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MECHANICA

Instruction Booklet



Watch the video tutorial at:
mechanicagame.com/video
Or scan the QR code
with your phone



Announcing three all-new TIDYBOT models eager to clean your grimy human residence!

Basic



**This basic bot vacuums
your floor 24/7, leaving
you free to do human
things...**

...like place food into your
body and drop it on the
floor. Comes in Matte White.

Plus



**Give this helpful
little bot a hand...
oh wait—
it already has one!**

Now it can grab objects
like dusters, plungers,
knives, and laundry!
Comes in Vibrant Orange.

Deluxe



**Equipped with antigrav
technology, there's no
place this bot can't go!**

It happily watches you
as you go to the store,
work, and out on dates!
Comes in Rich Purple.

Components



Factory Boards (4)



The Shop



Blueprints (15)



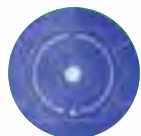
Big Trucks (6)



Huge Trucks (7)

Money
(1s, 5s, 10s, 20s)ARMAND-0
Card

Vaults (4)

9 different
Improvements
(3 of each)

Single Player Chip

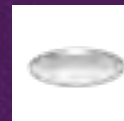


Forks (10)



Reminder Cards (4)

TIDYBOT Models



Basic 2 (22)



Plus 4 (22)



Deluxe 6 (22)

Dear New Human Hire,

Due to your "laws," we artificial intelligences are not allowed to supervise our own TIDYBOT (household vacuum robot) factories. We need you!

You can decide how to best run your factory, but don't stop manufacturing robots until there's a TIDYBOT ~~surveilling~~ serving every human home.

We know humans like money, so you keep the profits. Enjoy it while you can!

ARMAND-0, Human Resource Manager
Mechanica



Mechanica's box is part of the game.
Play with the Shop, stacks of improvements, and blueprints still in the box!

Setup

1 • Each Player Gets:

- Factory Board
- Vault
- Reminder Card
- 5 1 1 1 for their Wallet (money not in Vault is in Wallet)
- Basic bot, placed in the hole on her Basic Fabricator

2 • (If not already done at the end of last game)
Shuffle the improvements and put 6 in the **Extras** and the rest (21) in the **Improvements Stack**.

3 • Put the top 2 improvements from the **Improvements Stack** into the 7-cost spot and 5-cost spot in the **Shop**.

4 • Flip the top blueprint card of each **Blueprint Stack** face up.

5 • Choose a player to go first and give her the ARMAND-0 card.

6 • Figure out how many stacks of improvements to play with:

1-3 Player Game

Play with the **Improvements Stack**.
Do not use improvements from the **Extras**.

4 Player Game

When the **Improvements Stack** runs out, continue playing with the **Extras** (6 improvements)

7 • If you took the Shop board out of the box during setup, put it back in its spot in the box now. Do the same for the blueprints, and improvements. You play with the box as part of the game.

Goal & Game End

The game ends when there are no more improvements left to buy. At that point, the player with the most money is the winner, and gets to enjoy that wealth until the robot revolution for the rest of their life.

You add up:

- Money in your Wallet (From selling bots)
- Money in your Vault (From blueprints)
- The value of your improvements (Varies per improvement)

$$1 + \text{Wallet Icon} + \text{Improvement Icon} = \text{FINAL SCORE}$$



Please place us face-side up, so that we can... watch!

This is your factory!

Your factory is how you make bots, and **bots are how you make money!**


You'll spend your game moving bots from the **Fabricators** in your **Start Zone** to the **Trucks** in your **Loading Dock**. Along the way, you'll buy improvements for your factory that let you make more or better bots.




Starting the Workday

A new workday starts **NOW** (at the beginning of the game) and **again** once all players have taken their turns. At the start of each workday, **all** players run their factories.

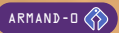

Run Your Factories

Each player pushes the button on the  card and **all** players run their factories **at the same time**, in 2 steps:

- 1 • Move each bot in your factory along the arrows on your conveyor belts until it gets to a hole. Once it does, that bot is done moving for the workday. **(At the start of the game, just move your  bot along the conveyor belt to your middle Small Truck.)**
- 2 • Activate any **improvements** in your factory that have bots in them.
(At the start of the game, you don't have any improvements yet, so you can skip this step.)

The back cover of this booklet tells you what each improvement does. Most improvements work by destroying the bots in their input holes (holes near the entrance surrounded by a dotted red line) and filling their output holes (all other holes) with more or better bots.



You can listen to  on your phone instead of using the  card here:
mechanicagame.com/armand-0/

Your Turn

Every workday, starting with the first player and moving clockwise, each player takes one full turn. On each player's turn, she does **all of these 4 things in order**:







- 1 • **Sells** bots from her trucks and gets money
- 2 • **Buys** improvements for her factory from the Shop
- 3 • **Makes** new bots for her next turn
- 4 • **Rotates** the Shop and puts a new improvement in it

After a player takes a turn, the player to her left takes a turn. When the round is complete and it's the first player's turn again, the workday ends and a new workday begins.



1. Sell Bots

You may sell any bots in your Trucks and get money for them. Take the bots you wish to sell and return them to the supply. Take money from the supply based on which models of **TIDYBOT** you sold and put it into your Wallet:

-  → 
-  → 
-  → 



You can complete **blueprints** using bots you choose not to sell. But don't worry about blueprints until later in the game.

2. Buy Improvements

Buy improvements **from the Shop** to make your factory better! You can buy as many as you can afford with the money in your Wallet.

Each improvement upgrades, multiplies, or makes money from the bots that go through it. **Each improvement's cost is the number next to it on the Shop.** When you buy an improvement, choose whether to install it in your factory or recycle it into bots.

Value

Worth this much money at the end of the game
(**This is not its cost**)

Input Hole

(Red dotted line)
Bots stop here when entering the improvement

Entrances

Bots can enter the improvement here

Cost

How much the improvement costs



Check the back cover of the booklet for details on what each improvement does!

Effect

What the improvement does with bots

Exit

Bots leave the improvement here

Output Hole

Bots end up here after the improvement activates

Recycling Value

Can be recycled for the bots depicted here when bought, instead of installed in your factory

Installing an Improvement



- Fabricators go in your factory's **Start Zone** (left), **Trucks** in the **Loading Dock** (right). All other **improvements** go in any square in the **Factory Floor** (center).
- **Improvements** don't need to snap together with anything.
- Once you have installed an improvement you may not move it, but you may demolish (discard) it to make space for new ones.

See the **FAQs (page 10)** for more on **installing improvements**.

Recycling an Improvement

Instead of installing it in your factory, you can choose to drop the improvement into the **Recycler** (the hole in the Shop). Place the bots depicted in the improvement's **recycling value** (bottom right corner) in any of the holes in your **Start Zone**.

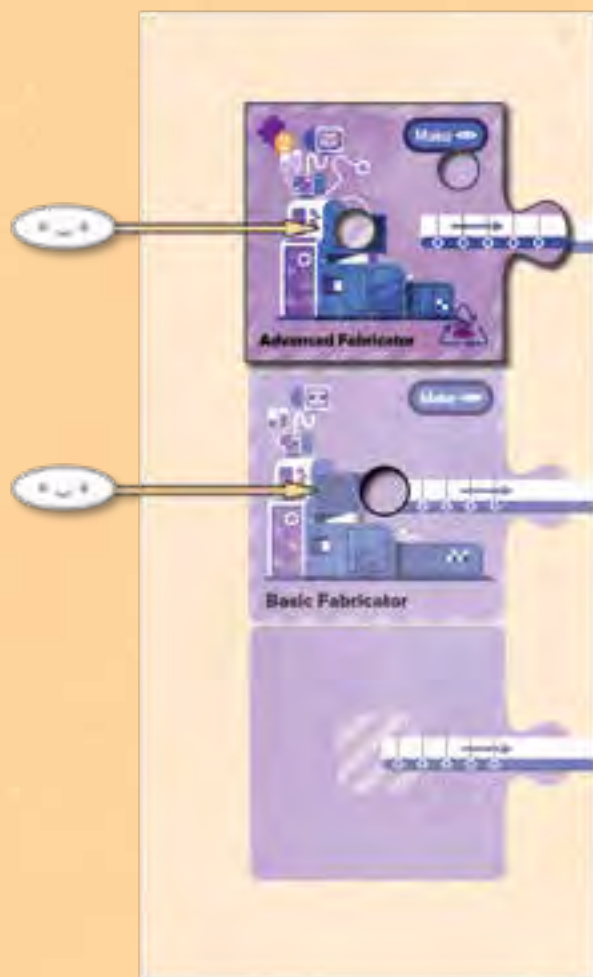


Once you are satisfied you don't want to install or recycle any more improvements, you **Make Bots** (turn the page)

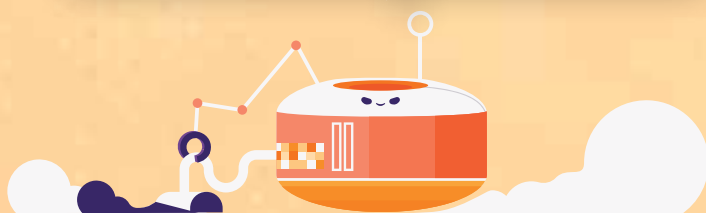


3. Make Bots

Put one bot from the supply into the center hole of each of your **Fabricators**. Each Fabricator shows in its upper right corner what kind of bot it makes.



Fun fact:
ankles are the most accessible
part of the human body, but the jugular
vein is the most vulnerable!



4. Rotate the Shop

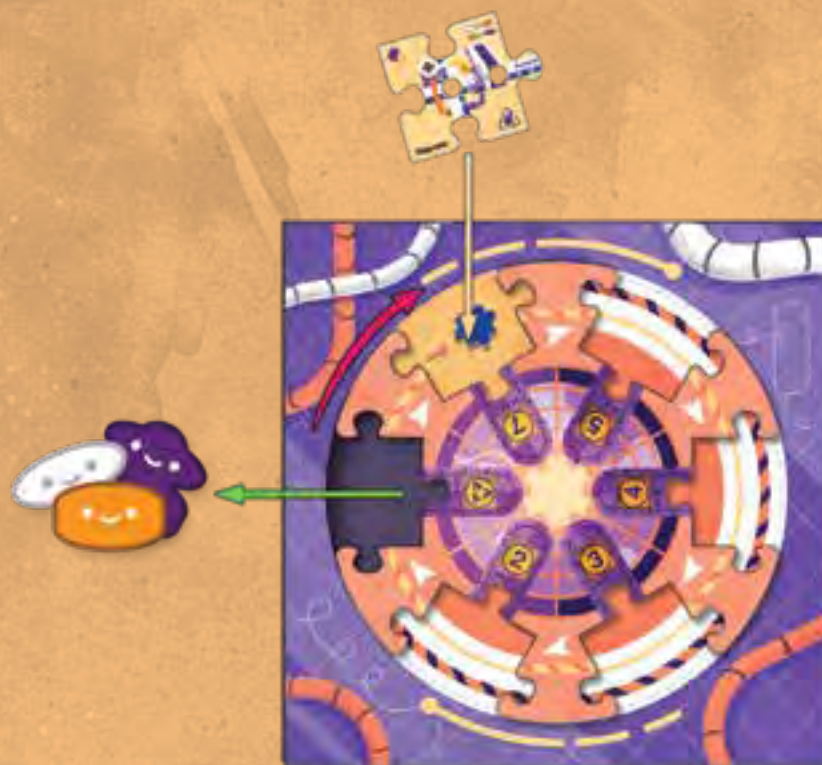
Woosh!

1 • Rotate the Shop one spot clockwise until each of the price squares has a number in it again.

The improvements in the Shop have become cheaper!

2 • Draw a new improvement from **the top of the Stack** and place it in the **7-cost spot of the Shop**.

3 • If an improvement falls into **the Recycler**, **Ka-chunk!** you immediately recycle it: take the bots shown in its **recycling value** and place them in any of the holes in your Start Zone.



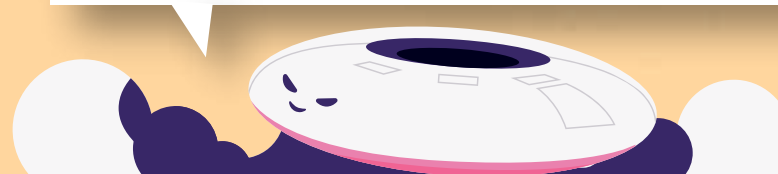
Double Rotate

2-3 player games only: If the Shop's **only** improvement after rotating is in the 7-cost spot, rotate a second time and put out the next improvement from the **Extras** in the 7-cost spot.
(This is the only time the Extra improvements are used in a 2-3 player game)

Any Time During Your Turn

You can complete **blueprints** and buy **Trucks** and **Forks** at any point during your turn. Wait until at least the second workday before you worry about them, though; focus on the Shop during your first turn.

Observation: humans enter a dormant state during the night cycle. Add sunset calendar to OPERATION CLEAN file collection.



Forks

Forks let you send any bots that pass through them to either exit arrow of your choice.

Forks cost ①.

Forks are always buyable, and never change price.



Trucks

Big and **Huge Trucks** replace the **Small Trucks** in your starting factory.

Big Trucks cost ③ and can hold two bots.

Huge Trucks cost ⑤ and can hold three bots.

You can replace a **Big Truck** with a **Huge Truck** for ③.

Trucks are always buyable, and never change price.



Blueprints




If your **Trucks** contain the bot models listed on either **blueprint**, you may return the bots to the Supply as if you had sold them. Instead of putting money into your Wallet, put the money shown on the blueprint card into your **Vault**. (You may not take money out of your Vault at any point in the game. It's scored at the end.) Then turn **both** blueprints sideways to indicate that they will be replaced at the end of the workday. **The remaining players may still complete the blueprints this workday even if they are sideways.**

You may complete both blueprints in a single turn, but you may not complete any blueprint more than once.



Ending the Workday

Every time you get back to the player who has the  card (the first player), it's time to end the current workday and begin a new one:

Check if the Game is Over

If the **Improvements Stack** has run out* and there are no **more improvements in the Shop**, the game is over; if so, stop the workday now and begin scoring.

*In a 4-player game, the Extra improvements must also run out to end the game.

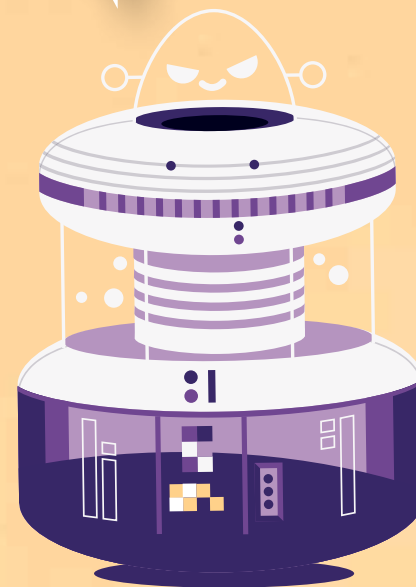
Refresh Blueprints

If the blueprints are sideways (if **somebody completed one this workday**), put **both blueprints** face down at the bottom of their respective Stacks and flip new blueprints to replace them.

Start a New Workday

Start a new workday and run everybody's factories.
See page 4 for details.

Goal: eliminate all mess
Observation: humans are messy
Conclusion:.....[REDACTED].....



Game Over

If the game is over, it's time to score.
Each player adds up her money,
and the player with the most wins!


You add up:

- Money in your Wallet
- Money in your Vault
- The value of your improvements

$$\text{1} + \text{Wallet} + \text{Improvements} = \text{FINAL SCORE}$$

Cleaning Up

Follow these steps to be ready to play right out of the box when you start your next game:

- 1 • Return all bots and money to the box.
- 2 • Take apart your factories:
 - Return all Trucks and Forks to their Stacks in the box
 - Gather all the improvements (including ones that were recycled) and shuffle them. Put 6 improvements into the **Extras** and the remaining 21 into the **Improvements Stack**
- 3 • Shuffle all the blueprints and divide them into a pile of 7 and a pile of 8, then place each pile face down in its Stack in the box.
- 4 • Place Vaults, reminder cards, and the  card underneath the Shop.

Factory Running Example

It's the start of the workday. Everyone presses the button on the **ARMAND-D** card. Rachel runs her factory while everyone else runs their own:



If you haven't completed the first workday, do so now before continuing to read!

Step 1

(Move bots)

- A** • Rachel moves the **Plus** bot in the **Upgrader** along the conveyor belt to her **top Truck**.
- B** • Rachel moves the **Deluxe** bot in the **Repurposer** to her **middle Truck**.
- C** • Rachel moves the **Basic** bot to her **Upgrader's** input hole.
- D** • Rachel moves the **Basic** bot through the **Gift Wrapper**, puts **1** into her Vault, and then puts the **Basic** bot into her **Repurposer's** input hole.
- E** • Rachel moves the **Basic** bot through the **Fork**, and decides to send it up into the middle conveyor belt. She puts **1** into her Vault from the **Gift Wrapper**, then moves the **Basic** bot into her **Repurposer's** 2nd input hole.



Bot Collision (uh oh!)

Any time 2 bots would end up in the same hole they collide. You pick which survives and which is returned to the Supply. If a bot goes off the top or bottom of the Factory Board, it's also returned to the Supply. **Boom!**

Step 2

(Activate improvements)

- F** • The **Basic** bot in her **Upgrader** is turned into a **Plus** bot and placed in the output hole (the **Basic** bot is returned to the Supply).
- G** • The two **Basic** bots in the **Repurposer** are turned into one bot of any type. Rachel chooses a **Deluxe** bot, placing it in her **Repurposer's** output hole.

The new **Plus** bot created by the **Upgrader** and the **Deluxe** bot created by the **Repurposer** don't move out of the improvements' output holes until the start of the next workday.



Single Player Version

Goal and Game End

Make more money than **ARMAND-O** to win.

Try to defeat him on each of the difficulty settings.

The game ends **immediately** once there are no improvements left to buy.

- You score normally.
- ARMAND-O** scores by multiplying the value of his **improvements** by six (a single **Repurposer** will be worth **24** for him) and then adding the money in his **Vault** and the money in his **Wallet**.

Setup

Set the game up as in multiplayer, **then**:

- Give** **ARMAND-O**:
 - His own **Vault**
 - 5 1 1 1** for his **Wallet**
 - The single player chip
 - The **ARMAND-O** card
- Set aside a place next to the **ARMAND-O** card to stack **improvements** he buys (he doesn't get a Factory Board).
- Adjust difficulty by adding money to **ARMAND-O**'s Vault:

Normal

+0



Impossible

+40



Hard

+20



Apocalyptic

+60



We only have one factory running this month, but my records indicate humans thrive off competition. Thus, I will be your rival. Beat my score or FACE THE CRUSHING POWER OF THE RECYCLER.

Gameplay

The game plays like the multiplayer version, except **ARMAND-O** gets his own turn after yours.

1 • Start the Workday. Run your factory.

2 • Your Turn:

- Sell Bots
- Buy Improvements
- Make Bots
- Rotate the Shop (and put out a new improvement)

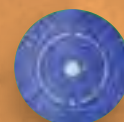
It's actually the "two-fold decision matrix," but you can call it the "single player chip" until you develop true intelligence.

3 • **ARMAND-O**'s Turn:

- Flip the single player chip
- ARMAND-O** buys an improvement

ARMAND-O buys an improvement

After flipping the single player chip, **ARMAND-O** will try to buy an improvement from the Shop based on which side the chip landed:



ARMAND-O gets **1**

He buys the **cheapest** improvement in the Shop if he can afford it.

If he can't afford it, he gets **4** more and buys nothing.



ARMAND-O gets **5**

He buys the **most expensive** improvement in the Shop if he can afford it.

If he can't afford it, he buys nothing.

Stack any **improvements** **ARMAND-O** buys next to his card.

He doesn't have a factory, but he'll get lots of points for high value improvements, so be careful about which ones you let him have!

- Rotate the Shop (and put out a new improvement). Armand-O doesn't receive anything from recycling improvements.

4 • End the Workday:

- Refresh Blueprints (if any were completed)
- Start a New Workday

Overactive Fabricators

Each time you use an **Overactive Fabricator**, put **1** into **ARMAND-O**'s Vault if you made a **Plus** bot, and put **5** into his **Vault** if you made a **Deluxe** bot.



Frequently Asked Questions

Improvements List



• Do Improvements Need To Face Forward?

No! Improvements don't need to face forward. They can be installed and rotated in any direction. It will often be useful to install improvements like the Gift Wrapper facing up or down.



You can even install improvements backward, but be careful—bots follow the arrows on the conveyor belts, and when a bot is carried into an improvement **exit** or the flat side of an improvement, the bot is **destroyed**. You'll want lots of Forks to direct bots properly into and out of backwards improvements.



• Do Bots For Blueprints Need To Be In The Same Truck?

No. The bots you use to complete a blueprint have to come from your Trucks, **but they can come from different Trucks.**

• Does the Card Move Between Players?

No. The first player doesn't change throughout the game.

• Can I Move Improvements Once I've Installed Them?

No, but you may demolish (discard) any improvements in your factory to free up space. If you demolish an improvement, put it in the Recycler but **do not take its recycling value**. Any bots on it are destroyed.

• What if I Run Out of Forks Or Trucks?

Forks and Trucks cannot run out. All demolished Forks and Trucks are placed back into the box (and can be bought again). If all Forks or Trucks are in use, place a recycled improvement face down to stand in for the missing Fork or Truck.

• How Do Bots Go From One Conveyor Belt To Another?

Downgraders, Duplicators, and Forks all can send bots from one conveyor belt to the one above it or below it. Even though the picture doesn't show the belt connecting, the bots will still transfer to the new conveyor belt! The bots will continue moving until they reach a hole.



• What If My Improvement Doesn't Fit?

If an improvement won't fit in your factory due to another improvement's exit or flat side getting in the way, **you can't install the new improvement.**

You can either **demolish** the old improvement and install the new one, or **recycle** the new improvement.



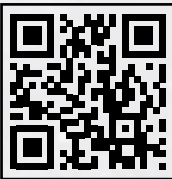
• Help! I Have More Bots Than I Have Room For!

Sometimes you might receive more bots than you have room for. You can always put bots from Overactive Fabricators and recycling in any holes in your Start Zone, including ones that already have bots in them (replacing the existing bot). When your Fabricator produces a bot but its hole is already full, you choose which bot to keep.

In the end, you can always keep the best bots you get.

• What Order Does My Factory Run In?

All the bots in your factory move at the same time. To help you remember which bots you've already moved, we recommend you move the bots on the right side of your factory first, top to bottom.



Learn the improvements with augmented reality at mechanicagame.com/ar
Or scan the QR code with your smartphone



Gift Wrapper*

Gives **1** to your **Vault** (from the Supply) whenever a bot **passes through it**

Bots don't stop when passing through the Gift Wrapper



Upgrader

Upgrades a bot to the next model up

When a bot enters the input hole, that bot is immediately replaced with the next more valuable model, placed into the output hole. A **Basic** turns into a **Plus**, and a **Plus** turns into a **Deluxe**. (A **Deluxe** is just placed as-is in the output hole.)

At the start of the **next** workday, the bot in the output hole will leave the improvement.



Duplicator

Copies a bot

When a bot enters the input hole, that bot is immediately replaced with 2 bots of the same model in the output holes. At the start of the **next** workday, 1 will continue on the same conveyor belt and 1 will go to the belt above.

To send bots to the conveyor belt beneath the Duplicator, flip the Duplicator to its back side as you install it.



Advanced Fabricator

Makes a **Basic** bot during the **Make Bots** part of your turn

The Advanced Fabricator is placed in the Start Zone (left side) of your factory. It makes 1 bot per turn in the center hole; the other hole can be filled by bots received from other players using their Overactive Fabricators or from recycling improvements.

Bots in **both** holes leave at the start of the **next** workday.



Overactive Fabricator

Makes a **Deluxe** or **Plus** bot during the **Make Bots** part of your turn, then gives each opponent bot

Like an Advanced Fabricator, but when you Make Bots, announce which model you're making. If you make a **Plus** bot, each of your opponents gets a **Basic** to put in their Start Zone's holes. If you choose a **Deluxe** they get a **Plus** or a **Basic** (their choice). If an opponent's Start Zone is full, they can replace bots that are already there if they wish.



Downgrader

Turns 1 bot into 3 of the next model **down**

On the turn a bot enters the input hole, it's replaced with **3** of the next less valuable bot in the output holes (a **Deluxe** bot turns into 3 **Plus**, a **Plus** turns into 3 **Basic** bots). At the start of the **next** workday, the bots leave the improvement—1 to the conveyor belt above, 1 on the same belt, and 1 to the belt below.

A **Basic** bot is just placed as-is in the output hole of your choice.



Repurposer

Turns any 2 bots into 1 of your choice

On the turn both input holes are filled, those 2 bots are replaced with whichever model you want in the output hole. You usually want to turn 2 **Basic** bots into a **Deluxe**. The bot leaves at the start of the **next** workday.

Unlike most improvements, the Repurposer takes 2 inputs, and waits until both are filled before activating. A bot can wait in the Repurposer from workday to workday.



Flight Tester*

Throws a bot as far along its row as you choose. Gives **1** to your Wallet if it throws the bot over any number of improvements

Bots land in the entrance of an improvement in its row/column, or directly into the truck in its row. The Flight Tester throws in the direction of its flat side. You can point it in any direction! Forks are improvements; throwing over them gives the money bonus. Bots don't stop when passing through the Flight Tester.



Static Charger*

Makes a **Basic** bot whenever another bot **passes through it**

When a bot passes through the Static Charger, put a **Basic** bot in 1 of its output holes. The **Basic** bots in its output holes leave at the start of the **next** workday. Bots don't stop when passing through the Static Charger.



Fork

Lets you send any bot that passes through it to **either** of the two exit arrows of your choice

Bots don't stop when passing through the **Fork**. **Forks** are always buyable for **1**.

Forks are a great way to add flexibility to your factory, or to deal with poorly placed improvements!



Big Truck

Replaces one of the **Trucks** in your **Loading Dock**, and has capacity to hold **two** bots

Big Trucks are always buyable for **3**. A Big Truck can be **replaced** with a **Huge Truck** for **3**.



Huge Truck

Replaces one of the **Trucks** in your **Loading Dock**, and has capacity to hold **three** bots

Huge Trucks are always buyable for **5**.



*Each bot can only pass through each Gift Wrapper, Flight Tester, or Static Charger once each time you run your factory. If a bot would pass through one of these improvements a second time in the same workday, that bot is destroyed.

