

# WRENCH IN THE WORKS



**ARE YOUR FRIENDS OUT TO  
GET YOU, OR JUST DUMB?!**

## RULEBOOK

PRESENTED BY:



# WRENCH IN THE WORKS

3-10 players

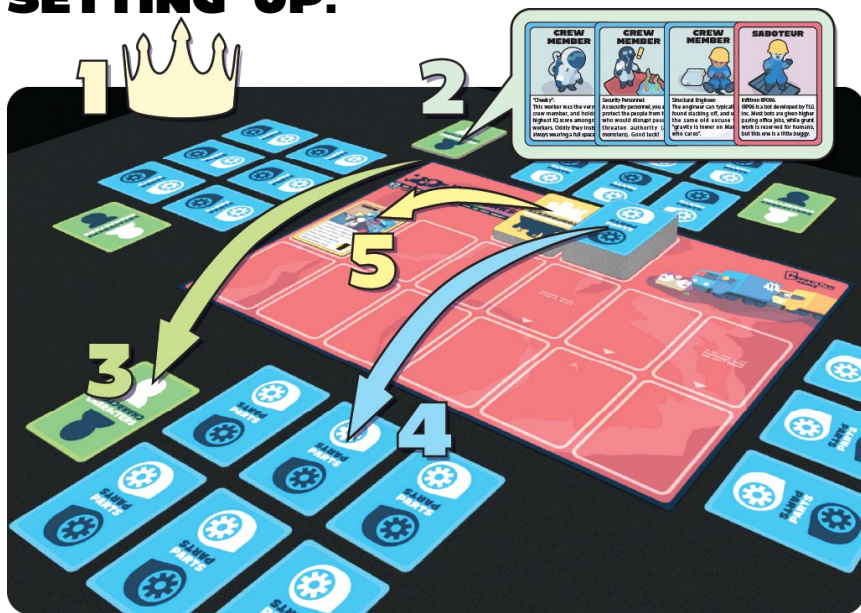
Players will either play as **Crew Members** trying to build their new base on Mars, or as **Saboteurs** trying to destroy it!



To reach this goal players will work together to build **Components** from their available **Parts** and, if they succeed, attempt to determine the saboteur(s).



# SETTING UP:



1. **The first step is to pick your Captain** (the person who is in control of the cards for the game. They could be the only player that wants to do it, the oldest player, the youngest player, the player with the best hair, the most hair, the shortest, the smelliest etc.)
2. Next, **the Captain** puts together the character deck using the character cards.

**For 3-5 players, count out 1 less Crew card than there are players, and add 1 Saboteur card.**

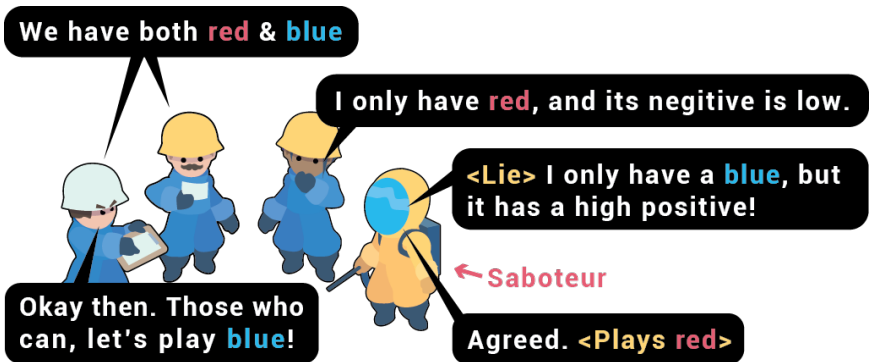
**For 6-10 players, count out 2 less Crew cards and add 2 Saboteurs.**



3. They will then **shuffle the Character deck** and deal one Character to each player **face down**.
4. After each player has a Character **shuffle the Parts deck** and deal **6 Parts cards face down** to each player.
5. Finally, **shuffle the Components deck** and place it in the middle of the table, before flipping over the first Component card.



# URNS:



## 1. Discussion:

After a new Component has been revealed players should debate what colour to use based on the colours on said Component **without** saying which parts they have.

If you **do not** have cards of **either colour**, you **must show your hand to the other players**, before **shuffling it back into the Parts deck** and redrawing 6 Parts cards.

What ever **colour of Parts** makes up the majority of the final Component decides which colours positive effect applies and visa versa.

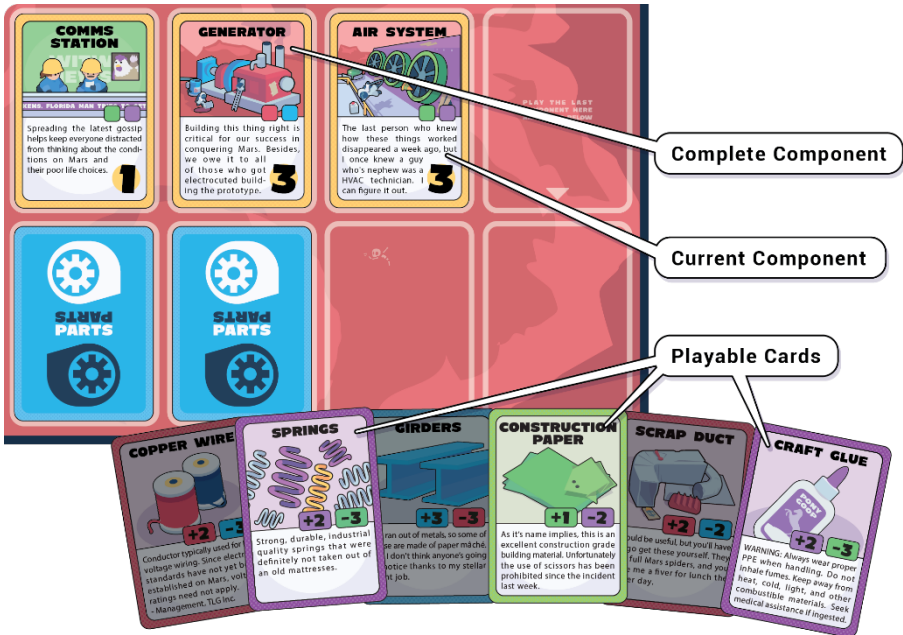
(i.e. 3 Red Parts and 1 Blue Means Red uses its Positive and Blue uses its Negative)

## You can discuss:

- Which colours you have, and how many of each
  - Whether your values are high (+3/-6) or low (+1/-1)
- i.e. "My Red has a High Negative"

## You cannot discuss:

- The names, descriptions, images or give hints about them
- The actual point values (i.e. "My Red has a -6")



## 2. Play:

Starting with the Captain and going **Clockwise** each player **must** play one Parts card **face down** in a stack below the Component. Keeping in mind it **must** be a colour shown on the current Component.

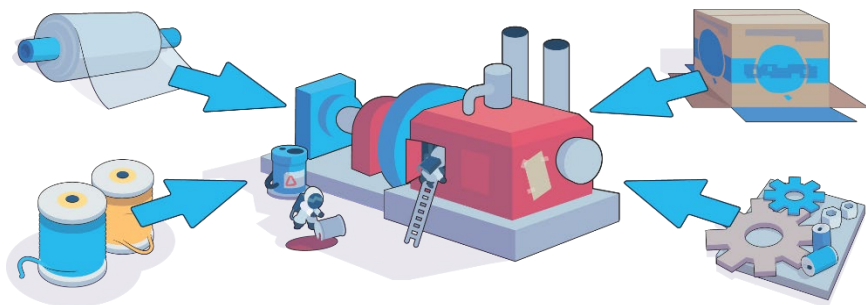
## 3. Draw:

After playing their Part each player must draw another to maintain a hand of 6 Parts cards.



#### 4. Repeat:

After each player has played their card and drawn another, **the Captain shuffles the stack for the current Component**, then draws the next Component **repeating Step 1 though 3 until you reach a build phase**. Build phases are after 3 Components for 3-5 players or every 2 Components for 6-10.



#### 5. Building the Base:

After having constructed a batch of Components with **stacks of shuffled Parts** a build phase begins, and players move on to seeing which Components succeeded or failed during construction.

#### Success Vs Failure to Build:

Once a batch of Components has parts (**and every Parts deck has been shuffled**), the Captain will pick up and deal out each Part in a column below the respective Component.

The colour that was **used the most** applies its **positive effect**, and **the lesser colour** applies its **negative effect**.

For each component, add up the positive, and negative effects. **If the total is positive, the component works! If not, the component is broken.**

### Dealing with ties

If the **COLOURS** tie, the points work in the Crew's favour (ex. 4 Parts, 2 Blue (max +4), and 2 Red (max +2), whatever colour has a higher positive total becomes the main colour i.e. Blue with +4 becomes the positive colour).

If the **PARTS POINTS** tie, the component is broken. (i.e. +6 Blue vs -6 Red)

## 6. Mid Game Discussions

If it is not the last build phase players may now discuss who they suspect and what they remember from the last rounds to build cases against other players for the rest of the game.

**Even if the Crew has succeeded to build 5 points worth of Components, do not vote for a Saboteur.** The final score must also be higher than the value of failed components, so the crew has not succeeded yet!

**Repeat Steps 1 through 5 until all 6 Components are Built.**  
Then Proceed to Step 6.

*A Mid Game Vote is allowed **ONLY** if a player has seemingly slipped up and revealed their role. The **majority must agree to vote**. You may then vote for a single saboteur.*

*If they are the last Saboteur, the game ends and you may proceed to Step 6. If it is not the last Saboteur, the game*





*continues without that player whether they were a Saboteur or not.*

## **7. Conclusion / How to Win:**

Add up the totals **based on each Component's point value of the working and broken Components.**

If the **broken components** are **worth more** than the working components, **the saboteur(s) win!**

If the **COMPONENT POINTS** are tied, **the saboteur(s) win!**

If the saboteur(s) win, the crew is selected as normal for the next round (i.e. no additional saboteur(s) are added).

If the **working components** are **worth at least 5 points and more than the broken**, the crew succeeds at building the base, **but must vote on who they think the saboteur(s) are.**

If they **guess correctly, the crew wins;** but if not, **the next game begins with one more saboteur for each not discovered.** (Within Group discretion as a 3-player game with 2 Saboteurs most likely wont play well but may be hilarious!)



# EXAMPLE RESULTS

**AIR SYSTEM**



The last guy who knew how these things worked disappeared a week ago. But I once knew a guy who's nephew was a HVAC technician. We'll be fine. **3**

**DUCT TAPE**



**+3 -3**  
One of the most remarkable technologies known to mankind

**CHEESE KR36+**



**+1 -6**  
The only thing as shocking as the smell, is the quantity of

**BOX OF NAILS**



**+3 -5**  
These nails were taken out of the highest quality scrap wood

**SILICON**



**+1 -5**  
We didn't get to bring a lot of material with us, but someone thought it was important to bring a substantial supply of

**WATER TREATMENT**



The best part of working in water treatment is discovering what impressive things people have managed to flush down the toilet. The worst part is removing them. **1**

**SCRAP METAL**



**+2 -1**

**OLD PALLET**



**+1 -3**

**SLIME**



**+1 -6**

**METEORUBY**



**+2 -5**

**MED BAY**



Despite the great efforts of the TLG Inc. Safety Board, due to regular structural and containment failures, the Med Bay has become the backbone of our base. **2**

**PARTS**



If either total was larger than zero, the crew would have gained 1pt.

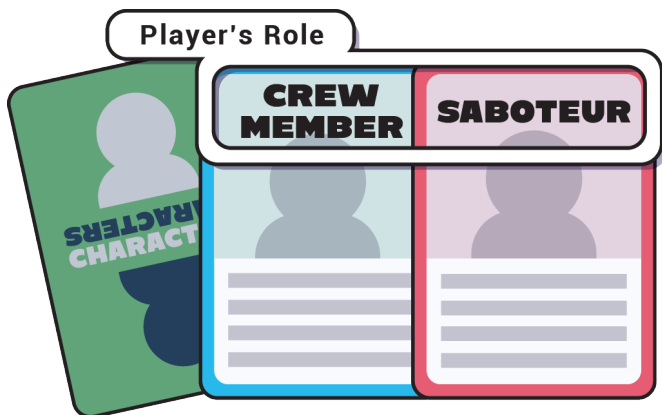
**+2 +1 -6 -5 = -8**  
**-1 -3 +1 +2 = -1**  
**CREW GETS SQUAT**

**+3 +1 +3 -5 = +2**  
**CREW WIN 3PTS.**

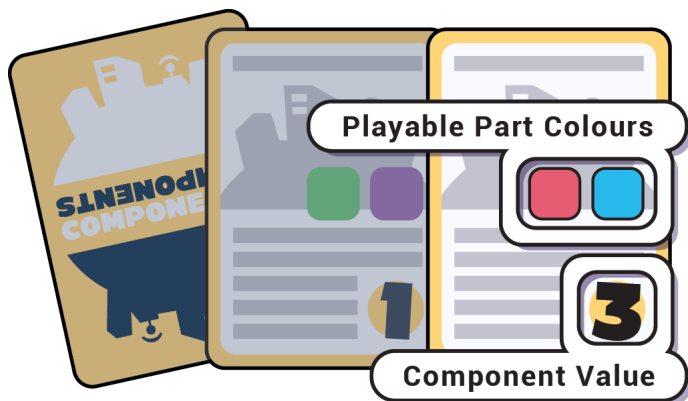
## CARD TYPES:

There are three different types of cards:

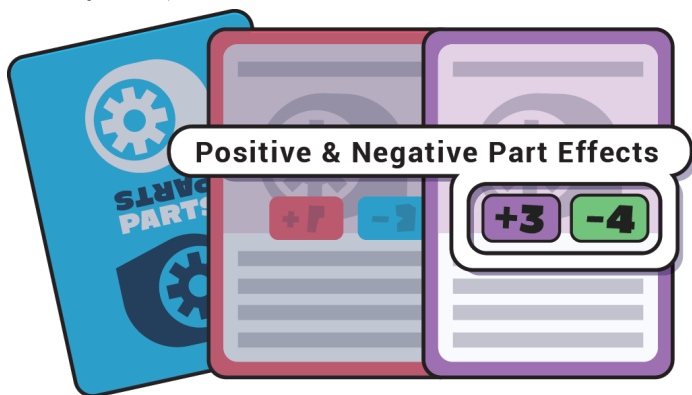
**Character cards:** have a fun description, and a title telling each player what role they will be playing for the duration of the game.



**Component cards:** (in addition to the name and fun description), have a point value and a pair of colours listed on the card. **The point value is how much it is worth when it works.** The colours represent which colour parts can be used to construct it!



**Parts cards:** have a **single colour background** (red, blue, green, and purple), a **positive effect matching the background**, and a **negative effect in the opposite color**, both listed as a numeric value (as well as a clever name and witty description.)





<https://trustlikegames.edublogs.org/>

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