COGS & SPROCKETS Rules Outline — Version 0.7 Keeping the Galaxy Turning!

Game Type: Competitive factory-management strategy game Theme: Retro-futuristic galactic manufacturing Players: 2–5 (working target) Game Length: Eight rounds representing one workday, 9 AM–5 PM

1. Game Overview

Even the most advanced machines still need parts to keep running! Two longtime rival galactic manufacturing companies have merged to form Cogs & Sprockets, but division managers continue to compete for recognition, profits, and productivity. Players manage divisions of a shared factory, hiring workers, stocking machinery, manufacturing components, completing Galactic Contracts, and shipping products across the galaxy. The division with the most Victory Points becomes Galactic Division Manager of the Year!

- Complete Galactic Contracts and earn Credits.
- Manage workers, gears, crates, and factory upgrades.
- Ship finished products for Victory Points.
- Invest in efficiency and qualifying endgame-scoring upgrades.

2. Game Structure — The Workday

The game lasts eight rounds, representing a shift from 9 AM to 5 PM. In each round, players take turns selecting one different available Management Role. All players may perform that role's action; the selector receives its privilege. After each role selection, the shared conveyor advances according to the Shift Clock. Continue until each player has selected a role.

At round end, place 1 Credit on each unselected role; Credits accumulate until that role is selected, when the selecting player immediately collects them. Advance the Shift Clock and rotate the first player.

Conveyor Speed

At 9 AM, crates advance 1 space after each role selection. Movement accelerates over the day, reaching 4 spaces per role selection in the final round. To finalize: Exact eight-round movement schedule.

3. Division Boards and Workstations

Each player controls a division board with 10 conveyor spaces. Each workstation has one worker position, one gear position, and one upgrade position. All boards connect into one continuous assembly line; crates travel between divisions and retain collected components.

When a crate stops at a staffed workstation with an available gear, the gear may be loaded into the crate. The gear is consumed; the worker remains. To finalize: Loading when movement skips spaces and effects of specialized loaders.

4. Crate Management

The factory starts with one circulating empty crate per player and maintains that minimum. If a completed contract removes a crate and circulation drops below the minimum, introduce a replacement. Crates in personal Spaceports do not count toward the circulating maximum.

Players Provisional maximum circulating crates

Players	Provisional maximum circulating crates
2	4
3	6
4	8
5	10

The Production Manager can introduce additional crates, subject to this shared limit. To finalize: Entry points, placement priority, and interactions between multiple crates.

5. Galactic Contracts

The face-up contract market contains a number of Galactic Contracts equal to player count. Each contract lists required gear colors/quantities, a shipping destination, a Credit completion reward, and a Victory Point shipping reward.

When a crate meets an available contract's requirements, the player whose division completes it claims the card, immediately collects the printed Credits, and moves the completed crate and contract to their personal Spaceport. Reveal a replacement contract immediately. Each crate completes only one contract; only the completing division may later ship it and earn its VP, even if other divisions contributed components.

Reward timing: Credits on completion; Victory Points on shipment.

6. The Galactic Spaceport

The shared Spaceport board displays four futuristic cargo ships parked side by side, serving North, South, East, and West. Each ship has marked loading spaces and is double-sided for different player counts.

Players	Proposed spaces per ship	Total spaces
2–3	2	8
4–5	4	16

Each player also has a personal Spaceport holding area for completed contracts. Proposed starting capacity: three completed crates; an Expanded Spaceport upgrade increases capacity. Unshipped crates continue occupying their owner's holding spaces. Ship capacities are provisional.

7. Management Roles

There are seven roles; each player selects one per round. All players perform the selected action, while the selector gains its privilege.

7.1 Foreman

Action: Hire and place workers in open workstation positions, without paying Credits. Privilege: Hire one additional worker (provisional). Workers remain stationed unless an effect moves them.

7.2 Inventory Manager

Action: Count staffed but gearless workstations across all divisions. The base number of random gears to distribute equals the greater of this count and the player count. Starting with the selector, distribute one gear per player clockwise until the base delivery is exhausted. Privilege: Selector draws one additional gear immediately after their first.

Every drawn gear must be placed in an eligible workstation or personal Warehouse. If it cannot be placed, return it to the bag and pay 1 Credit. Previously stored gears cannot be voluntarily discarded merely to make room.

7.3 Production Manager

Action: Each player may introduce one new empty crate to the conveyor, subject to the company-wide maximum. Privilege: Selector may introduce one additional crate, subject to the same limit.

7.4 Engineer

Action: Purchase and install a factory upgrade. Privilege: Selector receives a 1-Credit discount. Machine Shop discounts may stack.

7.5 Shipping Manager — Updated

Action: Begin a Shipping Phase. Starting with the selecting player and continuing clockwise, each player may load one completed crate per turn from their personal Spaceport onto a ship matching that contract's destination, provided space is available. The player immediately earns the contract's printed Victory Points. Continue around the table repeatedly; a player may ship multiple contracts during the phase, but only one on each turn. Skip players unable to load. End when no player has a completed crate that fits on a matching ship.

Privilege: The player who selected Shipping Manager earns +1 bonus VP for every one of their own contracts shipped during that phase. This replaces the earlier proposal of loading an additional crate.

Departure: After loading ends, every ship carrying crates departs. Clear its cargo spaces and return it empty to its displayed docking bay. Unshipped contracts remain in their owners' Spaceports. Shipping opportunities missed during play do not automatically create an endgame penalty; any separate in-game financial penalty remains under consideration.

7.6 Quality Control Manager

Action: Each player may scrap one eligible gear into an available matching Scrap Yard slot for its Credit value. Privilege: Selector gains one additional Credit when successfully scrapping (provisional).

7.7 Salesman

Action: Selector gains 2 Credits from supply; every other player gains 1 Credit. This is independent of accumulated role-card Credits.

8. Galactic Credits

Galactic Credits are the game currency, potentially represented by metallic tokens with a proprietary Cogs & Sprockets symbol. Earn Credits through completed contracts, Salesman, Scrap Yard, and unselected-role accumulation. Spend Credits on upgrades, penalties for unplaceable gears, and any future in-game shipping penalties (if adopted). Workers and gears are not directly purchased.

9. The Warehouse

Each division has a personal Warehouse. Proposed standard capacity: three gears, all of one color. An Expanded Warehouse allows storage of a second color. To finalize: Expanded capacity and transfer rules from Warehouse to workstations.

10. Quality Control and Scrap Yard

The shared Scrap Yard has five color-specific slots, each holding one matching gear. Proposed values:

Color	Credits
Red	1
Blue	2
Yellow	3
Green	4
Purple (rare)	5

When any four of five slots are filled, immediately reset the entire Scrap Yard: return all its gears to the bag and reopen all five slots. Purple counts toward the four. To finalize: Which gear locations are eligible for scrapping.

11. Factory Upgrades

- Machine Shop: Reduce future upgrade costs by 1 Credit each; stack with other Machine Shops and Engineer privilege.

Maximum three per player; limited shared supply.

- Expanded Warehouse: Permit a second gear color in storage.
- Expanded Spaceport: Proposed +2 completed-crate storage spaces.
- Robotic Arm: Proposed automatic loading without a worker.
- Dual Gear Station: Proposed additional loading capacity.
- Advanced Loader: Proposed production efficiency improvement.

Some premium upgrades may grant endgame VP. Exact prices, quantities, and effects are not finalized.

12. End of the Workday and Final Scoring

The game ends immediately after the eighth round, when the Shift Clock reaches 5 PM. There is no automatic final Shipping Phase: players must select Shipping Manager during the workday to ship contracts.

Final Victory Points are calculated as follows:

- Victory Points printed on all successfully shipped Galactic Contracts.
- +1 bonus VP per contract shipped by a player when that player selected Shipping Manager.
- Endgame Victory Points printed on qualifying Factory Upgrades (where applicable).
- +1 VP for every full 5 Galactic Credits remaining at game end (round down; leftover Credits below 5 score nothing).

Unshipped completed contracts earn no printed shipping VP and incur no additional endgame VP penalty. Players retain the Credits already earned when those contracts were completed. Any separate in-game shipping penalties, if later adopted, would be resolved when triggered rather than as an endgame penalty.

The player with the most total Victory Points wins Galactic Division Manager of the Year! If tied, the tied player who shipped the most contracts wins. If still tied, the tied player with the most remaining Credits wins. If still tied, the players share the victory.

13. Outstanding Design Decisions

- Exact conveyor speed progression for eight rounds.
- Crate entry points, placement priority, and skipped workstation loading.
- Final cargo ship capacities and any separate in-game shipping penalties.
- Warehouse transfer and expanded storage rules.
- Final Foreman and Quality Control privileges.
- Upgrade costs, abilities, and endgame scoring.
- Contract recipes, Credit rewards, VP values, and deck distribution.
- Whether to adopt any separate in-game financial penalty for missed shipping opportunities.

14. Design Vision

Cogs & Sprockets combines meaningful role selection with the visual excitement of a continuously moving shared production line. Players should feel the tension of competing within one company, the satisfaction of tangible gears and crates, the increasing urgency of an accelerating conveyor, and the competition for limited cargo space. The goal is a game that is satisfying to operate, exciting to watch, and strategically rewarding to master.