

BRICOLAGE HEADS

7117-1117

RULEBOOK



The 'bricoleur' is adept at performing a large number of diverse tasks; but, unlike the engineer, he does not subordinate each of them to the availability of raw materials and tools conceived and procured for the purpose of the project. His universe of instruments is closed and the rules of his game are always to make do with 'whatever is at hand', [...].

Claude Levi-Strauss, "THE SAVAGE MIND", edited by JULIAN PITT-RIVERS and ERNEST GELLNER, University of Chicago Press, 1966

Is it art that two brothers are trying to create? Is it just junk? It looks like just trash in the street that has finished its role.

The two brothers find completely different meanings in it and combine them to create something new. It is the way of the two brothers.

The things made in this way are called "KIKAI" in this street. What is the purpose of their work? Nobody knows it.

However, there are some fans of such "KIKAI" in this street. The fans will judge "KIKAI" good or bad according to their own criteria: How many original meanings have the two brothers deconstructed? How much range of the meaning has expanded from the original meaning? This culture, which will never become the mainstream of beauty, is rooted in YUKON STREET as a street culture.

Gain a good reputation from your fans. It is also your goal as a player.

GAME MATERIALS



36 KIKAI tokens
(12 pieces of each type
[Legs. Body. Head])



30 Area cards
(5 cards for each of 6 types)



2 Summary cards



12 Sign markers
(6 markers for each of 2 colors)



2 Personal boards



1 Master board



1 Bag



1 Round marker



46 Influence markers
(23 markers for each of 2 colors)



15 Ladders



15 Megaphones



20 x 1 Energy

15 x 5 Energy



Victory point tokens

20 x 1 point

15 x 5 points

8 x 10 points

6 x 30 points



2 Player markers
(1 marker for each of 2 colors)



45 Fan markers
(15 markers for each of 3 colors)



6 Construction bonus tokens



12 Foundation tokens



1 Map

HOW TO MAKE "KIKAI"



Fold along the crease.



Then fold over the side and press into notches as illustrated.



Insert the top of the protrusion(①) and then the bottom part(②). At this point, it is easier to push the both protrusions in while holding them together, rather than forcing them in.

Be careful not to tear the fold by applying too much force!



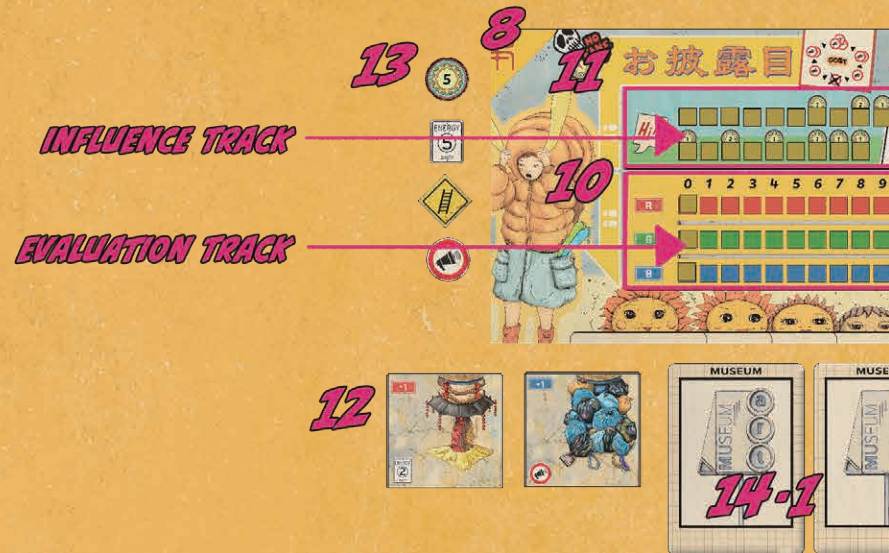
GENERAL SETUP

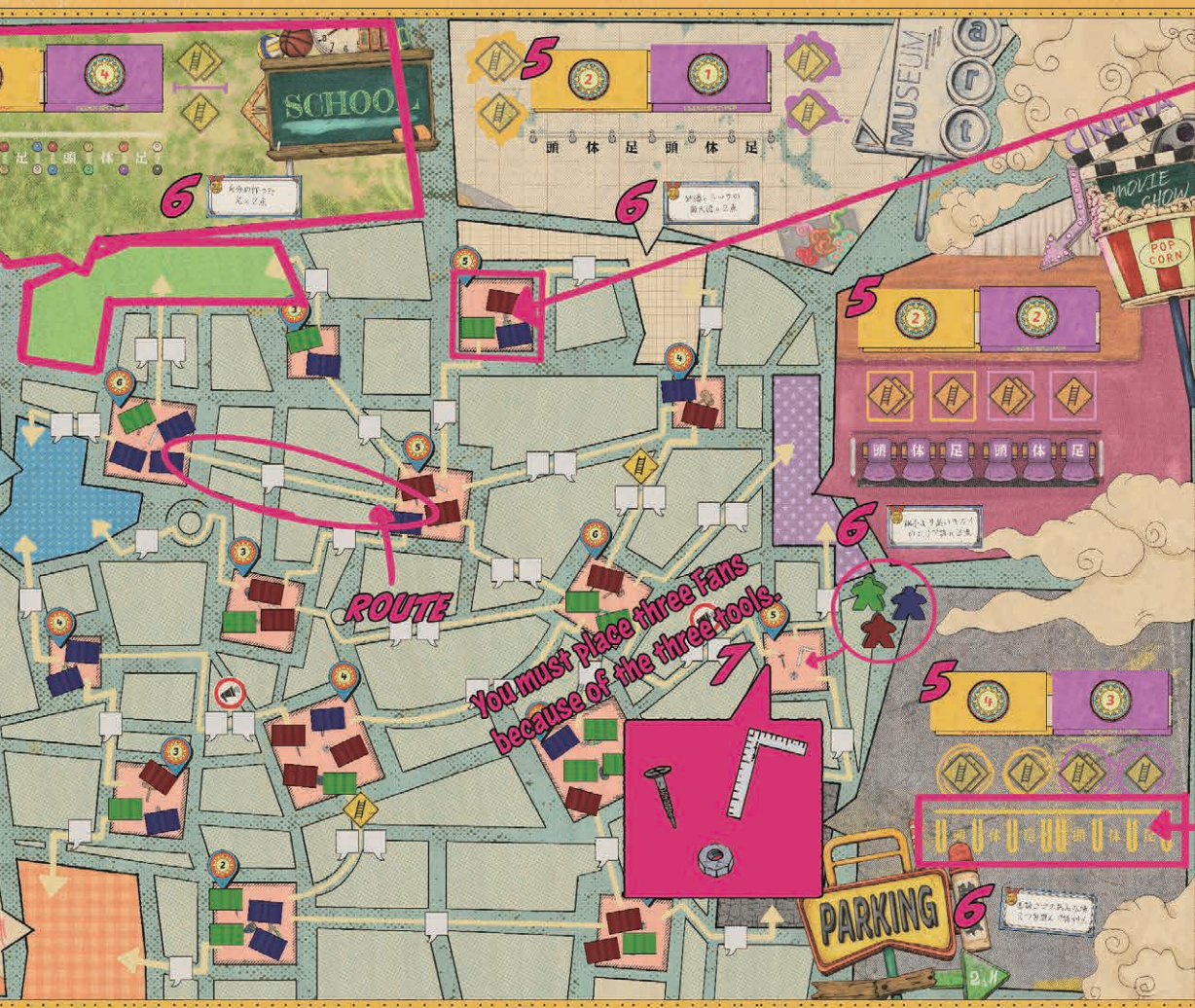
1. Place the Map in the center of the table. The map represents 6 Action areas with each signboard, which is the center of the game. The Action areas are depicted on the map as a special colored area with an enlarged view from it.
2. Place Megaphones, Ladders, Energy and Victory point tokens near the map.
3. Place the Master board next to the map and place each Player marker in the space number "0" on the Master Track. Place the Round marker next to "ROUND 1".
4. Place the KIKAI tokens face-down and make the three piles by each part (Legs, Body and Head). Randomly pick the 3 each part of KIKAI tokens and place them face-up.
5. Shuffle the Foundation tokens and randomly place them on the KIKAI Field in each Action Area.
6. Shuffle the Construction bonus tokens and randomly place them in each Action Area.
7. Put the Fan tokens in the bag and shuffle them. Randomly place them in each Square on the map.

Note: The number of Fan tokens to be placed is as many as the number of tools marked on each Square as illustrated on page 3.

8. Each player receives the Personal board (Yellow or Purple) and the tokens as the same color of the Personal board. (Yellow is the younger brother and Purple is the older brother.)
9. Place the Sign markers on the Sign field.
10. Place the 3 Influence markers in space number "0" on the Evaluation track by three colors each (Red, Green, and Blue).
11. Place the 20 Influence markers on the Influence track one by one.
12. Yellow (younger brother) receives the starting Legs of KIKAI tokens BLUE and RED, and Purple (older brother) receives the starting Legs of KIKAI tokens GREEN and RED as illustrated. (detail later **STARTING SETUP** on page 4).
13. Each player receives the Summary card, 5 Energy, 1 Megaphone, 1 Ladder, and 5 Victory point tokens.
14. Shuffle the Area cards to make a deck and randomly draw 4 cards. Place them face-up in front of each player so that both players can see the cards. (14-1) Draw 2 cards from the deck and place them next to the deck. (14-2)

Yellow (younger brother) takes the first turn and the game begins.

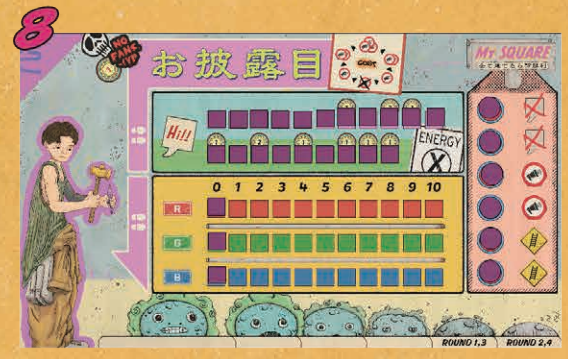




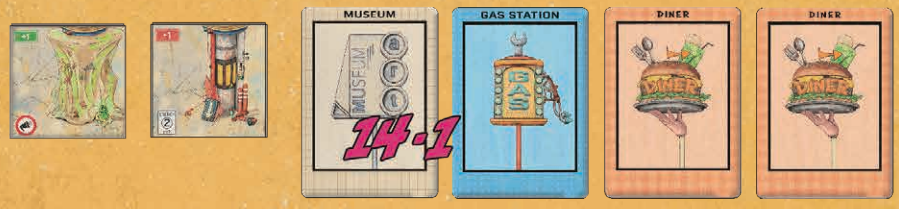
SQUARE 



FAN FIELD 



13



STARTING SETUP

Place the Legs of KIKAI and the Influence markers in the following order:

1. Yellow (younger brother)
2. Purple (older brother)
3. Purple (older brother)
4. Yellow (younger brother)

Select one of the Action Areas and place the Legs of KIKAI in its KIKAI Field.

Place an Influence marker on . If there are some Routes with , you can choose one of them.

NOTICE:

- You cannot place the KIKAI tokens and the Influence markers in different Action areas.
- If the Route is not connected with the area you selected, you cannot place an Influence marker on it.
- You cannot select (double) from the beginning.
- If the Action Area is already selected by the other player, you can select the same one. However, if the Route, which is connected with the Action area you selected directly, is already occupied by the other players' Influence marker, you cannot select the Action Area.

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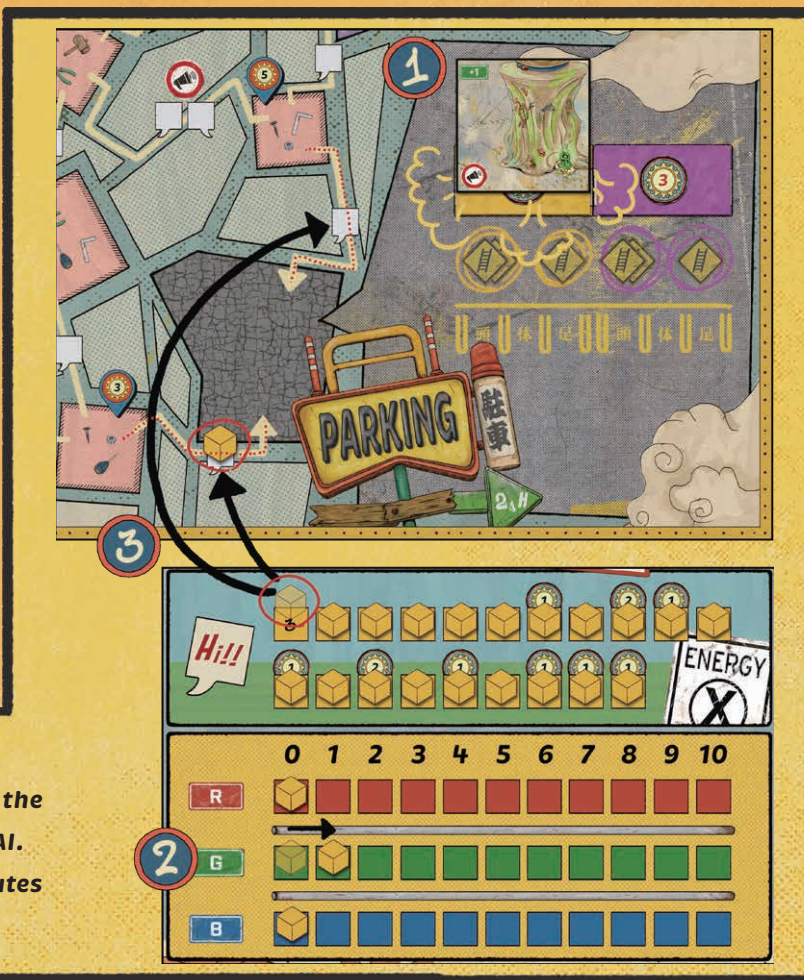
1. Place the Green Legs of KIKAI in the PARKING.
2. Move the Influence marker forward to the space number "1" on the Evaluation track (Green) because of creating the Green Legs of KIKAI.
3. Place an Influence marker on . In this case, there are some Routes with , you can choose one of them.

FOUNDATION TOKEN

The number written on the Foundation tokens is the VP reduction.

When you create the Legs of KIKAI, the VP reduction of the Foundation tokens is covered and gone. (When you create the KIKAI Legs during the starting set up, the VP reduction of the Foundation tokens is also covered and gone).

At the end of the game, uncovered foundation tokens make you lose the Victory Points(VP).



AIM OF THE GAME

In BRICOLAGE HEADS, each player is one of the brothers creating KIKAI living in YUKON STREET to win popularity from their fans. The brothers compete with each other: Which brought the last fan from the Square? Which made the Head of KIKAI first? Which got more number of fans at the end? Each player receives the Victory points by these results.

There are two ways to be a winner: One is the player with the most Victory Points(VP) at the end of the game, and the other is the player who places all his colored Sign markers on the Squares.

OVERVIEW

There are two ways to end the game: One is to end the round 4, and the other is to place all Sign markers on the Squares by one of the players.

Yellow (younger brother) takes the first turn, and then the players take turns playing the game. In each round, each player performs actions by placing area cards. After a set number of turns per round, the round ends (see page 5). Get the Victory points and resources according to how many squares you have moved the Player marker forward on the Master track by the end of the round.

Players can also get the Victory points mainly from the following ways.

- Bringing the LAST fan from each Square
- Creating the Head of KIKAI first before the other player in each Action area
- Effects of KIKAI

GAME FLOW

The Flow of 1 turn

1. Place Area cards and perform actions

Each Area card represents six Action areas on the map.

Select 1 Area card from his hand and choose one of the following four actions to take in that Action area.

- Creation of KIKAI
- Advertisement
- Gathering Fans
- Exhibition

Place the Area cards on the bottom of the Personal board, lined up from left to right, recording the number of turns executed.

If you place **two Area cards of the same type**, you can perform in any Action areas.

(The number of cards used in 1 turn is not necessarily one card, so if you use two or more cards, place them vertically stacked in the same square of the card field on the Personal board as illustrated to the right).



Special Action: Perform an additional action



After the action is over, you can perform an additional action by paying 1 Megaphone.

NOTE: You can perform an additional action only once per turn!

To perform an additional action, you must also place an Area card and choose one of the four actions. When you perform an additional action, place the cards on the card field, stacked vertically, not horizontally.

TIP: If you perform too many additional actions, you may lose a chance of the Exhibition because it might not be have enough Megaphone to pay.



As the turn progresses, the cards will be lined up on the personal board as illustrated.

2. Add an Area card.

Even if you use some Area cards in the round, you can add only 1 card. You can choose a card from the two face-up cards next to the deck, or randomly draw one card from the deck.

NOTE: After adding an Area card, you must make the field with the deck and two Area cards face-up as before.

Special Action: Draw cards additionally



At this time, you can pay 1 Ladder and randomly draw 1 Area card additionally.

NOTE: If you want to draw more cards, you can draw the cards as many as Ladders you have. In this case, **you must draw the card from the deck randomly.**

You can do this action (paying a Ladder and drawing an Area card) only this time. (You cannot do it at the beginning of a turn or when performing an additional action).

Both players have executed the specified number of turns per round, the round ends and the game moves on to the end-of-round process (see page 6).

Number of turns per round for each player

The number of turns per round for each player is the number of rounds until the player has placed his card on the card field of his Personal board as illustrated above.

Yellow (younger brother)

6 turns in round 1 and 3

5 turns in round 2 and 4

Purple (older brother)

5 turns in round 1 and 3

6 turns in round 2 and 4

END OF ROUND

1. Scoring Victory points

Look at the row you reached and check the score of the left end on the Master track. Multiply it by the point of each round.

- Round 1: 4 points
- Round 2: 3 points
- Round 3: 2 points
- Round 4: 2 points

You must hide the Victory point tokens during the game so that the other player cannot see.

2. Gain the Resources

Get all resources written from the space number "1" to the space that you have reached on the Master track.

Move the Player marker back to the space number "0" on the Master track. Move the round marker to the next round.

3. Organize the Area cards

Collect and shuffle all of the Area cards used in this round and add them to the bottom of the deck.

Start the next round.

NOTE: Both players get 1 Ladder at the Round 2 only.

Round 1 and 3 : the first player is Yellow (younger brother)

Round 2 and 4 : the first player is Purple (older brother)

ACTION DETAILS

There are four types of actions that players can do. Do each action in an Action area selected by an Area card.

- Creation of "KIKAI"
- Advertisement
- Gathering Fans
- Exhibition

NOTE: There are three parts of KIKAI: Legs, Body, and Head.

The Legs, the Body and the Head represent the Legs of KIKAI, the Body of KIKAI and the Head of KIKAI respectively.

CREATION OF "KIKAI"

This action is to create KIKAI in the selected area by the Area card.

Cost: The Cost indicates how much energy you must pay when you create KIKAI.

Color: The Color indicates the color of Fans which you can bring. The number indicates how many squares can you move forward on the Evaluation track when you create KIKAI.

Effect: The Effect indicates that you can get the resources when the effect is applied. Simply creating KIKAI is not enough to apply the effect.

NOTE: You must build KIKAI in the following order: the Legs, the Body, and the Head. In other words, if you haven't built the Legs, you cannot build the Body or the Head. And if you haven't built the Legs and the Body you cannot build the Head. You must build the Legs first!

You can build only 1 KIKAI in 1 action.

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Move the Player marker back to the space number "0" on the Master track.

Move the round marker on the next round.

Round 1 has ended.

Purple(older brother)

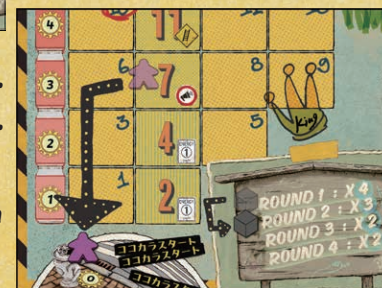
3 (the score of the row reached by the Master track)

x

4 (Point of Round 1)



In addition



You cannot build the Head at first



After building the Legs, you can only build the Body



|||

Move the Influence marker forward on the Evaluation track



After building KIKAI, move the Influence marker forward one square on the Evaluation track. The color of the Evaluation track which you can move is the same as the color of KIKAI you built.

Build the Legs: Move the marker forward 1 square.

Build the Body: Pay 1 Ladder and move the marker forward 2 squares.

Build the Head: Pay 2 Ladder and move the marker forward 3 squares.

(Fans cannot see Heads and Body without the Ladder because KIKAI is huge).

When you pay the Ladder, place it in front of KIKAI at the Action area. (Do not put it back in the common resource field.)

Even if you have forgotten to pay the Ladder when you created the Body or Head, you can always pay the Ladder as a free action to move forward the Evaluation track.

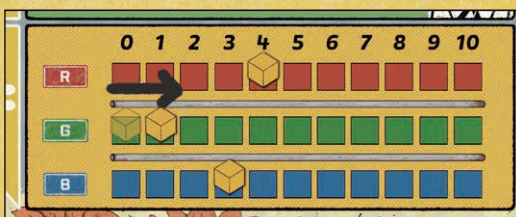
NOTE: Players can apply this effect only once per KIKAI. For example, you cannot move four squares on the Evaluation track to pay two ladders for one Body.

When you build the Legs, the VP reduction of the Foundation tokens is covered and gone (see STARTING SETUP on page 4).

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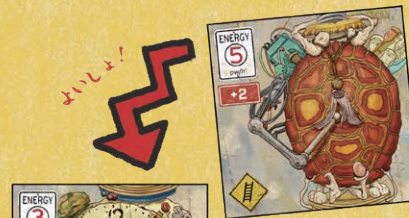
1. Build the Legs of KIKAI
2. Move forward one square on the Evaluation track (Green)



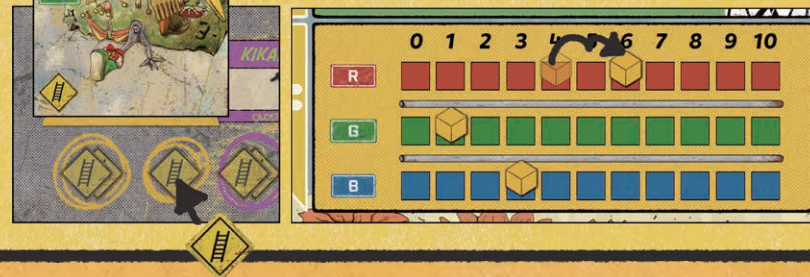
"If you have forgotten to move the square on the Evaluation track. Please move the marker forward squares correctly. If you add up the kind of KIKAI and the color, you can know the proper number of the square.

例

1. Build the Body of KIKAI
2. Pay 1 ladder
3. Move forward two squares on the Evaluation track (Red)



NOTE: If you cannot pay the ladder when you build the body/head, you can pay it later and move the square on the Evaluation track.



After building KIKAI, randomly add one of the KIKAI tokens on the field immediately, so that there are always three KIKAI tokens for each part face-up on the field. (Even if you do an additional action with a Megaphone after doing this action, add the KIKAI token immediately before performing the additional action).

Construction Bonus

Each Action area has a Construction bonus token that is randomly assigned at the time of preparation.

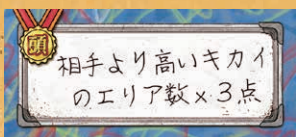
You can get the Construction bonus tokens if you build the Head before the other player.

In each action area, you can immediately get the Victory points for each condition at the time you get the Construction bonus token.

NOTE: This Victory points indicates the VP at this point, not at the end of the game. After the player gets the VP from the Construction bonus token, put it back in the box.

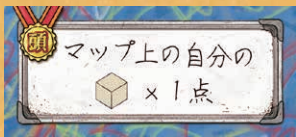
After one of the players gets the VP from the Construction bonus tokens, the other player cannot get the VP even if he builds the Head.

Types of Construction Bonus Tokens

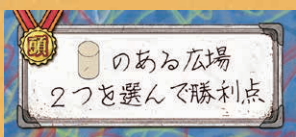


You can get "The number of areas in the six areas in which the KIKAI height is higher than the other player's x 3 points".

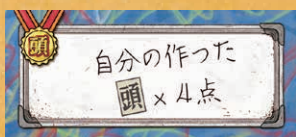
NOTE: The height of the KIKAI: the Legs, the Body and the Head indicate 1, 2, and 3 respectively.



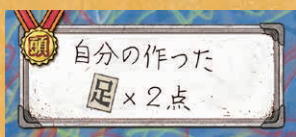
You can get "The number of your influence markers already placed on the map x 1 point".



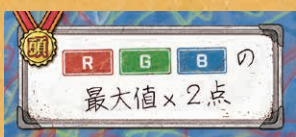
You choose two of your Sign markers placed on the Square and get the VP for those Squares. If you have placed one Sign marker, you can get the VP from it only.



You can get "The number of Heads you have built x 4 points".







You can get "The number of the Action areas where you have created the Legs x 2 points".



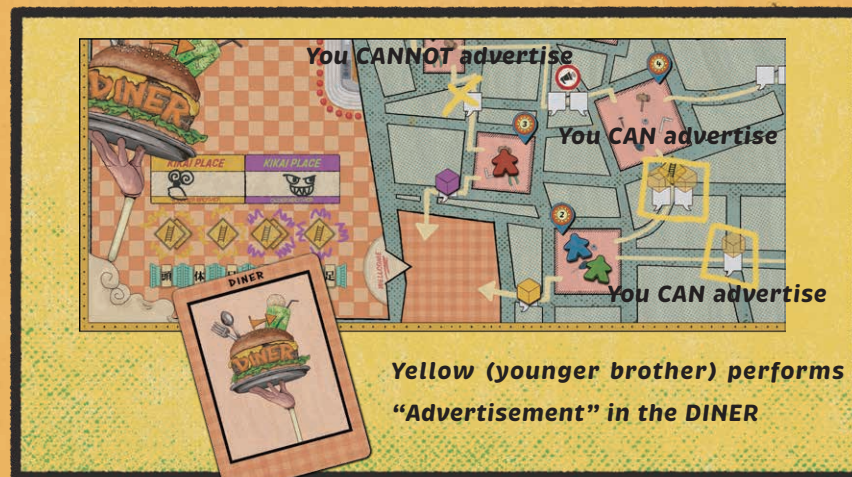
You can get "The best score of the Evaluation track (red, green or blue) x 2 points".

ADVERTISEMENT

This action is to place the Influence markers on the Routes connected to the Action area selected by the Area card. You can place 1 influence marker on 1 Route at a time. You must pick an Influence marker from left to right of the Personal board. Each Route has  and you must pay 2 Energy each  to place an Influence marker.

For Routes with two  , you must pay 4 Energy per action to place two Influence markers.

You can place the Influence marker on the Route connecting with your Influence markers. (The starting point is the Action area which you selected). If the Routes are connected by your Influence markers, any Route is eligible. You cannot place the influence marker on the Route connecting with the other player's influence markers.



Yellow (younger brother) performs "Advertisement" in the DINER

There are some Routes that get resources for placing Influence markers.

In the example at right, you have advertised on a Route with a ladder mark, so you immediately get a Ladder.



Important rules for connected Routes:

Even if you reach each Action area by connecting the Routes, it is not connected from the selected Action area. So you cannot place an Influence marker next to it.

Example:

You perform "Advertisement" in the DINER. You cannot place an Influence marker

next to the GAS STATION because the Route crosses over the other Action area (GAS STATION) on the way as illustrated. In other words, you must start to perform "Advertisement" from each Action area.



GATHERING FANS

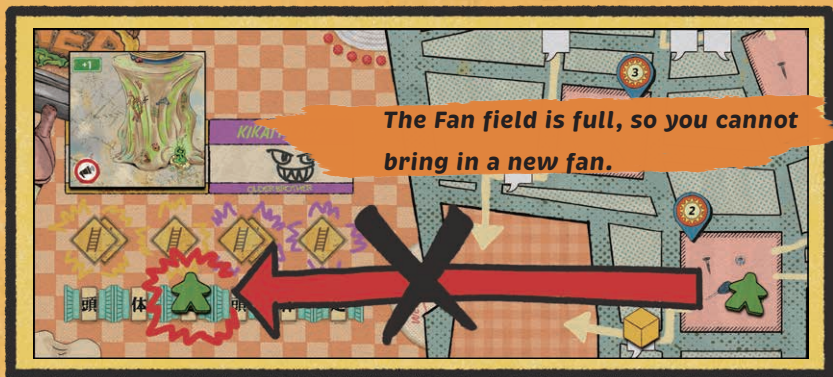
This action is to bring Fans to the Action area selected with an Area card, and apply the KIKAI effect. You can bring 1 Fan for each part of the KIKAI (the Legs, the Body or the Head).

NOTE: You can bring three fans up together if you had built the Head.

You must fulfill the following conditions in order to bring a fan

- You have already created the part of KIKAI (Legs, Body or Head) in the selected Action area.
- All Routes between the Action area and the Square you are brought Fans from which are filled with influence markers. (Even if there is the other player's Influence marker on the Route, you can put it to use to bring your Fans).
- The color is the same as the fan you bring and the KIKAI you created.
- The Fan field which you want to bring a Fan to is empty.

Note: If you reach each Action area by connecting the Routes, it is not connected to the Route from it. So you cannot bring the fans from the Route beyond the other Action area. It is the same as "Advertisement" conditions. (see "Important rules for connected routes" on page 8).

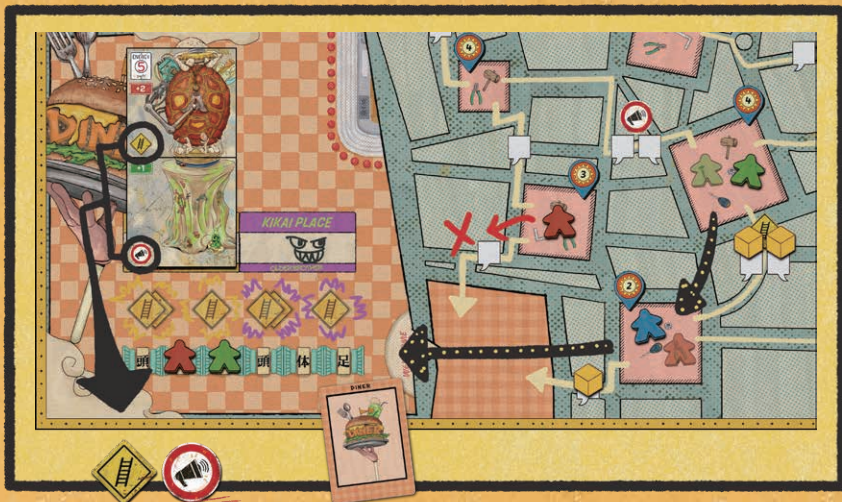


When you bring the fan, place it on the Fan field of the target part of the KIKAI. (The fan will remain there until the Exhibition is performed, so you cannot bring a new fan to the same part of the KIKAI).

Apply all the KIKAI effects as many as the fans you brought.

The KIKAI effect: Get all resources mentioned at the lower left on the KIKAI tokens from the common resource field.

If there is the Victory point token immediately receive the Victory point token.



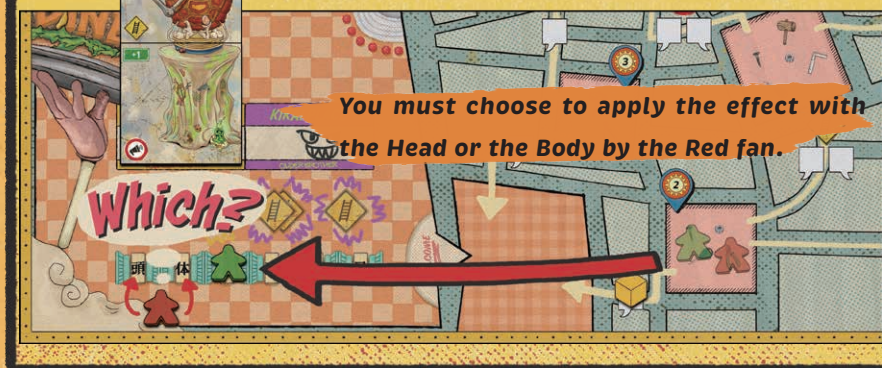
If the selected Action area is connected to multiple Squares, you can bring Fans from any Squares in one action as long as the conditions are met.

If there are multiple parts of KIKAI which are the same color as a fan, you must choose one of them.

例

You have built Red, Red, and Green for the Head, Body, and Legs respectively. However, in this case, bring a Red Fan and Green Fan one by one. Applying the effect of the Legs because of the Green Fan. Since the Head and Body are both Red, the player must choose which effect to apply with the Red Fan. Only one of the two effects can be applied.

NOTE: Of course, if you can bring two Red Fans and one Green Fan, you can get all the KIKAI's resources.



Putting the other player's Route to use to bring your Fans

If you pass a Route with the other player's Influence marker in the process of bringing your Fans, you must pay the Energy for the number of influence markers by each fan passed to the other player.

If you cannot pay the Energy, you cannot pass through the Route.



Sign

If you bring a Fan from a Square and all Fans are gone in that Square, you can place a Sign marker from your Personal board to that Square.

Each Square has the Victory points. You can get these Victory points at the end of the game.

When you place a Sign marker, choose one of the Sign markers from your Personal board.

The effect written next to each Sign marker spot is immediately applied.

Effects of Sign



Remove an Influence marker from the Influence track on the Personal board (You must put the removed marker back in the box because you do not use it anymore).



Get 1 Megaphone



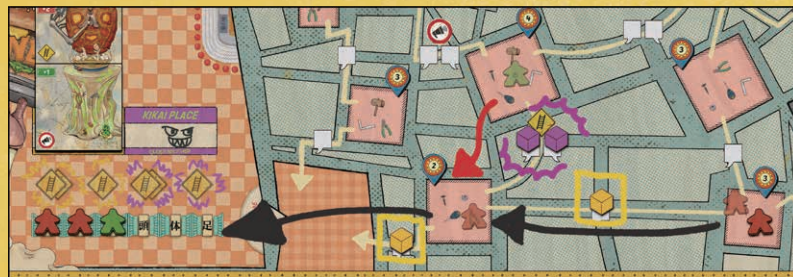
Get 1 Ladder

Each player has six Sign markers. You win immediately if you place all 6 Sign markers on the Square and the game ends (regardless of the Victory points).

NOTE: If you bring the LAST fan from the Square, you can place a Sign marker (regardless of how many fans have been brought in from that Square). So timing is important.

TIP: Pay attention to the Area cards which the other player has and the number of Ladders (because the Ladder let his hand increase).

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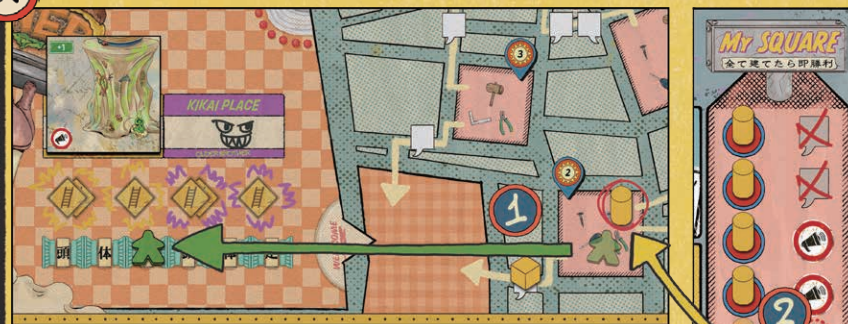
Yellow (younger brother) performs "Gathering Fans" in the DINER. He brings 3 fans, Red, Red and Green.

At this time, he can bring 2 Red fans at no cost because they are on the route with his own Influence markers. However, when he brings 1 Green Fan, he must pay the Energy to the other player because the Green Fan is on the Route with the other player's Influence markers.

In this case, he must pay 1 fan x 2 influence markers = 2 Energy.

If he cannot pay, he cannot bring the Green Fan.

例



Yellow (younger brother) performs "Gathering Fans" in the DINER.

1. Bring a Green fan from the Square. So there are no fans in that Square.

2. Select a Sign marker from the Personal board and place it in that Square.

3. Apply the effect of the chosen Sign marker. (In this case, you can get 1 Ladder because of the effect).

NOTE: Get the Victory points in the Square at the time of the final score.

EXHIBITION

This action is to show the KIKAI to the fans and get Energy and move forward the square in the Evaluation track.

Select the area where you perform "Exhibition" by the Area card.

Collect the Fan markers from the Fan field in the selected Action area.

When collecting the Fans, you must collect all Fans in the selected Action area.

Place the collected Fan markers on the Personal board.

You can collect the Fans from multiple Action areas in one action. When you collect the Fans, you must pay Megaphones per Action area.

How many Megaphone you must pay: The selected Action area is the starting area.

Next to the area : Pay 1 Megaphone

Next to the next area : Pay 2 Megaphones

The furthest area : Pay 3 Megaphones

NOTE: If you cannot collect any fans, you lose 1 VP.

例

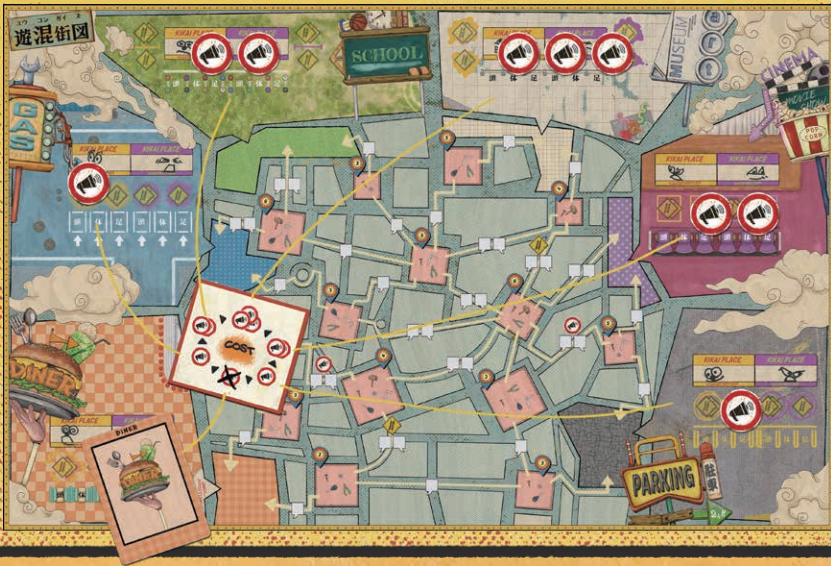
Perform the "Exhibition" in the DINER.

You must pay some Megaphones to collect from the other Action areas.

Pay 1 Megaphone for GAS STATION and PARKING

Pay 2 Megaphones for SCHOOL and CINEMA

Pay 3 Megaphones for MUSEUM



Take the following steps after paying Megaphones and collecting the fans.

Get the Energy

You can get the number of Energy as many as the highest number of the Influence track on the Personal board.

In the case to the right, you get 6 Energy.



Move the markers forward on the Master track

Multiply [The number of fans of each color] by [The score of the Evaluation track of each color]

= Total points of the Master track

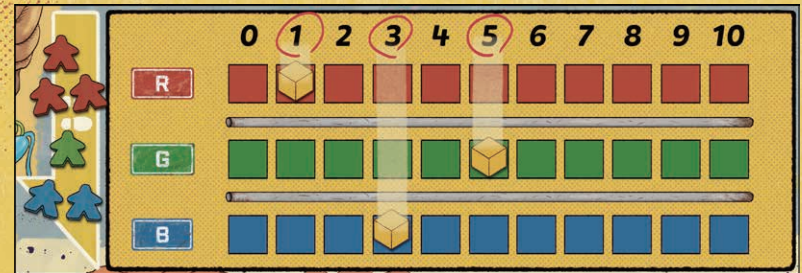
Move the Player marker forward squares as many as the total points of the Master track

NOTE: At the end of the round processing, you can get the Victory points and resources from the Master track. At this point, you only move the Player marker forward on the Master track, you won't earn anything yet.

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- ★ 3 Red fans x 1 Red track +
- ★ 1 Green fan x 5 Green track +
- ★ 2 Blue fans x 3 Blue track = 14 points

Move the Player marker forward 14 squares on the Master track.



Before moving the Player marker on the Master track, if you have KIKAI that you have already created but did not pay a Ladder, you can pay it during the Exhibition and move the Influence marker forward on the Evaluation track.

Please keep the collected Fan markers at hand. When calculating the final score, the player who collected more will get some points.

例

1. Perform the "Exhibition" in the PARKING.

You paid 2 Megaphones because you wanted to move the fans from the MUSEUM, but you gave up moving the fans from the CINEMA because you did not have enough Megaphones.

2. Get 6 Energy.

3. Calculate.

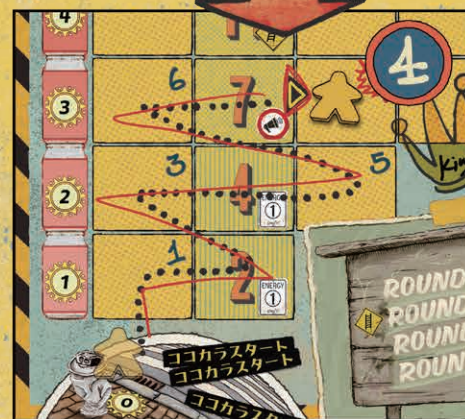
1 Red fan marker x 1 Red track +
 1 Green fan marker x 4 Green track +
 1 Blue fan marker x 3 Blue track
 = 8 points

4. Move the player marker forward 8 squares on the Master track as illustrated.

At this time, the Fan fields of the PARKING and MUSEUM are empty now, so you can bring new fans to these fields.

However, the Legs position of the Fan field in the CINEMA is not empty yet, so you cannot bring a new fan to this field.

On the other hand, you can bring a fan to the Body position of the Fan field in the CINEMA because you have already created the Body but the Body position is empty.



SUMMARY ABOUT RESOURCES

There are four resources in the game. Each of them has no possession limit.



Energy:

- Cost to create KIKAI
- Cost to place the Influence markers



Megaphone:

- Cost for performing "Exhibition"
- Perform an additional actions



Ladder:

- Use for the Body/Head to move the Influence marker forward on the Evaluation track
- Get additional Area card randomly when adding Area card



Area card:

- Use 1 card to select an Action area to perform an action
- Use 2 cards of the same type to perform an action in any Action area



Numbers written in red letters indicate a negative value.

(For example, the cost of KIKAI or the negative Victory point of a Foundation token may be written in red letters)

END OF THE GAME & FINAL SCORE CALCULATION

There are two ways to end the game:

- You win immediately if you put up all the Signs on the Squares.
- You win if you get the most Victory points at the end of round 4.

How to calculate the final score:

The sum of [the VP you got during the game] and [the following Victory points(A~E)] is the final score.

Note: Only in round 4, you can get only Victory points without any resources on the Master track. Of course, you can get VP and any resources in round 1 ~ 3

(see END OF ROUND on page 6).

- A** Scores written on the Square where you have placed the Sign markers on the map.
- B** The total VP which unveiled the Influence track.
- C** 5 VPs for the player with the most number of Fans at hand.(No VP for either player in the game of a tie)
NOTE: Do not count fans which are still in the Fan fields on the map.
- D** Minus points for uncovered Foundation tokens.
- E** 1 VP for every 5 Energy, 1 VP for every 2 Megaphones and 1 VP for every 2 Ladders (No VP for excess resources)

The player with more Victory points is the winner.

If the Victory points are the same, the player with the most number of Fans in the final score wins.

If it is also a tie, the game is a tie.

Game Tips

- It's important to place the Sign markers. Do not let the other player place a Sign marker even if it reduces your hand.
- It is important to concentrate on the specific area even if you get negative points of the Foundation token.

例 Calculate the final score for the Yellow (younger brother).

A 4 + 2 = 6 points
B 4 points
C 5 points
D - 3 points
E 1 + 1 + 0 = 2 points

+ Victory points got during the game

The diagram illustrates the final score calculation for the Yellow player. It shows a map with sign markers (A, B, C, D, E) placed on various squares. A resource track (B) shows 4 VP. A fan count (C) shows 5 fans. A foundation token (D) shows -3 points. A resource track (E) shows 2 VP. The final score is 12 VP.

30 10 10 1

B Hi!!! 5 4 5 6 7 8 9 10 11 12 ENERGY

C FAN PLACE MIKA PLACE 12 > 9

E 1 1 5

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Thank you for selecting our game. I hope you enjoy playing it. -RAMBLE ODD POTATO-