


TRANSMISSIONS



A GAME BY A.B. WEST

ART BY MATT DIXON



Based on the lovely illustrations of Matt Dixon, **TRANSMISSIONS** brings his world of mechanical friends to life.

In the game, players will share robots as workers to move around a rondel styled board, collecting engrams and electricity. These are used to gather ideas to improve your use of the robots or items to score points at the end of the game. You will also build your own set of connected, flowing pipes while gathering birds and butterflies to score even more points.

The game ends when no ideas are left, a player's robots are complete, or there are no pipes left to build. The player with the highest total score wins!



COMPONENTS



1 game board



1 rule book



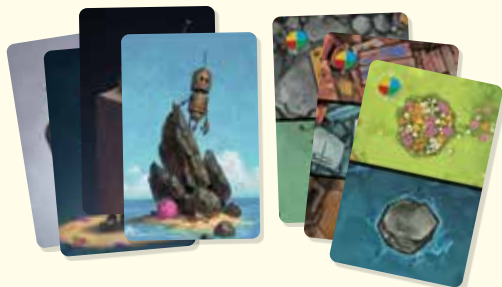
34 pipe tiles



28 idea tiles



28 item tiles



28 transmission cards
(7 for each player)



28 forest cards



1 score pad



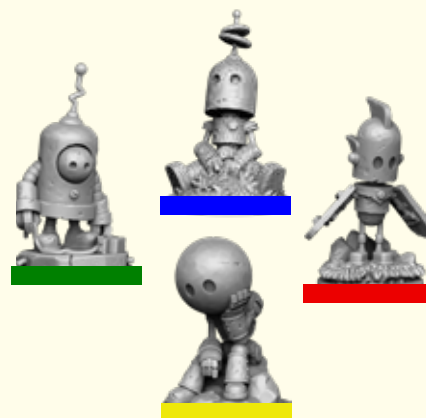
15 white, 15 yellow, 15 blue, 15 green engram tokens



50 electricity tokens (lightning)



4 player boards, 4 starting pipe tiles,
10 starting idea tiles



4 robot miniatures
(snap on the colored base)



SETUP

1 Place the **game board** in the middle of the table. Put the 4 robots on any four different spaces - making sure each is separated by at least 2 spaces.

2 Give each player a **player board**, and 1 **starting pipe tile**.

3 Shuffle the **starting idea tiles** and give 2 to each player. Each player places these on their player board - 2 on one robot, or 1 on two different robots. Return unused starting ideas back to the box.

4 Separate the **item** and **idea tiles** by their letter set (A, B, C, D and E, F, G, H).

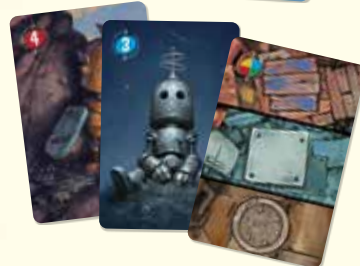
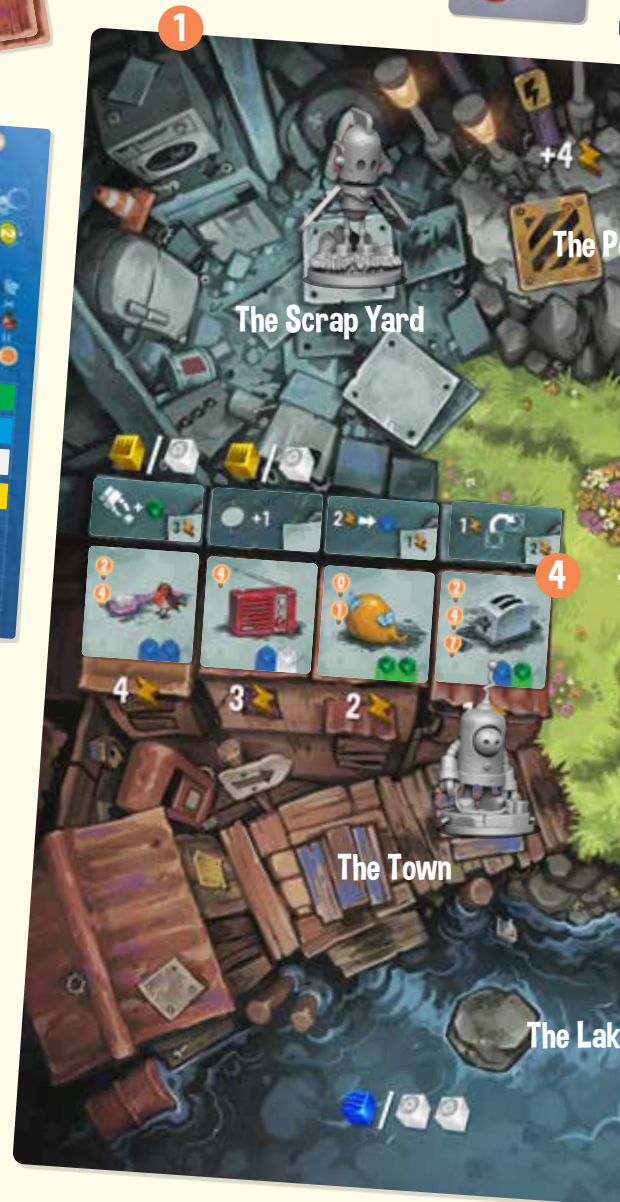
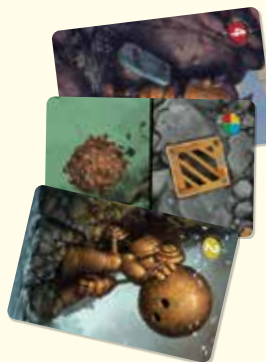
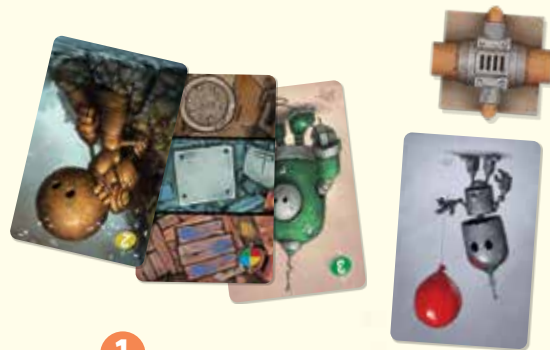
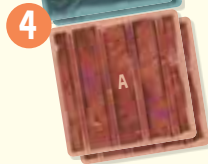
2 players: use any two sets of ideas and any two sets of items (14 ideas and 14 items).

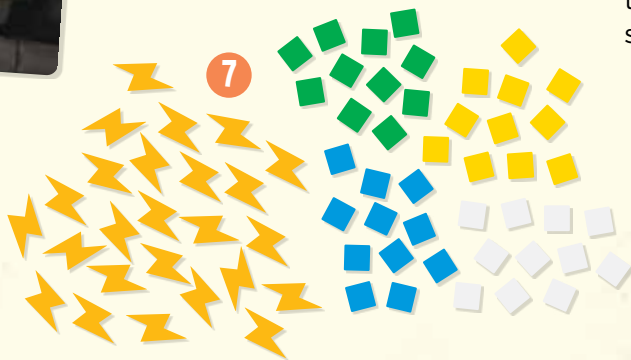
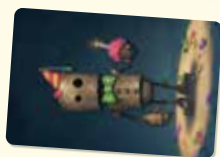
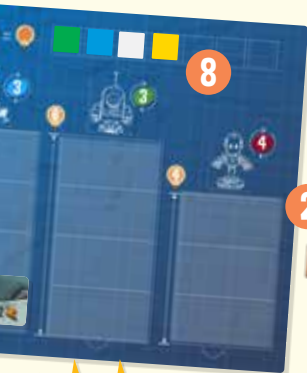
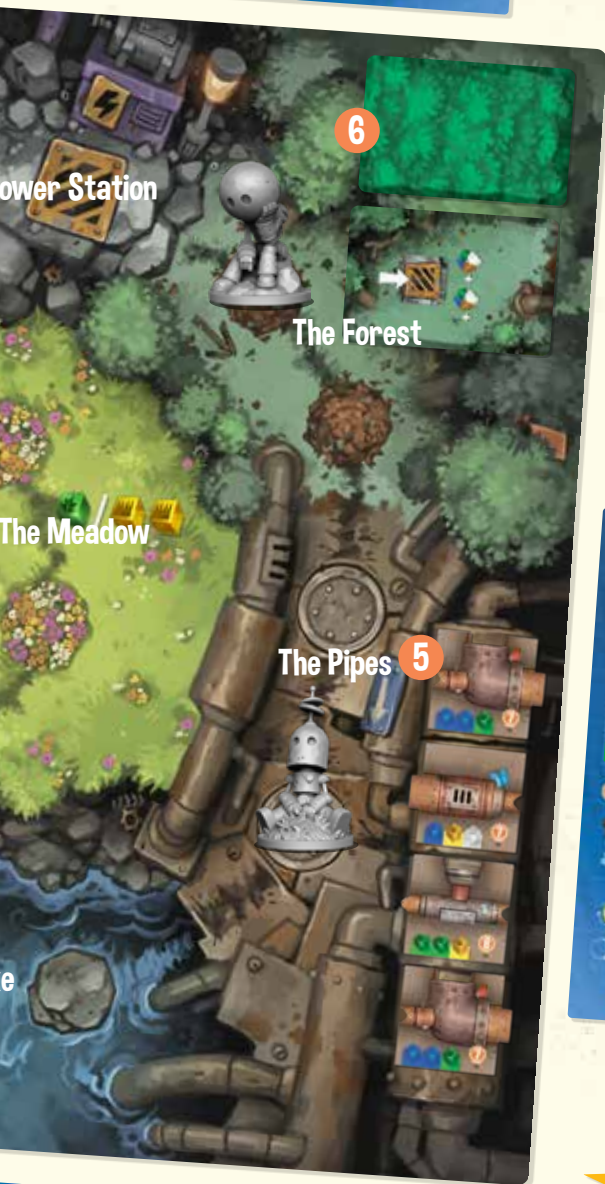
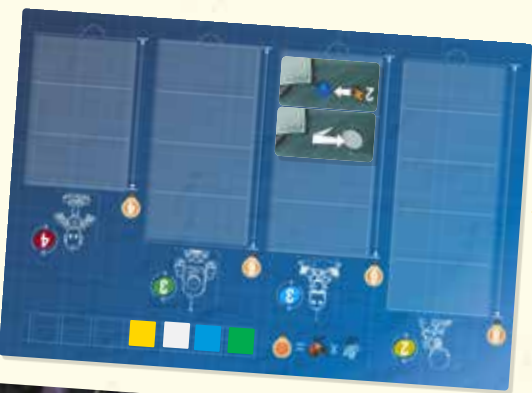
3 players: use any three sets (21 ideas and 21 items).

4 players: use all of the item and idea tiles.

Shuffle the tiles into face down stacks next to the game board - one for ideas and one for items. Display 4 ideas and 4 items face up on the game board.

Return all unused ideas and items to the box.





5 Shuffle the **pipe tiles**.

2 players: create 4 stacks of 5 tiles face up on the board.

3 players: create 4 stacks of 6 tiles.

4 players: create 4 stacks of 7 tiles.

Return all unused tiles to the box.

6 Shuffle the **forest cards**. Reveal 1 as a face up discard. Place the others in a face down draw pile in the **FOREST**.

7 Put the **engrams** and **electricity** in a supply near the game board.

8 Give each player 1 engram of each color (blue, green, white, yellow) and 4 electricity. Each player places their engrams on their player board.

9 Give each player a set of 7 **transmission cards**.

Each player shuffles these cards, creating a personal face down draw pile, and then draws 3 cards as their starting hand.



HOW TO PLAY

The player who most recently received a text message goes first. Play then proceeds clockwise around the table, each player taking a turn until the game ends.


On your turn, you must **move** one robot and then may take one **action**. To move a robot, choose one card from your hand to play.


If the card is a robot, move that robot.




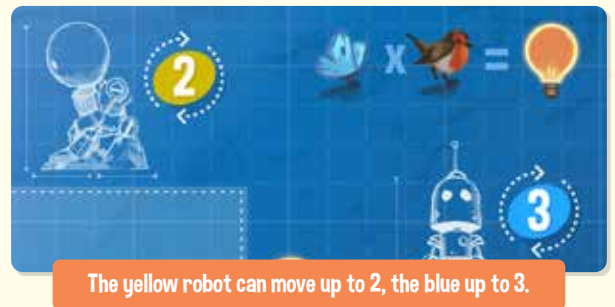
If the card shows locations, move a robot *from* one of the locations.



 You must follow the path clockwise around the board. Each location has 2 spaces and each space counts as 1 movement. A space may only have one robot.

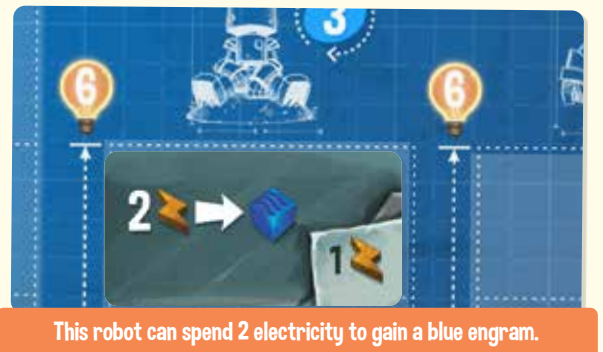
 Jump over robots in your way – *do not count spaces occupied by other robots!*

 You *must* move the robot at least 1 space. You can move up to the distance displayed on your player board.



Take the action on the location where you end the robot's movement. If you cannot take the action, you may ignore it. Then place your played card face down on the bottom of your draw pile and draw 1 card from the top of your draw pile. *Do not shuffle your cards!*

If the robot you are moving has ideas, you may use each idea on the robot *one time* in any order. Ideas 'break the rules' for the game and gain you additional benefits. See the Idea Glossary for how each idea works.



TAKING ACTIONS AT LOCATIONS

When a robot moves to the **LAKE** or the **MEADOW**, you may take engrams.

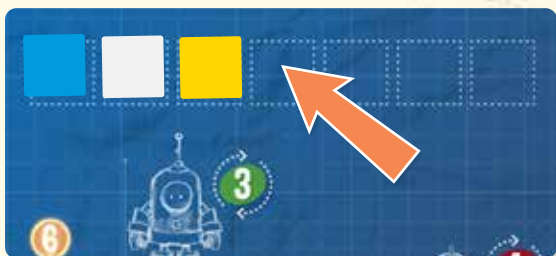
In the **LAKE**, take 1 blue engram
or 2 white engrams.



In the **MEADOW**, take 1 green engram
or 2 yellow engrams.



When you take an engram, place it at the top of your player board. **During the game, you can hold up to 7 engrams.** If you ever have more than 7 engrams, you must discard down to 7 at the end of your turn.



In the **POWER STATION**, take 4 electricity.



Place the electricity in front of you. You can hold any amount of electricity. The supply is intended to represent an endless amount. If you run out of components, use some other method to remember your total.

In the **FOREST**, you may draw 2 cards from the face up discard pile or the face down draw pile (2 from one or 1 from both).



Choose 1 of these cards to keep and return the other face up to the top of the discard pile. A forest card can be used once during the game and is kept face up in front of you until you use it.

You may play any number of forest cards on your turn - including the turn you take the card! After playing a forest card, turn it face down to indicate you have used it. Forest cards might earn you extra points at the end of the game. If the forest deck ever runs out, shuffle the discards and form a new face down draw pile.

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In the **TOWN**, you can buy an item to score at the end of the game.



To buy an item, discard the indicated 2 engrams on the item and the electricity cost on the board below the item. Then place the item on any robot – *it does not have to be the robot that just bought the item!* An item must properly ‘fit’ on the robot, taking up two ‘slots’ on your player board. Once placed, you cannot move it.

After buying an item, return the *idea* next to it back to the game box. Push the remaining ideas and items to the right to fill the gap. Then draw and place a new item and idea on the far left.



In the **SCRAP YARD**, you can buy an idea to improve one of your robots.



To buy an idea, discard the electricity cost on the idea. If you buy one of the two far left ideas, in addition to the electricity cost, you must also discard a yellow or white engram. Place the idea on any robot – *it does not have to be the robot that just bought the idea!* An idea must properly ‘fit’ on the robot, taking up one ‘slot’ on your player board. Once placed, you cannot move it.

After buying an idea, return the *item* next to it back to the game box. Push remaining ideas and items to the right to fill the gap. Then draw and place a new item and idea on the far left.



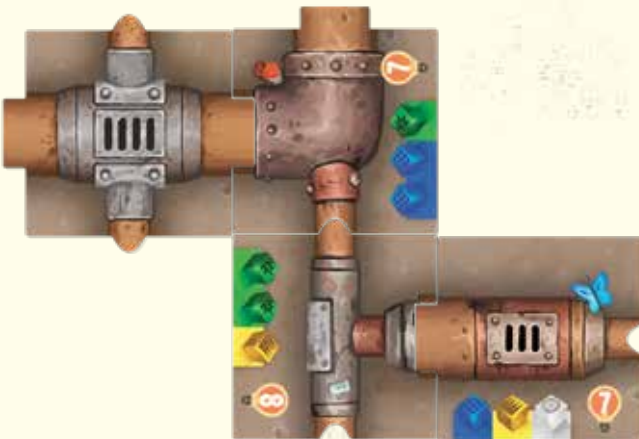


An idea takes up 1 slot and an item takes up 2 slots.

At the **PIPES**, buy a pipe off the top of any one stack.






To buy a pipe, discard the indicated 3 engrams and connect the pipe to one of your existing pipes. *Once you connect a pipe, you cannot move it later!* To score more points, try to make a long connection from your starting pipe!



If you cannot or do not want to connect the new pipe, flip it face down and set it off to the side. It will be worth 4 pts at the end of the game. *Once set aside, you cannot connect it later!*

END OF GAME

The game ends when any player...

-  Removes the last pipe tile in any one of the stacks **OR**
-  Cannot refill the display with 4 items and 4 ideas **OR**
-  Fills *all* robots on their player board with items and/or ideas.

That player does not get any more turns, but all *other* players get one final turn. Then all players calculate their final score.

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SCORING

A player's final score is a total of the following:

Birds and butterflies appear on ideas, items, and pipes.

Look closely and count all your butterflies and birds collected.

Multiply your birds times your butterflies.

For example, 3 birds and 4 butterflies would be $3 \times 4 = 12$ points. If you happen to have birds but no butterflies or butterflies but no birds, your score would be zero (e.g. $0 \times 4 = 0$).



Pipes score as indicated on each pipe.

Each flipped over unconnected pipe is worth **4 pts.**

Score your longest flow of pipes. Beginning with your starting pipe, count the number of pipes in your longest set of connected pipes and score as follows: **1 = 1, 2 = 3, 3 = 6, 4 = 10, 5 = 15 pts.** Each additional pipe beyond 5 score 5 points. *For example, 7 pipes would score 25 pts.*



Connecting 4 pipes to your starting pipe is worth 10 pts

Robots filled with ideas and/or items score as indicated at the top of each robot on your player board.



Score all items and ideas on your player board. Some items score based on **sets** collected. *For example, collecting 1 sock scores only 1 pt. Collecting two socks scores 5 pts each for a total of 10 pts. If you collect all 3, each scores 8 pts for a total of 24 pts.*



Score any points on saved forest cards.

Then total the number of acorns at the bottom of your forest cards. The player with the **fewest** acorns (but must be at least 1 acorn) scores 5 pts. If two or more players are tied, each gains the points.



The player with the highest score wins. If two or more players tie for the most points, the tied player with the fewest acorns wins.



IDEA GLOSSARY



Instead of moving the robot, discard 1 electricity to exchange places with another robot.



Instead of moving the robot, discard 1 electricity to jump to any empty space.



Move the robot in the opposite direction - i.e. counter-clockwise.



Discard 2 electricity to gain the indicated engram.



Discard 1 electricity to gain either a yellow or white engram.



Discard 2 electricity to gain a card from the top of the **FOREST** draw pile.



When the robot gains engrams in the **MEADOW** or **LAKE**, also gain the indicated engram.



Discard a white engram to gain a green engram.



Discard a yellow engram to gain a blue engram.



Discard a green engram to gain a blue engram. It does not cost electricity to buy this idea.



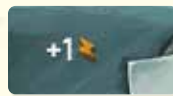
Discard a blue engram to gain a green engram. It does not cost electricity to buy this idea.



Move the robot up to 1 additional space. It does not cost electricity to buy this idea.



Move the robot up to 2 additional spaces.



Gain 1 electricity. It does not cost electricity to buy this idea.



Gain 2 electricity.



At the end of the game, gain 1 victory point and 1 bird.



At the end of the game, gain 2 victory points and 1 butterfly.



At the end of the game, gain 3 victory points.



At the end of the game, gain 4 victory points.

FOREST CARDS GLOSSARY



Gain 2 pts at the end of the game.



Gain 6 electricity.



Gain 1 engram of your choice.



After taking your action in the **POWER STATION**, gain 2 engrams of your choice.



After taking your action in the **LAKE**, gain 2 engrams of your choice.



After taking your action in the **MEADOW**, gain 2 engrams of your choice.



When in the **TOWN** or at the **PIPES**, you may pay with blue engrams as if they were green engrams and vice versa and yellow engrams as white engrams and vice versa.



Gain 1 green engram and 1 white engram.



Gain 1 blue engram and 1 yellow engram.



When you buy an item in **TOWN**, gain the idea next to the item at no cost instead of removing it from the game.



Immediately take another turn with a robot of your choice.

PLAYTESTERS

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