

Sillycon Valet

In this game the player steps into the role of a computer controlled robot valet of an exclusive and luxurious hotel. Their task is to deliver the cars of the guests safely from the parking space to their owner and earn credit cubes. Unfortunately their programming was done lazy and reckless.

A boardgame for 2 to 4 Player for age 6 and above.

Contents: 24 Road Tiles
1 Exit Tiles
8 Parking Spot Tiles
33 Car Cards
34 Action Cards
48 Credit Cube markers
8 Player Boards of 4 colors
1 Starting Player Marker
4 Sets Movement cards, consisting of:
2 Forward
1 Forward - Left
1 Forward - Right
1 Backwards
1 Backwards - Left
1 Backwards - Right

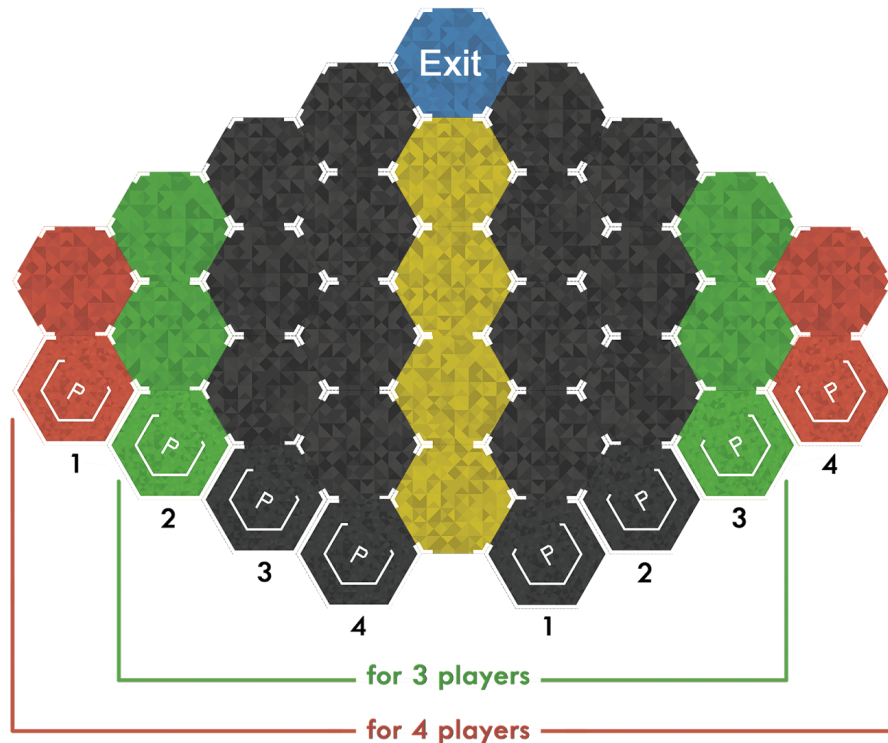
The Job

Goal of the game is to collect 12 credits cubes (victory points) by driving cars from their parking space onto the exit tile.

Setting up the Playing Field

Before starting the game the playing field has to be set up. This is done by doing the following:

1. Place four road tiles vertically above one another and place the exit tile as fifth tile on top.
2. Depending on the number of players place the corresponding number of parking spot tiles left and right of the very first tile.
3. Now fill the rest of the playing field with road tiles as shown in this picture according to the number of players:



Putting in the first gear

Each player chooses a color and takes the corresponding two car tokens, player boards and set of movement cards in their color.

Beginning with the youngest player, every player places their car tokens counterclockwise on the leftmost parking spot on the two sides of the playing field in any orientation of their choosing. Next each player draws 4 car cards, chooses two to keep, places them on the player boards and discards the other two. The discarded cards are shuffled back into the deck of car cards. Now according to the numbers indicated on the car cards every player draws action cards and places credit cubes on the cars. Ready, let's go.

Driving away

Each player now selects the programming for the two phases of their cars. In order to do this they place one of their movement or action cards face down in the appropriate slots on their player board. Every slot has to be filled with exactly one card.

Once all players have programmed their cards the first phase of the first round begins and they flip their cards for this phase to reveal them.

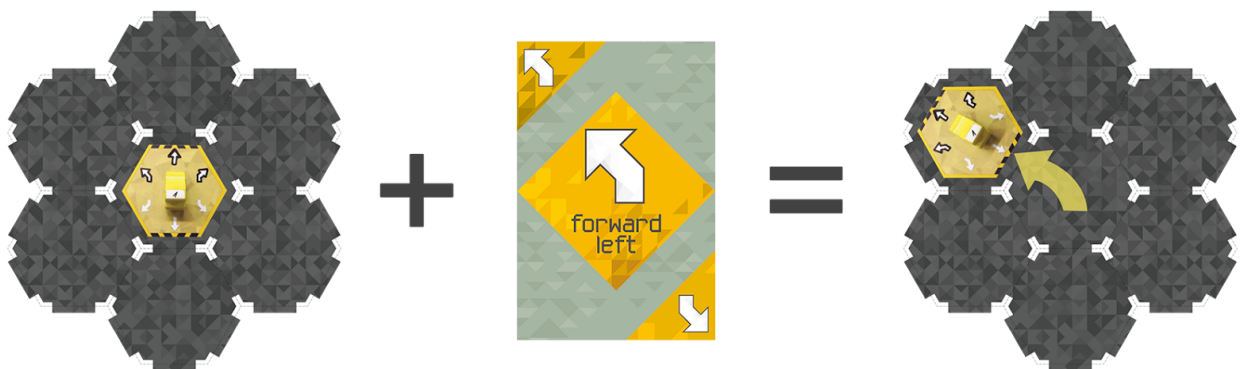
Counterclockwise (from left to right on the player board) beginning with the starting player the cards and moves are executed.

Each turn consists of two phases. After completing the first phase, phase two is played which follows the same rules.

After completing both phases the players recollect their movement cards and discard the used action cards. The turn ends with the starting marker being given to the player to the right of the starting player.

Steering

Depending on the movement card that was played, the car (#1 or #2) moves and turns from the perspective of the car.



(An example for playing a movement card to front left. A car can only enter the next field with it's front or backside.)

Crashing into other cars

A car can ram another car by moving onto a tile on which there is already another car. The car of the active player will be rotated in the played direction but it will not move to the new tile but instead stay on the current one.

If the rammed car is hit on either of its' sides (front and back are protected by bumpers) it receives one damage marker.

Credits and delivering cars

As soon as a car reaches the exit tile, the car is removed from the game and the player earns the amount of credit cubes placed on the car card on their player board. For each delivered car the player earns at least one credit cube. Next the player draws two more car cards and chooses one of the two to replace the card of the car just delivered. The player may then place the corresponding car marker on a parking spot of their choosing.

The Cars

In total there are 5 types of car cards. Each of them has a different combination of two values:

- number of credit cubes awarded for delivering it
- number of action cards given with the car to the player

Action Cards

Action cards are drawn after picking up a new car. They can be played in the same way as movement cards, face down, programmed into the slots for one of the two phases. They become active when it is the player's turn in the corresponding phase. At the end of the round, after both phases, when the card leaves the player board it's effect is no longer active. Used action cards are placed on a discard pile. Once the action card pile is depleted the action card discard pile is reshuffled and used again.