

# Grease Monkey GARAGE



# SHOP MANUAL

V2.2 • ENG • GMG001

# Grease Monkey GARAGE

2 - 4 Players | 40 - 60 Minutes | Ages 12+

## GAME COMPONENTS

- A.** 1 calendar card
- B.** 1 calendar token
- C.** 1 reputation card
- D.** 8 reputation markers
- E.** 12 parts resources
- F.** 12 oil resources
- G.** 12 tire resources
- H.** 12 tool resources
- I.** 8 shop cards
- J.** 1 first player card
- K.** 4 stash cards
- L.** 4 mechanics (black)
- M.** 12 specialists (player colors)
- N.** 24 vehicle cards
- O.** 1 employee-of-the-month card



# INTRODUCTION

In **Grease Monkey Garage**, you play as shift managers in a busy auto rehop. The owner has gone on vacation for two weeks — marking the day of his return on the shop calendar — and left you all in charge. Take shifts managing the shop's mechanics, limited resources, and your time, all while trying to gain a better reputation than the other managers.

Improve your reputation by fixing customer vehicles and storing spare parts in your stash for easy access. The shop's resources are limited, though: If a manager needs something that is no longer available in the shop, they can take it from someone else's stash while they are not on shift. After all, if you gain the best reputation you will become the next Employee of the Month!

# SETTING UP THE GAME

1. Lay out the 8 **shop cards** to form a 4x2 grid. The numbers at the bottom of the cards indicate where they should go in the grid.
  - easier game → use the first set of numbers
  - harder game → use the smaller set of numbers

*(You can also lay them out at random for more variety and challenge.)*
2. Place the **calendar card** and **score card** side by side, above the shop cards, with the **calendar token** on the first space of the calendar card.
3. Shuffle the 24 **vehicle cards** face down to form a deck and place the deck off to the side. Draw a number of vehicle cards from the deck equal to the number of players plus 1 (e.g., 4 vehicle cards in a 3-player game) and place them in a face-up row next to the deck.

4. There are 4 **shop cards**, which correspond to the 4 types of resources (*oil, parts, tires, tools*). Form a supply for each type of resource next to the corresponding shop card.
  - 2 players → use 8 resources of each type
  - 3 players → use 10 resources of each type
  - 4 players → use 12 resources of each type
5. Each player chooses a color and takes the **stash card** and 3 **specialists** of that color, putting the specialists on the designated slots on the top right corner of the stash card.
6. For each player, take 2 **reputation markers** of their color and put 1 on each space marked “0” on the reputation card.
7. Place 1 **mechanic** on each of the 4 shop cards in the corners of the grid.
8. Place the **employee-of-the-month card** in its stand and set aside for now. (*It's used only at the end of the game.*)
9. Give the **first player card** to whomever has most recently been to an auto shop.

## HOW TO PLAY

The game is played over a series of 10 rounds (12 rounds in a 2-player game) until 1 of 2 end-game conditions occurs. In a round, each player gets a single turn. Players take turns in clockwise order, beginning with the first player.

On your turn, you must move each mechanic, 1 at a time, to an adjacent shop card and carry out the corresponding action, if possible (see **Shop Cards - Actions Reference**, p. 6-7). You can move the mechanics in any order.

Mechanics can only be moved orthogonally; no diagonal movement is allowed. Multiple mechanics can occupy the same shop card. After moving a mechanic, lay it down as a reminder that you've already moved that mechanic on this turn.



You may also move each of your own hired specialists in the same way, but are not required to do so. At the end of your turn, stand all mechanics (*and your own hired specialists*) back up.

## GAINING RESOURCES

Whenever you gain a resource, place it in your stash (*i.e., on your stash card*). If the resource is not available in the supply, you can instead take the resource directly from another player's stash!

**Example:** Amanda moves a mechanic to the Tools card. There are no more tool resources available, so Amanda takes 1 tool resource from Paul's stash instead.

## RETURNING VEHICLES

Each vehicle card indicates the type and number of resources required to repair that vehicle, as well as a (★) value. If you spend the required resources, you can return a vehicle you are working on and gain reputation equal to the (★) value. After spending the required resources and adjusting your reputation, put the vehicle card in the discard pile.

In the same way, you may **return a vehicle without repairing it!** You don't have to spend resources, but you immediately lose 1 reputation.

*Example: Amanda doesn't like the vehicle she's currently working on, and is better equipped to repair a different vehicle from the face-up row, but she's currently at her vehicle limit. She moves a mechanic to the Front Desk and returns her unwanted vehicle, losing 1 reputation and putting the vehicle card in the discard pile.*

## END OF ROUND

At the end of each round, advance the calendar token by 1 space. (In a 2-player game, the Saturday and Sunday spaces on the top row are active.)

## GAME END

When the calendar token reaches the space marked with a red "X" (i.e., the second Friday), that's the end of the game. The game end can also be triggered if the last vehicle is taken during a round; if this occurs, finish out the current round. When the game has ended, players earn reputation bonuses.

## REPUTATION BONUSES

- +1 reputation for each specialist you have hired
- +1 reputation for every 3 resources left in your stash
- -2 reputation for each vehicle you have not returned

The player with the highest total reputation is the winner. The winner becomes the Employee of the Month and writes their name on the employee-of-the-month card.

## TIEBREAKERS

In case of a tie, the tied player with the fewest vehicles still in front of them wins. If there is still a tie, the tied player who hired more specialists wins. If there is still a tie, the tied player with more resources left in their stash wins. If there is still a tie, tied players take turns naming local auto repair shops until only 1 player is left.

## SHOP CARDS - ACTIONS REFERENCE

**OIL** - Gain 1 oil resource.

**PARTS** - Gain 2 parts resources.

**TIRES** - Gain 2 tire resources.

**TOOLS** - Gain 1 tool resource.



**CHECKLIST** - Take 1 vehicle from the face-up row and place it below your stash card. Then, immediately refill the row with a new card drawn from the vehicle deck. *(You can normally be working on only 1 vehicle at a time. However, each specialist you have hired allows you to work on 1 additional vehicle.)*



**FRONT DESK** - Return 1 vehicle or gain any 1 resource.



**SHOP OFFICE** - Return 1 vehicle or hire 1 specialist. When you hire, lay the newly hired specialist down on the Shop Office; that specialist cannot be moved until your next turn. *(You cannot hire your first specialist until you've reached 5 reputation, your second until you've reached 10 reputation, and your third until you've reached 15 reputation.)*



**WORKBENCH** - Spend any 2 resources, then gain any 1 resource.



## CREDITS :

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