Mechanisms

An Original Tabletop Game
Designed by Michael Murphy-Burton/Perfect Minute Games

Objective

Get the most points before the game ends!

Components

Point Tiles		
	36x ⬡1	6x ⬡3
	12x ⬡2	6x ⬡5
	1x ⬢8	

Player Sets				
Player Tile	1 of ⬡Player Tile ⬡Player Tile ⬡Player Tile ⬡Player Tile ⬡Player Tile ⬡Player Tile			
Upgrade Chip	1x ⬡Upgrade ↑			
Chain Tokens	3x ⬡Chain			
Action Cards				
Pull	3x ⬡Pull	**Split**	3x ⬡Split	
Tunnel	3x ⬡Tunnel	**Kick**	3x ⬡Kick	
Swap	3x ⬡Swap	**Turn**	3x ⬡Turn	

Board Setup

The initial board is constructed as follows:

1. Place the 8-point tile in the center of the play area. This is the base of the Inner Tower.
2. Lay six 2-point tiles in a ring around the Inner Tower.
3. Lay a total of twelve 1-point tiles in a ring surrounding the 2-point tiles.
4. Each player then builds their Player Tower as follows:
    a. Choose one corner of the board.
    b. Place the Player tile adjacent to the 1-point tile at that corner
    c. Remove the adjacent 1-point tile, leaving an empty hex
    d. In the other 5 hexes adjacent to the owner tile, place a 1-point tile.
    e. On top of the Player tile Place, from bottom to top, a 5-point tile, a 3-point tile, and a 2-point tile.

When this is complete, the board should resemble the relevant picture below
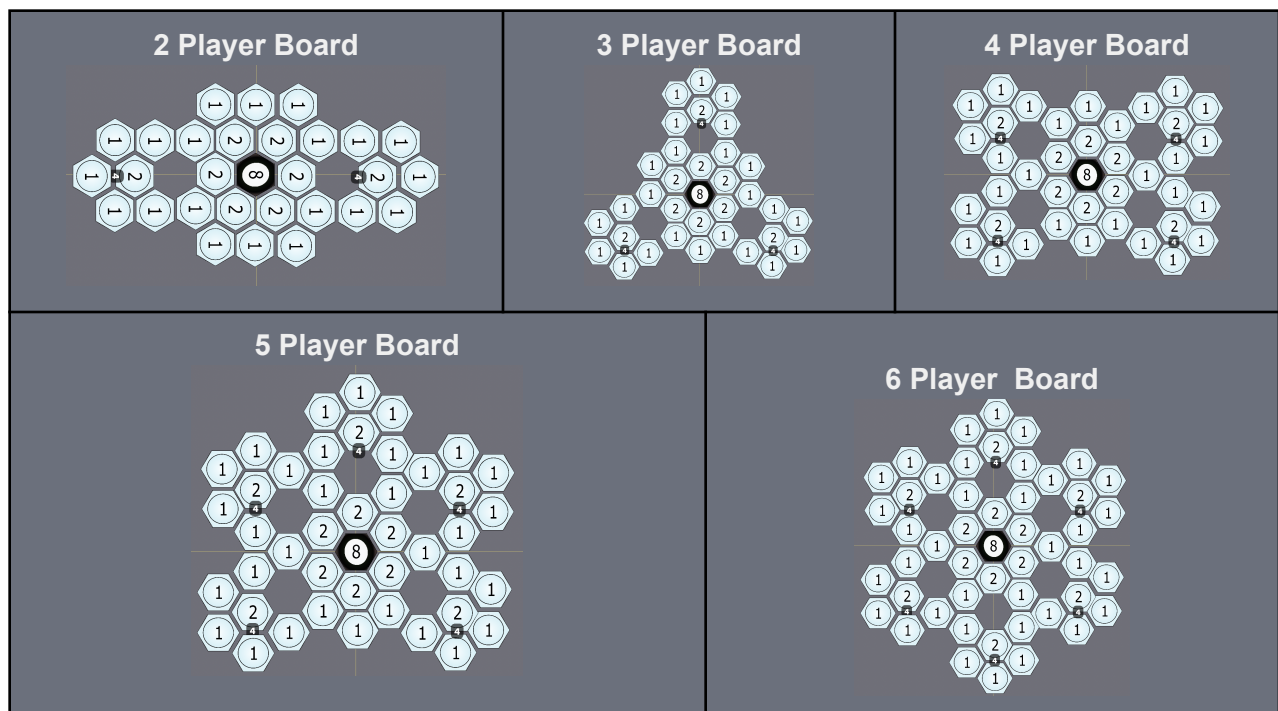
Player Setup

Starting Deck

Before taking their first turn, each player draws two each of the Pull and Tunnel cards from their supply and shuffles them together to make their starting deck.

Playing the Game

Action Cards

Mechanisms players use hexagonal cards called Actions to move other tiles and cards around the play area. These cards are explained in more detail in the Reference section of these rules.

Play Order

Starting with the player whose age is closest to an exact multiple of 6, play proceeds around the table in clockwise order.

Player Turn

Tower Draw

Each turn, the player must draw the topmost card or tile from their tower. The timing of this draw is up to the player, except that it must be completed prior to the start of the Effects phase of their turn. If they draw a card, it goes to their discard pile. If they draw a points tile, it goes into their point supply.

In addition, anytime a player draws a points tile, any player with a face-up Upgrade Chip may immediately Declare an Upgrade by flipping their Upgrade Chip face-down. Upgrades happen during the Effects phase; see that section for more details

Phases

Turns are divided into 3 phases: Draw, Play, and Effects.

Draw Phase

At the beginning of each of their turns, players perform the following sequence.

1. Flip their Upgrade chip face-up
2. Optionally, discard ALL of the cards they currently have on the board (including those in their tower).
3. Optionally, retrieve ONE of their Chain tokens from the play area.
4. Draw up to 4 cards. They draw from the top of their deck, and when the deck is emptied, they shuffle their discards and place them face down. These cards become their new deck. They continue to draw from this new deck until they have drawn a total of 4 cards or until no cards remain in either their deck or discard pile.

Play Phase

During this phase, the player takes a number of actions up to their action limit. For each action, they may play a card from their hand in one of the following ways:

1. Place the card in any empty space anywhere in the play area that meets the conditions of that card's activation. The placed card must be activated immediately.
2. Discard one card from their hand to activate one of their own cards that is already in play.

Starting Action Limit

Each player has an action limit that may be increased via Upgrades. The starting value for this limit depends on the number of players in the game.

- 2-3 players: 2 actions per turn
- 4-6 players: 1 action per turn

Adding Chains

When they have finished playing all cards, the active player may choose to place ONE of their unplayed Chain tokens on any one card that was activated this turn.

Effects Phase

Upgrades

Any player who has declared an upgrade takes it at the start of this phase. The nature of the upgrade depends on the tile that triggered it. Any player may opt to take a lower-value upgrade in lieu of a higher-value one.

Note: Action Limit Upgrades

When a player chooses to upgrade their action limit, they must remove one or more Chain tokens from their supply. The number of tokens they remove must be equal to the difference between their current action limit and the new limit. Removed tokens are not available for normal use.

For example, when upgrading the action limit from 1 to 2, the player must remove 1 token from their supply, but when upgrading from 1 to 3, they must remove 2 tokens. If they do not have enough tokens in their supply, they may not take this upgrade.

Upgrade Levels

1. 1 point: The player may add one card from their supply to their discard.
2. 2 points
   a. The player may permanently increase their action limit to two.
   b. The player may add 2 cards from their supply to their discard pile
3. 3 points
   a. The player may permanently increase their action limit to three.
   b. The player may add 3 cards from their supply to their discard pile
4. 5 points
   a. The player may return a Chain token that was previously removed to their supply.
   b. The player may add 5 cards from their supply to their discard pile.

Activating Chains

Starting with the next player in play order, players may now Declare they are activating one of the Chains they have in play. Activating a Chain activates the card on which the Chain token was played.

Each player may only activate one Chain per Effects phase. Chains are activated in order of declaration, not turn order, and players may declare they are activating their Chain anytime before the Discard process has begun.

The player now discards unplayed cards from their hand

Finally, the board configuration is evaluated to determine if any cards or tiles are isolated and should be discarded. A card or tile is isolated if it is not part of a tower and either of the following is true

1. It is not adjacent to any other card or tile
2. It is adjacent to exactly one other tile or card

Discarding may cause other cards or tiles to become isolated. This cascading process of discards should be repeated until no isolated cards or tiles remain in play. Discarded point tiles are always placed on top of the Inner Tower.

When discarding a card that has a Chain token on it, the card goes to the owner's discard pile as usual, and the Chain token returns to their supply.

Ending the Game

The game may end in one of two ways.
1. Any player is unable to draw from their tower during their turn. In this case, the game ends immediately.
2. Any player moves the 8-point tile onto the top of their tower. This triggers the Final Round game phase

Final Round

Starting with the player who placed the 8-point tile on their tower, each player may activate one of the chains they currently have in play. Once a chain has been activated, it is returned to the player's supply. This continues until no chains remain in play

Scoring and Winning

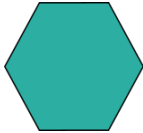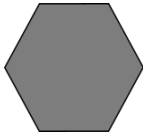Each tile in a player's supply at the end of the game is worth its face value.
Each tile in a player's tower at the end of the game is worth DOUBLE its face value.
Players add these two totals together, and the player with the highest total wins the game.

Reference

Cards

Each card depicts an action on its face. Each action reconfigures the board. This is represented using four colors of hexes and 2 additional icons.

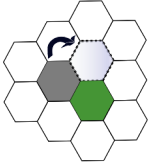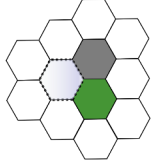| Action Hex		The green* hex represents the initial placement of the action card itself. It must be played on an empty hex in the position indicated relative to other hexes. * On Action cards, this hex will match the card color.
Target Hex		The gray hex represents a *target*. This hex must contain a card, a tile, or a tower. It will move to a new position as indicated by the action.
Occupied Hex		Black hexes represent **non-target, non-action, non-empty** hexes. These hexes must contain either a card, a tile, or a tower. They must be present in the position(s) indicated, but will not be affected by the action
Empty Hex		Clear hexes with dotted borders represent an *empty* space - either a hex with no card or tile in it, or a tower. Typically an empty hex shows where the target or action card will end up as a result of the action.
Move Arrow		This arrow indicates the effect of the action on a particular hex.
Discard Bin		An arrow pointing from a green hex to this symbol indicates the card is discarded immediately after its action.
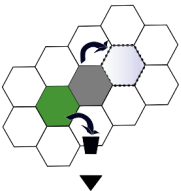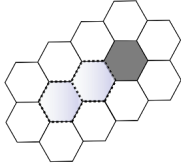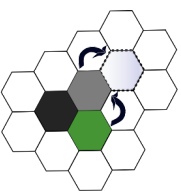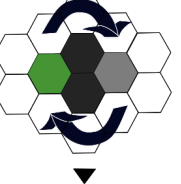
Towers

Towers have special rules during actions

1. When a tower acts as a *target* hex for an action, only the top tile of the tower is affected by the action. All other cards and tiles in the tower remain in place unless otherwise stated in the action.
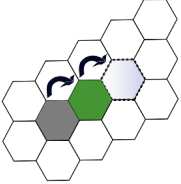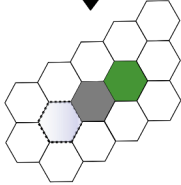2. When a tower acts as an *empty* hex for an action, the card or tile that would normally end up on the empty hex is placed on top of the tower.
3. When a player's card ends its action on top of an opponent's tower (or the Inner Tower), that card is immediately discarded. Any Chain tokens on it are returned to their owner

Reference

Actions

Turn	This card must be placed so that it is adjacent to a target hex, and both Turn and its target are adjacent to the same empty hex. The target is then moved into the empty hex.	**Swap**	This card must be placed adjacent to a target hex. The Swap card and its target then switch places.
Kick	This card must be placed adjacent to a target hex and directly opposite an empty space adjacent to the target hex. The target then moves into the empty hex, and the Kick card is immediately discarded.	**Split**	This card must be placed adjacent to a target hex and an occupied hex. There must be an empty hex opposite the occupied hex The target then moves into the empty hex, and the Split card moves into the target hex's previous position.
Pull	This card must be placed between a target hex and an empty hex. The Pull card then moves into the empty hex and the target moves into the Pull card's previous position	**Tunnel**	This card must be placed adjacent to two non-empty hexes which are also both adjacent to the target hex. The Tunnel card and its target then switch places.

Credits

Game Mechanics: Michael Murphy-Burton/Perfect Minute Games
Graphic Design: Michael Murphy-Burton/Perfect Minute Games, Mira Howards

Special Thanks to: Jonathan Gilmour, Geoff "Sys/Tem" Barnes, Jason "Vicaroth" King, Simon Babineau, Mira Howards, Alex Weldon, Edward T.K. King

Thanks to: The Perfect Minute Games discord crew, including-but-not-limited-to Mac and krawford, and anyone I've forgotten -I am old and thus forgetful, but know that I am still grateful!