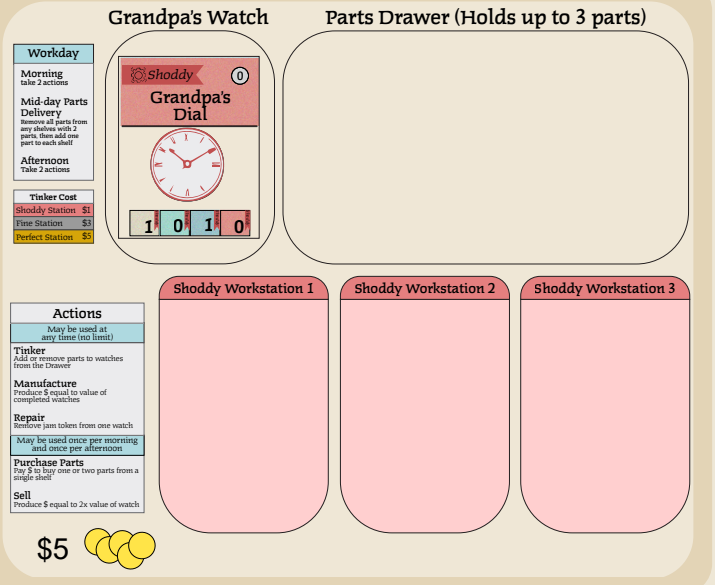
Fragile Parts: Some parts, no matter how well crafted, are fragile. These parts are labeled as "Fragile" and can break any time a watch with a fragile part is manufactured or sold.

Setup

To begin the game, the players each take a workbench board, place Grandpa's watch parts in the Grandpa's watch slot. Place $5 in front of them, and then place one Shoddy part from the deck on each of the four shelves in the center. The person who last wore a watch begins the game. If both players are currently wearing watches, a rousing best of 3 match of Rock, Paper, Scissors must be conducted to determine first player. Winner chooses who goes first.

Player Setup

Players take $5, and place the parts of Grandpa's Watch in the top right corner of their workbench.

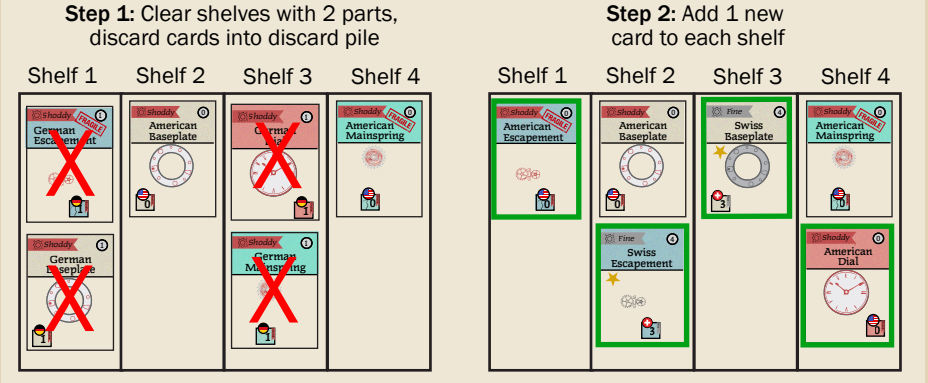


Playing the Game

A player's turn is one day and consists of three phases, morning, parts delivery, and afternoon.
Morning: Players may take any two actions listed. Players may not purchase parts or sell watches more than once per morning. (i.e. you can't sell a watch and then sell another watch before lunch).
Parts Delivery: After the morning phase is complete, Parts are delivered to each of the shelves. If there are 2 cards in any given shelf at time of parts delivery, those cards are discarded prior to new cards being added to that shelf. If there are not enough cards in the draw pile at the time of parts delivery, shuffle in the discard pile and use those cards for future deliveries.

Parts Delivery

Once the player has taken their two morning actions, parts delivery begins. First, all shelves with 2 parts are cleared. Then, one new part is added to each shelf.



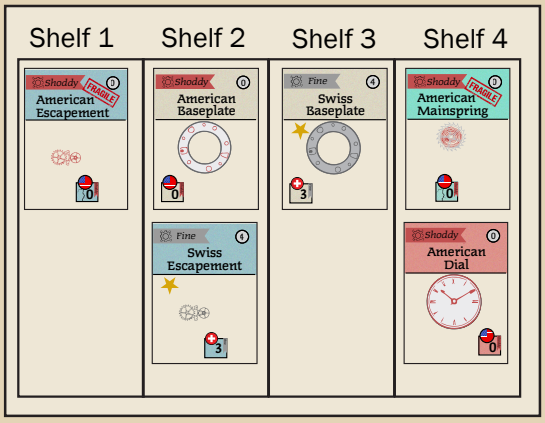
Afternoon: Players may take any two actions listed. Players may not purchase parts or sell watches more than once per afternoon.

Actions

There are five actions. Two of them, Purchase Parts and Sell, may be used once per morning or afternoon. The others, Tinker, Repair, and Manufacture, may be used any number of times per morning or afternoon.

Purchase Parts

If a player chooses to purchase parts, they choose from one of the 4 shelves on the board, purchasing 1 or both parts. For instance, if a player perchased both parts from Shelf 2, they could pay $4 to buy both parts, or only buy one of the two parts on that shelf, paying the appropriate amount, and leaving the other on the shelf.



Purchase Parts - When players take the purchase parts action, they select one of the four Parts Shelves. By selecting a shelf, players may purchase one or both of the parts on that shelf, paying the cost for each part purchased indicated on the given part(s). If a player chooses to purchase only one of the two parts on a shelf, the other part is left on the shelf, ready for purchase. The price of a purchase is listed on each part (top right corner), and is dependent upon the quality and value of that particular part. When a part is purchased, it is placed in the player's personal parts drawer.

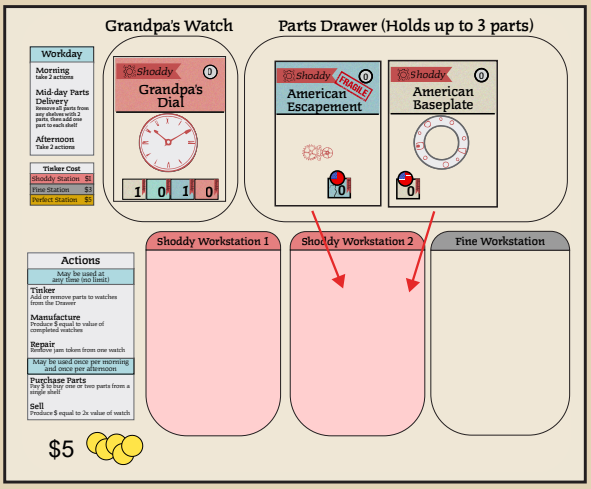
Drawer Limit

You may only buy parts for which you have room in your drawer. Your personal parts drawer only has space for 3 parts, and you may not purchase parts if you do not have space in your drawer to hold them.

Tinker: When a player takes the Tinker action, they may add or remove one or more parts from a watch, paying money to move each part. As you gain skill and must work more slowly to be more precise, this action takes more effort, and costs you more money. The cost of a tinker action depends on the quality of the station you conduct the action on. At the start of the game, all three of your workstations are shoddy, and the cost to Tinker into these work stations is $1 for each part moved on or off of it. Once a workstation is upgraded to a fine workstation (see Upgrading a workstation on the following page), it costs $3 to Tinker on or off of that station. Likewise, once you have a Perfect workstation, it costs $5 to Tinker a part on or off of that station. Tinkered parts can only be Tinkered from the Personal Parts Drawer to a watch, or from a watch to the Drawer. Parts may not be Tinkered directly from one watch to another.

Tinker

In this example a player could pay $1 to place each of their two parts (American Escapement, and American Baseplate) into either their left or middle shoddy workstations, otherwise they could pay $3 to tinker it into their right workstation, which is fine.



When tinkering, any of the Baseplate, Mainspring, and Escapement can be added in any order, but the Dial MUST be added after all other parts of the watch have been added to a given watch. The dial closes the watch, and thus makes the other parts inaccessible. The dial may be added in the same Tinker action as another part, so long as it is the last part placed in the watch, thus enclosing it and completing the watch's production. If a player would like to remove a part with a Tinker action, they must first remove the dial to their parts drawer to open the watch, and then tinker out the other part.

Tinkering with Grandpa's Watch

Your grandfather left you his old reliable watch, and you keep it on your workbench to remind you of him. The watch is a trusty old thing, and can still make you a couple bucks if you manufacture and sell a copy of his original design. You may also Tinker parts of Grandpa's Watch into other watches. Since Grandpa's watch is a family heirloom, it holds significant value to you and your loved ones so you cannot sell it. Keeping all the parts of Grandpa's watch in tact and together in its space at the end of the game is worth 3 prestige.

Add-ons - Some parts are not core parts of a watch, but an add-on, increasing the value of the watch for prestige scoring at the end of the game. These parts must be added after the Dial is placed, and do not contribute any financial benefit during manufacture of watches.

Manufacture: To earn money, players manufacture all of the watch designs on their workbench. When a player takes this action, players add up the value of each completed watch on their workbench, and take coins to match the value of all completed watches (including Grandpa's watch). All watches remain in their current positions and are not moved during manufacture. Grandpa's watch ALWAYS produces $2, even if all of its parts are not at its station.

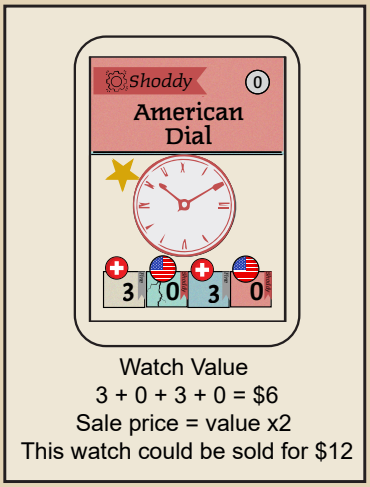
Selling a watch design: When a player takes this action, players move a completed watch off of their workbench and it place it to the side of their board. Immediately receive DOUBLE the value of the watch in coins, available for use immediately. For endgame scoring, a sold watch design is worth 3 prestige + the value of the watch.

Fragile Parts: Any time a watch is manufactured or sold with a fragile part, a pair of D6 dice must be rolled for each Fragile part in the watch. If a player rolls a 1 on either die, the part "jams" and no money is generated from a manufacture action of the broken watch (all other watches can still produce normally, provided they, too, do not break). If a part jams on a sale, the sale does not occur, but this still costs the one sale action. jammed watches are turned 90 degrees to indicate they are jammed. A jammed watch can be managed in one of two ways:

Repair: As an action, a player may take the repair action, to turn the watch to its normal orientation to signify it is no longer jammed, and it can be used as a normal, unjammed watch going forward.

Selling a Watch

In this example a player could sell their watch #2 for $12. this value comes from the watches value x 2. After sale, the watch is removed from play, and kept for end-game scoring on the side of the board.



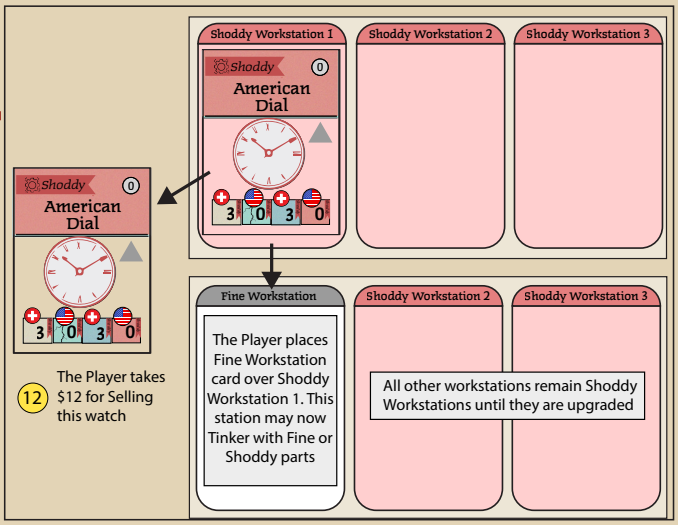
Watch Value
3 + 0 + 3 + 0 = $6
Sale price = value x2
This watch could be sold for $12

Selling or manufacturing a jammed watch: Players can also choose to manufacture or sell jammed watches. This action will risk breaking the jammed part. In this case, a player will take the manufacture or sell action and roll the pair of D6 dice for each fragile part. If the player rolls a 1 on either die, the fragile part breaks. When the part breaks, it is removed from the watch and placed in the discard pile. If a player does not roll a 1, the sale and manufacture occurs normally.

Upgrading a workstation: There are three quality ratings of parts in Tinker: Shoddy, Fine, and Perfect. Each player starts as an amateur watchmaker, with three stations that can only work with shoddy parts. No fine parts are available on the shelves, and they may not tinker with fine parts (although they may buy them if they choose). Shoddy parts have little value, but they help each watchmaker hone their skills before working with finer, more precise parts. On certain Shoddy cards, there is a Triangle Symbol. If a player Sells a watch design with one of these parts, the station from which the watch was sold acquires the ability to work with Fine parts. To signify this, a player places a silver Fine Workstation card in that station to symbolize the upgrade. The next time parts are delivered during that players turn, the Fine Parts Pile will be shuffled into the existing deck (ADD the Discard deck, too!) and used for the following turns. At this point, Fine Parts will populate the shelves alongside Shoddy parts. Likewise, some Fine Parts have a star symbol. Once a player sells a watch with a Star symbol, the workstation is able to work with Perfect Parts. Place a gold Perfect workstation card on the station to signify its ability to work with Perfect Parts. Players may only Tinker parts into workstations that can support them. Shoddy parts can be Tinkered into any workstation, Fine parts may be Tinkered into Fine or Perfect workstations, and Perfect Parts may be only tinkered into Perfect workstations.

Upgrade a Workstation

When a watch with a triangle symbol is sold, it automatically upgrades the workstation it is sold from. In this example, as the watch in Shoddy Workstation 1 is sold, it becomes a fine workstation.



Special Orders: Your watch business has many demanding customers. They often have very specific needs. If you meet the needs of these picky customers, you receive a bonus of prestige. At the beginning of the game, three special order cards will be flipped. When a player completes one or more of these special orders, they take the card, place it in their "Sold watch Designs" section of their board. If selling a watch would complete more than one special order, a player may ONLY take one special order per watch. During End of Game scoring, these points will be tallied with the other points scored by the player.

End of Game:

The game ends in one of two ways:
1. When any player completes and sells a watch made of ONLY Perfect parts.
OR
2. A player completes and sells their 6th watch.
If the player who reaches an end condition went first in the game, then the other player may take their turn. If they were the second, the game ends immediately.

Game End Scoring: Players count the value of all of their SOLD watch designs. Add 3 points for each watch they have sold. Watches on their workbench are not counted for endgame scoring. The player with the highest total value wins the game. The player that Sells the perfect watch gets 5 bonus points in their score.