

# アリスアSEMBL

## Alice Assemble

[2-4 players, 30 min., 12+ years old]

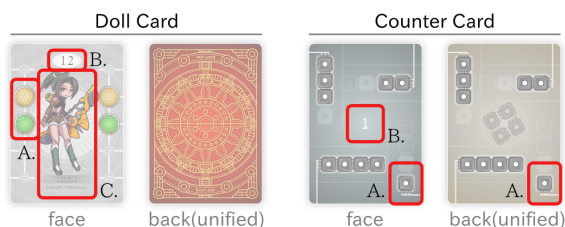
Banmōng city is the robot engineer's mecca that is supported by artifacts mined from the deep shaft. The Doll Festival organized by the union is a great stage for all craftsmen in this city. Successfully win the randomly released gears, skillfully assemble them, and fascinate the crowd with Mechanical Girls of extreme sophistication! Show that your skill as a craftsman is better than anyone else's!

**This game is...**

**3 or 4-player game:** a rigorous competition in which each player assembles one doll and competes for its quality.

**2-player game:** an honorable duel in which each player assembles two dolls each and aim to finish them all under a high standard.

### Card Anatomy



■ Elements of Doll Card:

**A. Gear:** The parts of the doll. In this game, **align the Doll Cards, make "chunks of Gears", and score according to their size.**

**B. Index:** Time it takes to incorporate Gears into a doll. Use it to **decide the order of players' turns in a round.**

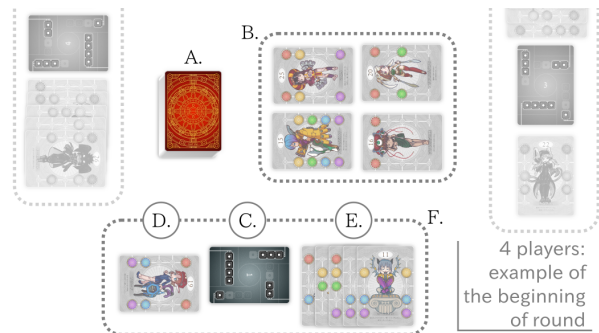
**C. Picture/Name/Text:** Flavor. Does not affect gameplay.

■ Elements of Counter Card:

**A. Capacity:** (face and back) The number of icons indicates the Capacity of the doll. **Capacity is the number of "chunks of Gears" that can be scored.**

**B. Initial Turn Order:** (face) Shows the turn order at **the beginning of the game.**

### Field Construction, Keywords



**A. Deck:** A pile of face-down Doll Cards.

**B. Field:** The space near the Deck.

**C. Indicator:** A Counter Card in front of each player.

**D. Bench:** The space for one card on the left side of the Indicator.

**E. Assembly Line:** The line of Doll Cards constructed on the right side of the Indicator.

**F. Lane:** A set of the Bench, Indicator, and Assembly Line.

**3 or 4-player game:** Each player has 1 Lane.

**2-player game:** Each player has 2 Lanes.

\* In this manual, the word Doll is used in almost the same way as Lane.

### Components To Use (and all included content)

■ Doll Card (32 cards, Index: 0-31)

**2 or 4-player game:** Use all 32 cards.

**3-player game:** Use 30 cards. (Randomly set aside 2 cards.)

■ Counter Card (4 cards, Initial Turn Order: 1-4)

**3 or 4-player game:** 1 card per player.

**2-player game:** 2 cards per player. (Use all 4 Counter Cards)

### Initial Setup

First, shuffle the Doll Cards face-down and place it where all players can reach. This is the Deck.

Next, each player randomly receives a face-down Counter Card, and places it face-up in front of him or herself. This is the Indicator.

**3 or 4-player game:** Each player receives 1 Counter Card.

**2-player game:** Each player receives 2 Counter Cards.

After that, each player will set their indicator as Capacity 1.

During the game, the Capacity of the Doll is displayed by the number of icons on the **lower right corner** (as seen from the owner) of the Counter Card used as an Indicator. In other words, Counter Card is initially placed in a direction that allows **the Initial Turn Order to be read as a number**, and then it rotates clockwise 90 degrees each time the Capacity increases by 1. When the Capacity exceeds 4, **flip the Counter Card**, and place it so it shows one icon. The back side of the Counter Card shows that the Capacity equals the number of icons **plus 4**. (You can display the value of 5 to 8.) **There is no upper limit in Capacity**. If the Capacity exceeds 8, please indicate as such with a substitute item.

After each player has finished preparing, the player who has the Indicator with the largest Initial Turn Order executes the "Replenishment Process".

《**Replenishment Process**》 The player who executes the Replenishment Process draws **the same number of cards as the number of Indicators in the game** from the Deck and place them face up on the Field.

**2 or 4-player game:** Draw and place 4 cards from the Deck.

**3-player game:** Draw and place 3 cards from the Deck.

Now, the preparation is completed and the game starts. When the game starts, **the Indicator with the smallest Initial Turn Order will be activated**.

When an Indicator is activated, its owner chooses a Doll Card from the Field and places it in his or her Bench so that **the Index is upright**.

After that, all remaining Indicators are activated **in ascending order of Initial Turn Order**, and their owners will also acquire Doll Card in the same way.

In a **2-player game**, place the acquired Doll Card **in the Bench of the corresponding Lane**.

When all Doll Cards is taken off the Field, the same player as before executes "Replenishment Process".

After that, the game progresses by rounds.

### Process Of The Round

In the round, all Lanes are activated in order, and its owner executes his or her turn. **The turn order is determined at the start of each round (and does not necessarily remain the same).**

At the start of a round, all players reset the Doll Card placed **in his or her Bench** so that **the Index is upright**. Skip this step in the first round when all Doll Cards are upright. (As of the beginning of the following rounds, **these Doll Cards are placed sideways**.)

After that, increase the Capacity of **the Lane with the largest Doll Card Index in the Bench** by 1.

With this, the round preparation is completed. When preparation is completed, **the Lane with the smallest Doll Card Index in the Bench** will be activated. When the Lane is activated, its owner executes a turn. From this point onward, **the Initial Turn Order of the Indicator will not be referred.**

《Active Player Determination》 In the round, every time someone finishes a turn, **the Lane with the smallest Doll Card Index in the Bench** will be activated, and its owner executes a turn. However, **Lanes with a Doll Card placed sideways in the Bench** will be ignored.

When all players have finished their turn, the round ends.

### Process Of The Turn

In the turn, the owner of the Lane that has just been activated executes 2 actions: "Placement" and "Acquisition". Both of these actions are mandatory and the order cannot be changed.

In a **2-player game**, each player handles **only one Lane that has been activated** per turn. Please replace all the "his or her" part below with "the activated Lane's".

《Placement》 The active player first moves the Doll Card in his or her Bench to the Assembly Line of the same Lane. If there is no Doll Card in the Assembly Line yet, move the Doll Card in the Bench to the Assembly Line with the Index is upright. After that, to the Assembly Line, **add or insert a Doll Card at an arbitrary position** by any of the following methods, **so as to line up and overlap the Doll Cards in the same orientation, side-by-side.**



**A. Add to the rightmost position**  
Place the Doll Card on the rightmost Doll Card of the line, **while keeping the Gears on the left side visible.**



**B. Add to the leftmost position**  
Insert the Doll Card under the leftmost Doll Card of the line, **while keeping the Gears on the left side visible.**



**C. Insert in other position**  
Slide all Doll Cards on the right side of the insertion position to the right, and insert the Doll Card under the leftmost card among the moving cards, **while keeping the Gears on the left side visible.**

《Acquisition》 When "Placement" is over, the active player picks a Doll Card from the Field and place it **sideways in his or her Bench**. There is only one choice remaining for the player who executes the last turn of the round.

\* In the last round of the game, "Acquisition" will not be done. Each player will only execute "Placement" and finish the turn.

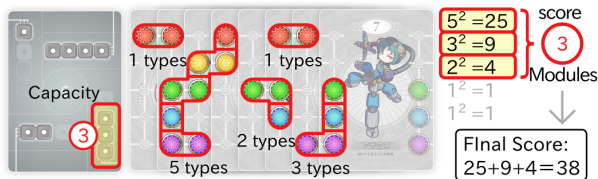
《Round Progression》 After completing the actions above, the turn ends. At this point, check the following conditions.

- **If Doll Cards remains on the Field:** The round will not end yet. Determine the next active player with "Active Player Determination".
- **If there is no Doll Card on the Field:** The round ends.

《Game Progression》 At the end of the round, check the following conditions.

- **If there are cards remaining in the Deck:** The player who takes the last turn will execute the "Replenishment Process", then start a new round.
- **If there is no card left in the Deck:** Simply start a new round. The next round will be the last round of the game.
- **If there is no Doll Card in the Bench of all Lanes:** There is no next round. The game ends and each players calculates his or her score.

### Score Calculation



The score will be calculated for each Lane. First of all, **check the vertical and horizontal alignment of the Gears of the Doll Cards in the Assembly Line** and look for "Modules". **The chunk of Gear connected vertically and horizontally is called the "Module"**. You cannot connect diagonally. Also, ignore all Gears on the right side of the Doll Cards.

**The number of types of Gears** that make up the Module (in other words, this is the number of colors of the Gears, or the height of the Module, or the number of rows occupied by the Module) is called the **Module's Size**. (In the figure above, the number of types of the Gears is shown below each Module.) Each Module produces points **equal to the square of the Size**.

**1 point is awarded for a Size 1 Module, 4 points for Size 2, 9 points for Size 3, 16 points for Size 4, 25 points for Size 5. There is no larger Size.**

Whether you can gain points produced by Modules depends on the Capacity of the Doll. When calculating the score, **choose a number of Modules equal to the Capacity of the Doll** (displayed by the Indicator of its Lane), and gain the sum of the points produced as the final score. The player with the highest final score is the winner.

In a **2-player game**, each player assembles two dolls using two Lanes, but the superior doll is requisitioned in the honor of the Union instead of the fame of the individual craftsman. Decide the winner **by comparing the Doll with the lower total score**. Also, use the same Doll in the event of a "Tiebreaker"

《Tiebreaker》 In the event of a tie, determine the winner using the following conditions in this specific order.

1. **The Size of the Module** that produces the greatest point is **the largest**
2. **The number of Modules** that are scored is **the largest**
3. **The number of Modules** that are not scored is **the smallest**

If no player came out as a winner, the game ends in a draw.

### Advanced Rules

Once players have grown accustomed to the game, try playing with the following rules incorporated freely under the agreement of all participants.

《The Flaw》 The points of the Modules which could not score is subtracted from the final score.

《The Identity》 When executing "Placement", if you add a Doll Card to the rightmost position of the line, reduce the Capacity of the Lane by 1. When the Capacity is 1, you cannot add a Doll Card to the rightmost position of the line.

### Credits

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