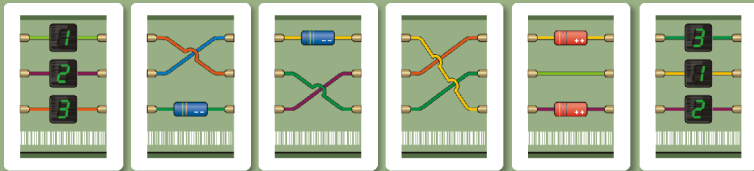


# Hard Wired

*A card game for 2 to 6 players  
by Ariel Seoane (seo on BGDF.com)*



*Rules v 0.3b - May 2010*



**It's 1957** and you're hanging out in your garage, but you are not working on your car or playing guitar with your friends. No, that's not you. You're connecting wires, soldering inductors and resistors, building a collection of circuits to make a machine...

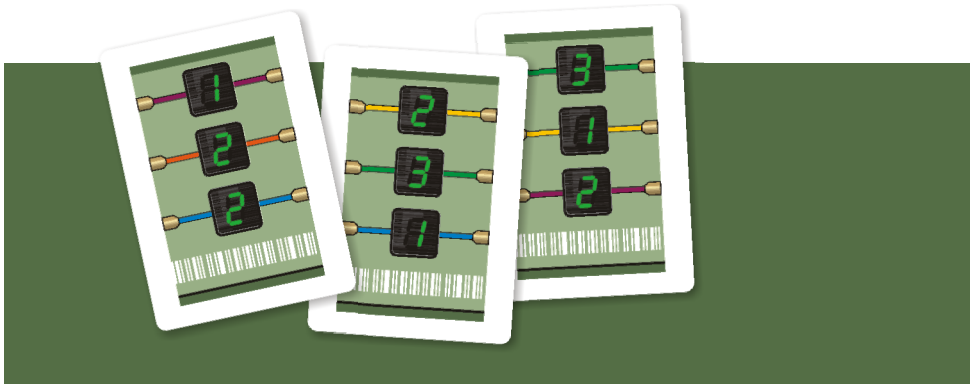
*The solid state electronics revolution has begun, and you know that you have what it takes to succeed in the field. Before anyone had heard of a personal computer, you already have a vision. You know the first to master that tangle of wires and resistors will go down in history as the Herald of the Electronic Age!*



# The cards

## Display cards

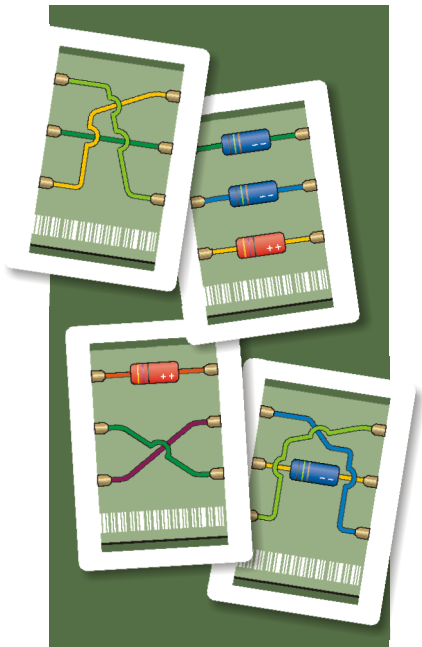
A deck of 54 cards with two copies of each of the possible combinations of three values in the range 1 to 3. The values on the CRT displays represent the input or desirable output values for each contact in a circuit.



## Circuit cards

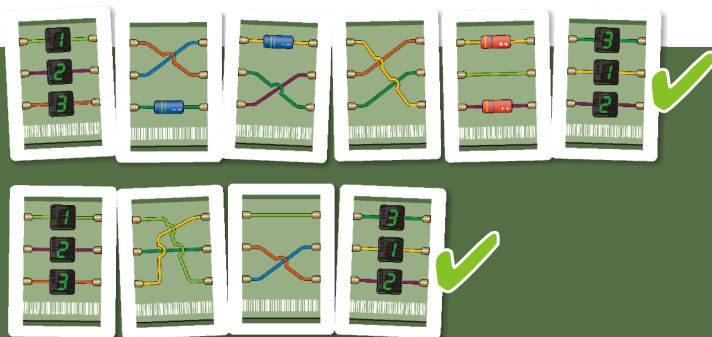
A deck of 44 cards with wires, inductors and resistors connecting the three input contacts on the left with the three output contacts on the right. Wires translate the input unchanged, inductors (red) increase the value by one, and resistors (blue) decrease the value by one. Values wrap around, thus an inductor will turn an input of 3 into an output of 1 and a resistor will turn a 1 into a 3.

Wire colors have no special meaning.



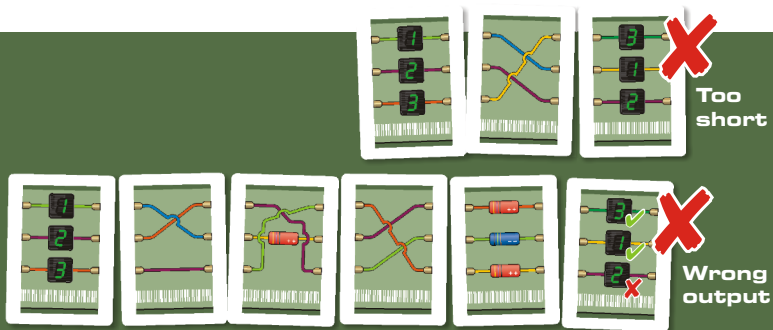
# Game goal

The goal for each player is to be the first to build a functional number-crunching machine. The machine must consist of nine Display cards connected by eight valid sets of Circuit cards.



For a set of Circuit cards to be valid it must comply with two rules:

- 1) The set must comprise at least two Circuit cards, and no more than five.
- 2) All three values on the input (left) Display card must result in the corresponding values on the output (right) Display card for the segment. Follow the wire connections and apply the shifts in value performed by the inductors and resistors to determine whether the output is accurate.

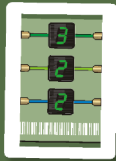


# Set-up

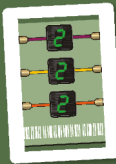
- 1) **Initial input:** Place 1 Display card, face up, in front of each player. This card shows the initial set of input values for each player.
- 2) **Public domain:** Place 3 Display cards and 3 Circuit cards, face up, at the centre of the table. These are available to all players.
- 3) **Personal stuff:** Deal 3 Circuit cards, face down, to each player. Cards in the players' hands represent circuits developed by each player that can be used, along with the public domain cards from the table, to build sections of their machines.
- 4) **Reserve piles:** Place the remainder of each deck face down on the table, next to the public domain cards. Whenever a Display card in the public domain is used, it is replaced with the topmost one from the Display cards reserve, so that there's always 3 face up Display cards on the table. On their turn, players will be allowed to draw cards from the Circuits reserve.



# Player A



↑  
1 Initial  
input  
↓



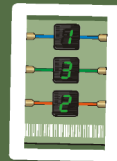
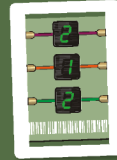
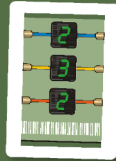
↑  
3 Personal  
stuff  
↓



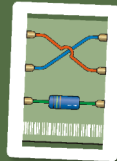
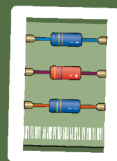
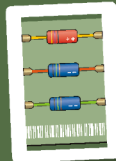
# Player B



4  
Reserve piles



Public domain



2

## Game play

On their turn, players can perform either one of these actions:

### **Build new circuits**

Play a card from the personal stuff (hand) into the public domain (face up on the table), then draw two Circuit cards from the face-down reserve pile into their hand. When a player has no cards in-hand he can draw two from the reserve without playing a card into the public domain; this still counts as his action for that turn.

### **Build a machine segment**

Connect their current Display card to one of the display cards on the public domain area with a valid set of 2 to 5 Circuit cards. Circuit cards can come from the player's personal stuff (hand), the public domain area, or any combination of both. Once the segment is checked, place the Circuit cards at the bottom of the reserve pile. The output card becomes the input for the next segment. Slide it next to the previous input card, forming a row.

## Game winner

The first player to line up 9 Display cards wins the game, which ends immediately.