RIG

Cobble together your steampunk contraption before your opponent leaves you in a cloud of smoke!

When a flying steam-powered city starts to crash, will you escape to the skies or go down with the rubble? Rig up your escape contraption by raiding the salvage pile and sabotaging your opponent's machinations. This quick, easy-to-learn game of luck and strategy will leave you eager to play round after round!

Some Assembly Required

Back in the city's heyday, people forged their own dice and tokens out of scrap metal leftover from the city's construction. I understand that's less an option for you, so you will have to apply some stickers to the cubes and discs I have provided you.

Each RED token should get a red **Rotor** sticker on one side, and a red **Sabotage** sticker on the other side.

Each PURPLE token should get a purple **Gears** sticker on one side, and a purple **Flip** sticker on the other side.

Each BLACK token should get a black **Gyro** sticker on one side, and a black **Extra** sticker on the other side.

Each GOLD token should get a gold **Pipes** sticker on one side, and a gold **Steal** sticker on the other side.

Each BLUE token should get a blue **Boiler** sticker on one side, and a blue **Boost** sticker on the other side.

Each GREEN token should get a green **Frame** sticker on one side, and a green **Magnet** sticker on the other side.

I apologize if I sound a bit repetitive. I just want to ensure I'm being clear! On to the dice:

Take two dice of each color (black and white). Apply a blue (blank) and gold (blank) sticker to opposite sides. Apply a black (-) and red (-) sticker to opposite sides. Lastly, apply a green (+) and purple (+) sticker to the remaining sides.

Then do the same thing to the remaining dice, but use black (+), red (+), green (-), and purple (-) stickers.

They sure had fancy game pieces back in the day.

Starting the Game

Both you and your opponent will get four dice each. Arrange all of the tokens in between you to form your Salvage Pile. **Your goal is to be the first to build an escape vehicle with one of each type of component.** So before I educate you on the particulars of the components, allow me to describe the initial round, or "Round Zero" as the regular players called it back then.

Both players roll their dice simultaneously and tally the results. Start at 0 and add one for a +, and subtract one for a -. You may end up with a surplus or a deficit, but what matters is the player with the higher value. That player gets to take from the Salvage Pile first! In the case of a tie during Round Zero, players reroll their dice.

You may procure one token for each color that you rolled, assuming there are enough for you to grab from the pile. Though unlikely at this stage, you are simply out of luck if your opponent grabbed them all first. After collection, you then **place the tokens into your queue**, deciding for each one whether the **Component** side or the **Action** side is face up. *The citizens of that doomed city viewed this as analogous to handing the component to your trusted assistants and giving them instructions for its intended purpose.*

With the initial round finished, the game begins in earnest! *But, I promised I would elucidate what manner of components you can find in the pile, and what you can do with them. I know I can be a bit loquacious, so I prepared a handy chart for you to refer to. Please turn the sheet over to view it!*

Round One, and Beyond

Now that you've given that chart a good perusal, it is time to get into the meat of the game! Start by **rolling your dice again**. This time, pay attention to what your opponent has rolled. No gentleman would resort to fisticuffs over a simple bit of scrap metal, so **any die that matches an opponent's die in color is removed for the round**. If you have more of a particular color than your opponent, you may choose which of yours you set aside.

Once you have removed matching dice, **count them up as before**. Again, the player with the higher score acts first. But before you collect any tokens, now we have an additional step: activating your queue!

Take the top two tokens from your queue. If a token has the Component side up, it goes into your Rig stack. If a token has the Action side up, either execute it immediately, or move it into a ready position to indicate it is active (Blue and Green). Once an Action token has been executed, it gets discarded back to the Salvage Pile.

Now it is time to **collect from the Salvage Pile again**, placing new tokens into your queue as you did previously. If you were the first to act, it is now your opponent's turn. Once both you and your opponent have acted and collected, it is time to roll the dice again for the next round.

As soon as one person has one of each type of component in his or her Rig, the game is won!

Component		Action		
Rotor		**Sabotage**		Your opponent discards the top two tokens in their queue back to the Salvage Pile
Gear		**Flip**		Flip over to its opposite side any die or queue token belonging to you or your opponent.
Gyro		**Extra**		Take an extra token of any color from the Salvage Pile.
Pipes		**Steal**		Remove one of your dice and take any token from your opponent's Rig, putting it in your queue.
Boiler		**Boost**		On your next dice roll, you get a +2 bonus to the result to determine who acts first.
Frame		**Magnet**		Until the end of your opponent's next turn, any tokens they discard go into your queue instead of Salvage.

PLAY ORDER

Round Zero

◆ Roll Dice
  Ties reroll; no cancelations
◆ First Player:
  Take tokens into queue
◆ Second Player :
  Take tokens into queue

Round One and Onward

◆ Roll Dice
  Ties go to Second player of previous round; same colors cancel
◆ *(Discard active Boost tokens)*
◆ First Player:
  ‣ Pop top two tokens from your queue.
  ‣ Take tokens into queue
◆ *(Second player discards active Magnet token)*
◆ Second Player:
  ‣ Pop top two tokens from your queue.
  ‣ Take tokens into queue
◆ *(First player discards active Magnet token)*

Credits:

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