機械 KIKAI
BRICOLAGE HEADS
RULEBOOK



INTRODUCTION

At first glance, these objects are nothing but the cast-offs of society, discarded, lifeless, strewn across the pavement. Fragments of anonymous lives, consumed and unceremoniously spat out onto the sidewalks of Yukon Street. And yet...! As seasoned Makers and Hackers, you know how to see past appearances. A rusted old TV might just hide a treasure waiting to be reborn.

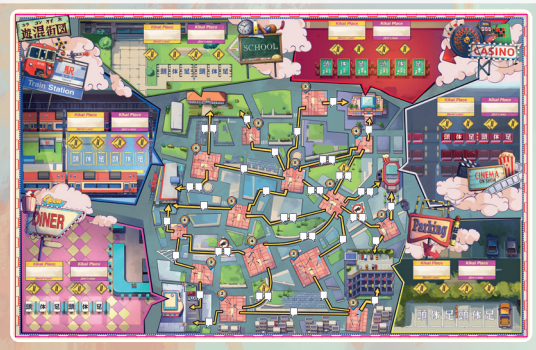
All around the streets, creations spring forth from your imagination, artworks born from improbable recycling. These are the KIKAI.

In Japanese, the kanji for 機械 primarily mean « **MACHINE** », but the word also carries a second, more mysterious meaning, one that emerges through your own creations: poetic sculpture, dreaming robot, one-eyed metal creature... it's up to you to carry on the KIKAI tradition and feed the boundless curiosity of the locals, avid admirers of these strange and captivating creations.

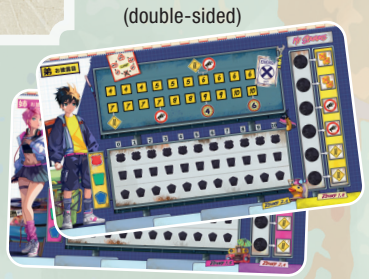
How far will your creations transcend the original purpose of these objects? This once-marginal culture has grown into a full-blown urban phenomenon—and your challenge is to win the admiration of its most discerning followers.

Who knows… you might even become a true master of this improbable patchwork art.

GAME COMPONENTS



(double-sided) 1 Yukon Street Board



(double-sided)

2 Player Boards

Tinkerer (brother) Maker (sister)



2 Renown Markers



1 Round Marker



6 Influence Markers
(3 per player)



(double-sided)

1 Master's Board



40 Flyer Dropper markers
(20 yellow – 20 purple)



12 Billboard markers
(6 yellow – 6 purple)



30 District Cards (5 per district)



Plenty of Victory Point tokens



15 Megaphone tokens



15 Ladder tokens



20 Energy tokens (value 1)
15 Energy tokens (value 5)

36 KIKAI Components

12 Heads 12 Bodies



12 Feet

6 Construction Bonus Tiles



Front – Standard Mode

Back – Advanced Mode

2 Player Aid Cards



12 Foundation Tiles
(6 yellow – 6 purple)



Front – Standard Mode



Back – Advanced Mode

> "The bricoleur is capable of performing a wide range of diverse tasks; but unlike the engineer, he does not subordinate each of them to the acquisition of raw materials and tools designed and obtained according to the requirements of his project. His instrumental universe is closed, and the rule of his game is always to make do with whatever is at hand."
>
> – Claude Lévi-Strauss, The Savage Mind

Objective of the Game

In KIKAI – Bricolage Heads, each player controls a character - Tinkerer or Maker - who builds mechanical creations, called KIKAI, using recycled components found on Yukon Street. Players score Victory Points (VP) by assembling KIKAI components, attracting Fans, gaining Influence, and hosting Exhibitions. The player with the most VP at the end of the game wins, unless the game ends early by Media Victory.

WINNING CONDITIONS

There are two ways to win the game:

- **Victory Point Victory:** Have the most Victory Points at the end of Round 4.
- **Instant Media Victory:** Place all 6 of your Billboards on the Squares of Yukon Street.

Game Setup

Follow the setup instructions in order from 1 to 15 using the visual guide on the next page (p. 3).

(1) - Choose the game mode: Standard ou Advanced (難しい). Components used only in Advanced mode are marked with a specific icon 難しい.

(2) - Place the Yukon Street board in the center of the table, on the chosen side Standard or Advanced. The board features 6 Districts: School, Train Station, Casino, Cinema, Diner, and Parking.

(3) - Place the Master's Board next to the main board. Each player places their Renown marker on the «START» space. Place the Round marker on the first space of the round tracker.

(4) - Place the Megaphone tokens, Ladder tokens, Energy tokens, and Victory Point tokens within reach.

(5) - Shuffle and place one Foundation Tile in each District, matching the color of the District.

(6) - Shuffle and place one Construction Bonus Tile in each District

(7) - Each player receives: A double-sided Player Board, their Flyer Dropper and Billboard markers, one Player Aid Card.

(8) - Each player places their 3 Influence markers on the "0" space of each Influence Track (Blue, Red, Green).

(9) - Place the 20 Flyer Droppers on each player's Energy Track.

(10) - Place all 6 Billboards on each player's Player Board.

(11) -Give the starting KIKAI Foot components:

- Tinkerer (Yellow) receives: 1 Blue Foot and 1 Red Foot
- Maker (Purple) receives: 1 Green Foot and 1 Red Foot



(12) - Sort the KIKAI components into 3 separate piles: Foot, 足, Body 体, Head 頭. Shuffle each pile and place them in the box with the top symbol visible.

(13) - Reveal 3 components from each type (Foot, Body, Head) and place them face up.

(14) - Place Fans on Yukon Street Squares according to the number of Tool icons printed on each Square.



- 5 FANS -



- 2 FANS -

(15) - Shuffle the District Cards to form a draw pile. Deal 4 cards face up to each player. Reveal 2 additional cards next to the draw pile.

Player Setup

In the following order: Tinkerer (Yellow) => Maker (Purple) => Maker (Purple) => Tinkerer (Yellow)
After placing the KIKAI Foot, the player advances 1 space on the Influence Track that matches the color of the Foot.

Normal Mode: Discard the Foundation Tiles on which the starting Foot is built. Each player begins the game with 5 Energy, 5, 1 Megaphone token and 1 Ladder token.

難しい Advanced Mode: Each player gains the bonuses shown on their Foundation Tiles where their starting Foot are placed. Players begin the game with these bonuses, so the choice of initial placement is strategic and decisive.

Each player places one starting Foot component in a District of their choice, on a Foundation Tile that matches their color. Then:

- Advance the matching Influence marker by 1 space.
- Deploy one Flyer Dropper (/) on a single-space street ( ) connected to that District.

Starting Restriction

You must deploy your first Flyer Dropper on a street with a single space.( ).
Players may choose the same District, as long as this restriction is respected.

EXAMPLE



1 Elliot (Yellow) builds the Red KIKAI Foot in the PARKING District.

2 He moves his marker 1 space forward on the Red Influence Track.

3 Elliot deploys his Flyer Dropper on an available street space of his choice connected to the Parking District. In this example, there are several possible locations. Elliot chooses the one at the bottom of the Parking District.



Front – Standard Mode



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Front – Standard Mode



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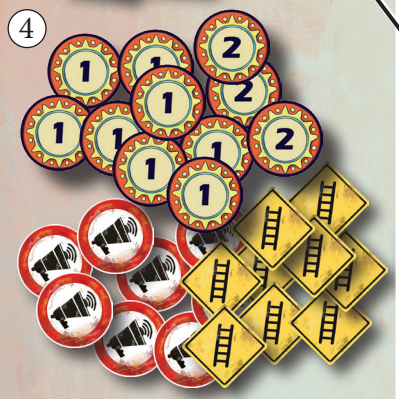

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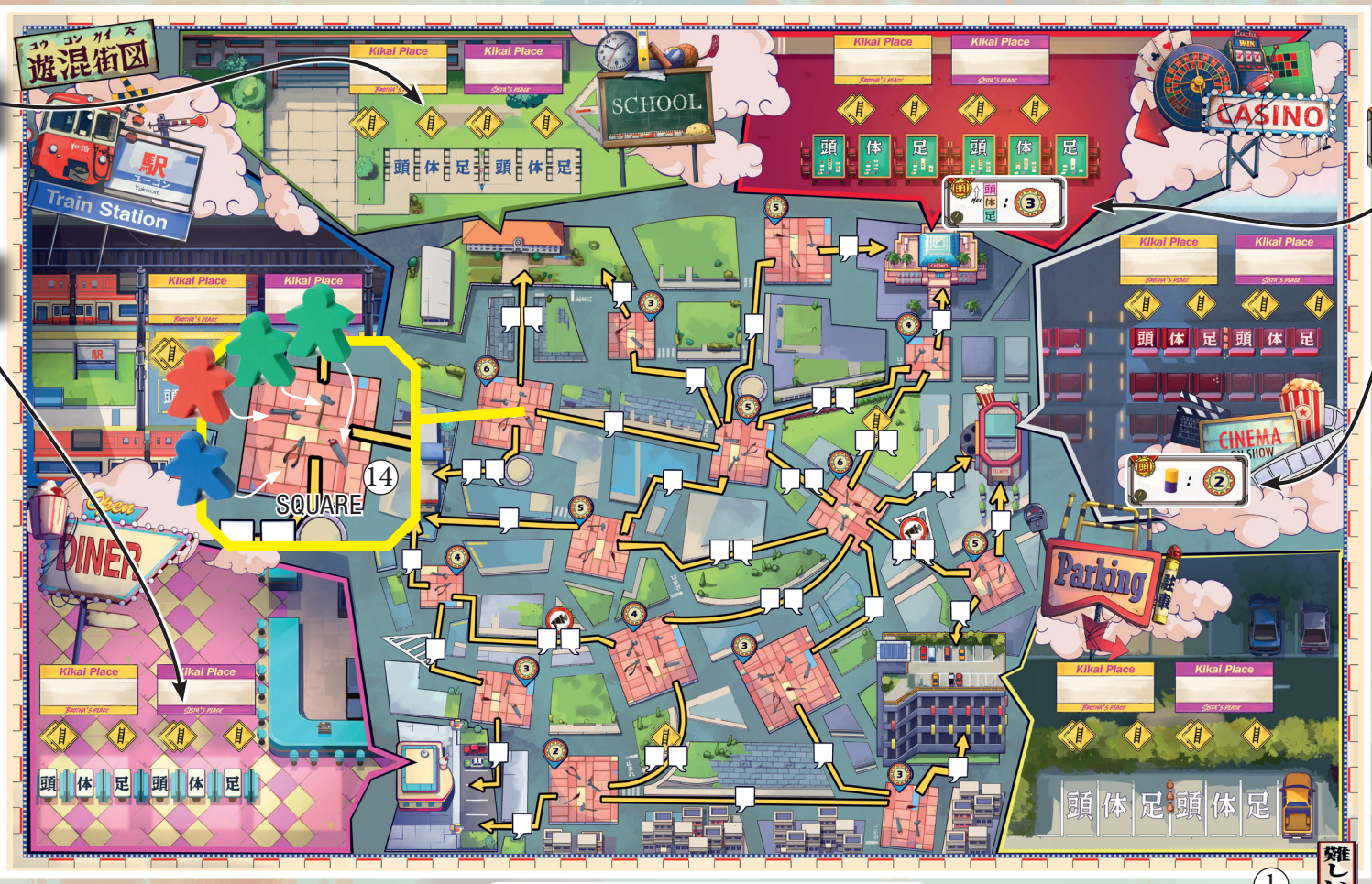

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Front – Standard Mode



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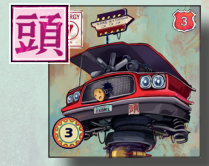







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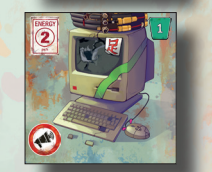



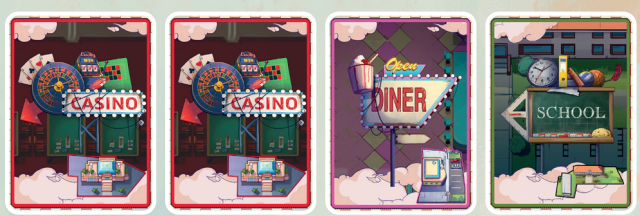

Master's Board

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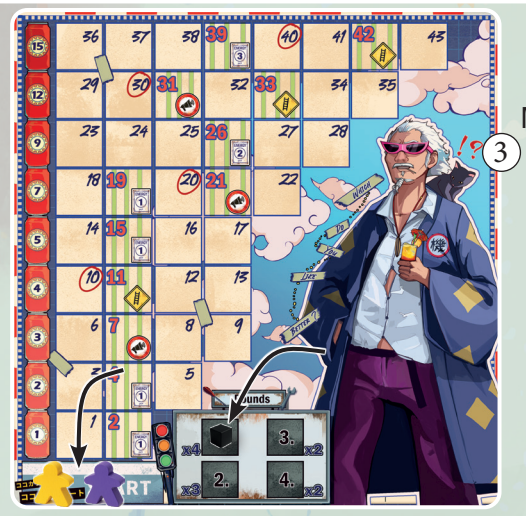

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Energy Track





7



7

11



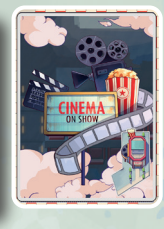
10 Billboards



15







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Energy Track



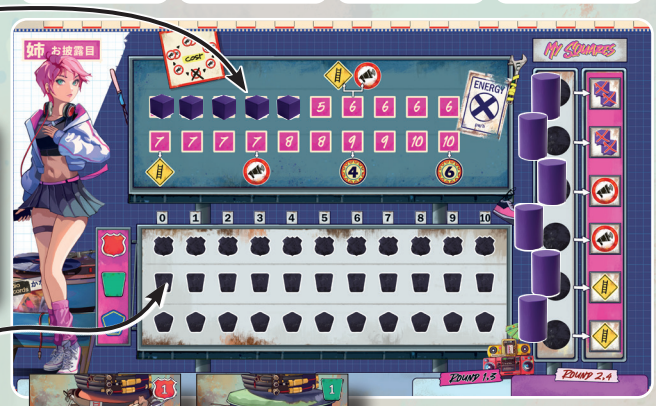






8

Influence Track



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YOU'RE READY TO START THE GAME!

This shape is green. This shape is red. This shape is blue.

GAME FLOW

The Yellow player begins. Then players alternate turns until the game ends.
Each round ends after both players have completed the number of turns indicated on their Player Board.
At the end of the round, the Master rewards the players and the next round begins.

A player's turn proceeds as follows:

1- Play one District Card

2- Perform one of the four available actions. Build a KIKAI Component, Deploy Flyer Droppers, Attract Fans, or Host an Exhibition.
Optional: Discard 1 Megaphone token to play another District Card and perform a second action.

3- Take a new District Card. Either one of the two visible cards or the top card of the deck.
Optional: Discard **one or more** Ladder tokens to draw the same number of cards from the top of the deck.

Number of Turns per Round

Each Player Board indicates how many turns each player has during the current round. When both players have completed the number of turns shown on their Player Boards, the round ends.





The turns are represented by the columns of District Cards played on each Player Board. Players take turns **alternately**, one turn at a time. The number of turns per round differs between players:

Tinkerer – Yellow Player:
Rounds 1 & 3: 6 turns
Rounds 2 & 4: 5 turns

Maker – Purple Player:
Rounds 1 & 3: 5 turns
Rounds 2 & 4: 6 turns

The game ends either after the **4th round**, or **immediately** if a player places their 6th Billboard.

TURN STRUCTURE



A PLAYER'S TURN

Each District Card corresponds to one of the **6 Districts** of Yukon Street. On your turn, choose **one District Card** in front of you. That card determines the District in which you will perform **one of the four available actions**:

- Build a KIKAI Component
- Deploy Flyer Droppers
- Attract Fans
- Host an Exhibition

District Cards:

Each District is adjacent to 2 others—one on its left, the other on its right.For example, Parking is adjacent to Cinema and Diner. Diner is adjacent to Train Station and Parking.

When you play a District Card, place it at the bottom of your Player Board in the current turn column.

Special Rule: You may play **two identical** District Cards to perform an action in any District. Place both cards in the current turn column.

EXAMPLE



1 Turn 2: Giza plays a Casino District Card.

2 Turn 3: Giza wants to play again in the Casino District. But she no longer has any cards from that District. She plays 2 Cinema District Cards to perform an action in a District of her choice. Naturally, she chooses Casino. The 2 Cinema cards are placed on her Player Board in the column for Turn 3.

Giza could discard 1 Megaphone token to perform an additional action with an extra District Card. However, she plays it safe and ends her turn here to conserve her District Cards.



OPTIONAL: Additional Action
After performing your main action, you may perform one additional action by **discarding 1 Megaphone token**.
Restriction: Only **one** additional action **is allowed** per turn.

End of Turn

At the end of your turn, you must take one District Card.

1. Choose one of the two available face-up cards, or draw the top card from the deck. In very rare cases, if no cards are available and the draw pile is empty, you do not take a District Card.



Optional: Additional District Card

After taking your mandatory District Card, you may **discard 1 Ladder token** to draw the **top card** from the deck.
You may do this as many times as you wish. There is no limit to the number of District Cards you can have in front of you.

2. **If needed,** reveal a new District Card to refill the offer to 2 visible cards.

End of a Round

At the end of a round, follow these steps in order:

1. Collect all District Cards played by both players and shuffle them. Place them **underneath the remaining draw pile**.

2. Each player receives a reward based on their position on the Master's Track:

Standard Mode: Each round applies a Victory Point multiplier: ×4 in Round 1, ×3 in Round 2, and ×2 in Rounds 3 and 4. Find the row your Renown marker reached on the Master's Track, then multiply the VP shown in the left column of that row by the multiplier for the current round.

EXAMPLE



At the end of the first round, Elliot (Yellow) has earned 11 Renown points. He has reached the 4th row on the Master's Track, which shows 4 VP. Since this is Round 1, Elliot multiplies the 4 VP by 4 (the round multiplier).

Elliot receives 16 VP for this round.

難しい Advanced Mode: Find the line reached by your Renown marker on the Master's Track and apply the corresponding effect. If you are on one of the first five lines, you lose Energy: discard as many Energy tokens as possible. If you reach the 6th or 7th line, gain 3 Energy. On the 8th or 9th line, gain 1 Megaphone token.

3. Return all Renown markers to the "START" space of the Master's Track.

4. Move the round marker down one space and begin the next round. If you are already in Round 4, the game ends, proceed to final scoring.

Detailed Actions

Build a KIKAI Component

This action allows you to build **one and only one** KIKAI component in the District that matches the card you played.

A KIKAI is made up of three distinct parts, which must be built in the following order:

足 Foot > 体 Body > 頭 Head

KIKAI components come in three colors: Blue, Red, and Green.
A complete KIKAI may contain parts of different colors.

As soon as a component is built, **randomly reveal** a new component of the same type from the box, so that there are always three visible components of each type (until the supply runs out).

Normal Mode: Foot Construction
Discard the Fondation Tile from the District where you build. You gain nothing, but this prevents you from losing VP at the end of the game.

難しい Advanced Mode: Foot Construction
Discard the Fondation Tile from the District where you build. You immediately gain the bonus shown on the discarded tile.

Cost:

ENERGY 10 To build a KIKAI component, choose one from the available Foot, Body, or Head display and pay the Energy cost indicated in red. If you cannot pay the full cost, you cannot perform this action.

Color and Influence Value:



The color determines which Fans you will be able to attract (see Attract Fans, p.7).
The value indicates how far you move your **Influence marker** on the track of the matching color.

Influence Gained After Construction:

The amount of Influence you gain depends on the type of component, and sometimes requires placing Ladder tokens in the District. **If you cannot or do not wish** to place a Ladder token, do not move your Influence marker, you may do so later during one of your turns.



Foot: Immediately move your Influence marker forward 1 space. No Ladder is required.
Body: At any time, place 1 Ladder token in the District to move your marker forward 2 spaces.
Head: At any time, place 2 Ladder tokens in the District to move your marker forward 3 spaces. The Ladder required to reach the Body must already be placed.



At any time during your turn, you may place Ladder tokens from your supply next to a Body or a Head of your KIKAI (the Body must already have its Ladder before placing one on the Head). Each time you place a Ladder token, immediately increase your marker on the corresponding Influence Track: +2 for a Body, +3 for a Head.

Effects:



Effects indicate the rewards you gain when a **Fan of the same color** stands in front of that KIKAI component (see Attract Fans, p.7).

EXAMPLE



During the game, Giza built a complete KIKAI over several separate actions.

1 On an earlier turn, she built the Blue Foot for a cost of 1 Energy. Since Foot require no Ladder, she immediately advanced 1 space on the Blue Influence Track.

2 On a later turn, she built the Blue Body for 6 Energy. Because Fans cannot access the Body without a Ladder, no Influence was gained at that time.

3 Finally, in another turn, Giza built the Green Head for a cost of 7 Energy. Once again, no Influence was gained, she will first need to place 1 Ladder token next to the Body, then 2 Ladder tokens next to the Head so that Fans can interact with those components and increase her Influence accordingly.



Building a KIKAI component or placing a Ladder does not trigger its Effects.

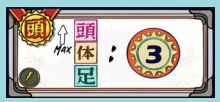
KIKAI Head Construction Bonus:

If you are **the first** to build a **KIKAI Head** in a District, immediately claim the Construction Bonus located in that District.

Standard Mode:



Immediate Effects: Gain 1 VP for each of your Flyer Droppers currently on Yukon Street. Do not count those discarded and returned to the box.



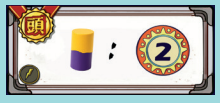
Immediate Effects: Gain 3 VP for each KIKAI that is strictly taller than your opponent's in any District.



Immediate Effects: Gain 2 VP for each District where you have built a KIKAI Foot.



Immediate Effects: 4 VP for each District in which you have built the Head of a KIKAI, including this one.



Immediate Effects: 2 VP for each of your Billboards placed on Yukon Street.



Immediate Effects: Gain 2 VP per Influence point of your highest marker on your Influence Tracks (Red, Blue, or Green).

Advanced Mode 難しい:



Immediate Effect: Discard 1 Fan from any Square. You do not gain this Fan. If this effect empties the Square, immediately place one of your Billboards there.



Immediate Effect: Gain 1 Ladder token and 5 Energy.



Permanent Effect: When performing an Attract Fans action, you do not pay the movement cost when using your opponent's Flyer Dropper network to attract the **first** Fan.



Permanent Effect: You may spend your Ladder tokens as if they were Megaphone tokens.



Permanent Effect: Pay 1 Energy instead of 2 when deploying your Flyer Droppers.



Permanent Effect: When you play two identical District Cards to act anywhere, immediately draw the top card from the deck.



Deploy Flyer Droppers

This action allows you to deploy Flyer Droppers (/ taken from your Energy Track) onto the streets, that is, the connection spaces between Squares, starting from the District matching the card you played.

Each street space may hold 1 or 2 Flyer Droppers, depending on the layout. Flyer Droppers must be taken from left to right on your Player Board's Energy Track.

Cost:

Deploying 1 Flyer Dropper costs 2 Energy. On a street with 2 available spaces, you must pay 4 Energy to deploy both Flyer Droppers at once. That street then belongs to you exclusively. The cost must be paid in full; if you cannot afford it, you may not perform the action. You may not deploy only one Flyer Dropper on a double space.

Placement Conditions:

Your Flyer Dropper network must always begin from the District matching the card you played.

- If you have not yet started a network from that District and at least one street space is available, you may **begin it now**.
- If multiple streets are available, you must choose only one.
- If your network reaches a Square connected to several streets, choose which branch to follow.
- You may only extend your network from your own Flyer Droppers already deployed on Yukon Street.
- You **cannot** extend from **your opponent's network**, though networks can cross paths.

District Connection Rule:

Even if your Flyer Dropper network allows you to reach another District, **you may not pass through and exit that District**. Your network must stop upon entering a new District.

EXAMPLE



1. Elliot plays a Diner District Card and chooses to perform the "Deploy Flyer Droppers" action. He cannot deploy a Flyer Dropper starting from the Train Station District, even though his network reaches it. To deploy from Train Station, Elliot must play a Train Station District Card.
2. Elliot **extends** his network from the Diner District by taking 2 cubes from his Energy Track.
3. He pays 4 Energy and deploys 2 Flyer Droppers on the street. He immediately gains 1 Ladder token from that street space. Additionally, by removing the 2 Flyer Droppers from his Energy Track, he unlocks a bonus and immediately gains: 1 Megaphone token or 1 Ladder token.

Bonuses:



Some spaces on your Energy Track contain bonuses. Gain the bonus immediately when the space is cleared.

Some streets on Yukon Street also provide bonuses. Gain the bonus immediately when you deploy Flyer Droppers on those streets.



Attract Fans

This action allows you to attract Fans into the District matching the card you played, and to activate the Effects of your KIKAI components.

Each KIKAI component lets you attract 1 Fan of the same color:

- With Foot, you attract 1 Fan matching the color of the Foot.
- With Foot and Body, you attract 1 Fan for each of those components.
- With Foot, Body, and Head, you attract 1 Fan of each corresponding color.

You may attract a Fan from **any Square connected** to a Flyer Dropper network.

You may **attract fewer Fans than the number of KIKAI components** in the District, either because you're unable to, or because you choose not to.

Conditions to Attract a Fan:

To attract a Fan, you must meet **all** of the following conditions:

- You must have built at least the Foot of a KIKAI in the District matching the District Card you played.
- **A Fan of the same color as the KIKAI component** must be able to reach the District by following a Flyer Dropper network, yours or your opponent's.
- The **Fan-Zone** for that **specific component** (Foot, Body, or Head) must be **unoccupied**.



Using the Opponent's Network:

You may use your opponent's Flyer Dropper network, **partially** or **entirely**, to move Fans toward your KIKAI.

For each street used that contains one or more of their Flyer Droppers, you must pay **1 Energy per Flyer Dropper present**.

The Energy you spend is given directly to your opponent.

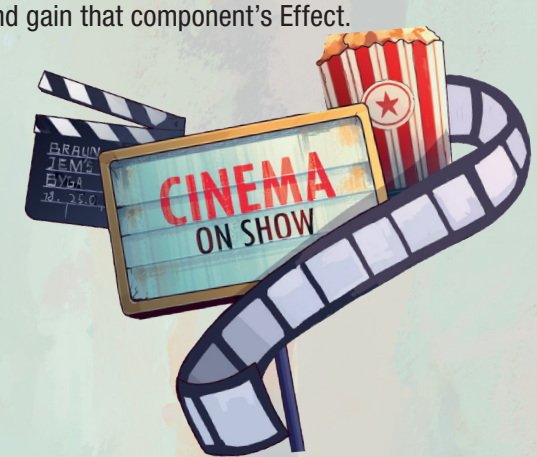
If you cannot pay the full cost, you may not use their network.

Restriction : You may only Attract Fans in the District matching the District Card you played.

Gaining KIKAI Effects:

For each Fan you attract, you gain the Effect of the KIKAI component that matches the Fan's color.

If your KIKAI contains multiple components of the same color and you attract fewer Fans than components, choose which component receives the Fan and gain that component's Effect.



EXAMPLE



Elliot has built a complete KIKAI: Blue Foot, Green Body, and Blue Head. He can only attract 2 Fans to his KIKAI (1 Blue Fan and 1 Green Fan) because no other Blue Fans are available.



1 Elliot chooses where to place the 2 Fans in order to gain the Effects of the corresponding KIKAI components. He places them in the Fan-Zones of the Body and Head.

2 Elliot gains the following Effects:

- 1 Ladder token and 2 VP from the Blue Head
- 2 Energy from the Green Body

Note: Elliot did not place a Ladder token next to the Body component of his KIKAI. He still receives the Effect of the Body, but has not gained any Influence from it because the Ladder is missing.

A Fan remains in the Fan-Zone until an Exhibition is performed.

Billboards:

When you attract **the last Fan from a Square**, choose one of your Billboards from your Player Board and place it on that Square.

Standard Mode: Immediately gain the bonus of the selected Billboard as well as the VP value of the Square where you place it.

難しい Advanced Mode: Immediately gain the Bonus of the Square.

Possible Effects of Billboards or Squares:

Discard 2 Flyer Droppers from your Energy Track. They are permanently removed from the game.

Gain 1 Megaphone token.

Gain 1 Ladder token.

Gain X Victory Points.

Gain 2 Energy.

Instant Game End:

If a player places all 6 of their Billboards on the Squares of Yukon Street, the game ends immediately. That player wins by Instant Media Victory.

In this case, do not proceed with final scoring.

Host an Exhibition

ENERGY 10 pw/h

This action lets you present your KIKAI to the Fans in order to gain Energy and advance your Renown marker on the Master's Track.

Remove all of your Fans currently in the Fan-Zone of the KIKAI in the District matching the card you played. Place them next to your Player Board. They will contribute to your Renown (see p.9) and count toward final scoring.

Fans belonging to your opponent remain in place.

During an Exhibition, you may discard as many Megaphone tokens as you wish to attract your Fans located in other Districts.



- 1 Megaphone allows you to attract Fans from a District adjacent to the one on your played card.
- 2 Megaphones allow you to attract Fans from a District 2 spaces away.
- 3 Megaphones allow you to attract Fans from a District 3 spaces away.

This is the most efficient way to optimize your actions, preserve your District Cards, and clear Fan-Zones.

You may discard multiple Megaphones to reach several Districts at once.

Reminder: Yukon Street is a loop, so the maximum distance between two Districts is 3.

EXAMPLE



Elliot plays a Parking District Card and performs a Host an Exhibition action.

1 He collects 2 Red Fans currently in the Parking District.

2 Then, to optimize his action and save his District Cards, he discards 1 Megaphone token to attract 2 additional Fans (1 Blue and 1 Green) from the adjacent District, Cinema, which is 1 space away.

With a single card action, Elliot clears 2 Districts, which are now available for attracting new Fans.

Additionally, he will gain more Renown thanks to his 4 Fans (see next section).

Gain Energy:

Your Exhibition allows you to gain an amount of Energy equal to the rightmost revealed value on your Energy Track.

EXAMPLE



Your Exhibition lets you gain Energy equal to the rightmost revealed value on your Energy Track.

Note: After this action, all empty spaces in the Fan-Zones become available again to **Attract Fans**.

Renown:

Once all your Fans have been collected, advance your Renown marker on the Master's Track by the Influence value of each Fan (Red, Blue, Green).

When you advance on the Master's Track, immediately gain all bonuses from the spaces you reach.

EXAMPLE



1. The Blue Fans have an Influence value of 5.
2. The Green Fans have Influence value of 3.
3. The Red Fans have Influence value of 2.

In total, Elliot gains 12 Renown points: 1×5 + 1×3 + 2×2.

Elliot moves his Renown marker forward 12 spaces on the on the Master's Track. He immediately gains all associated bonuses: 1 Energy, 1 Energy, 1 Ladder token, and 1 Megaphone token.





Hosting an Exhibition in an Empty District:

It is **always possible** to perform the Host an Exhibition action in a District that **contains no Fans** and **no KIKAI** components.

Two situations may occur:

1. The player does not wish to (or cannot) use a Megaphone token to attract Fans from other Districts. In this case, they simply **gain Energy according to their Energy Track**. If they haven't done so already during this turn, they may still discard a Megaphone token to perform an additional action by playing another District Card.
2. The player discards one or more Megaphone tokens to attract Fans from other Districts. Even if no Fans were recovered from the District matching the played card, the player still proceeds to calculate Renown using the Fans they attracted.

END OF THE GAME & FINAL SCORING

End of Game Conditions

The game can end in one of two ways:

- Instant Media Victory: A player has placed all of their Billboards in the Squares.
- End of Round 4: The player with the most Victory Points (VP) wins the game.

Final Scoring:

Standard Mode:

1. VP earned during the game.
2. VP unlocked on your Energy Track.
3. The player who attracted the most Fans during the game gains 5 VP.
   (In case of a tie, neither player gains these points.)
4. Lose VP for any Foundation Tiles still remaining on the Yukon Street board.
5. Gain 1 VP for each of the following: every 5 Energy, every 2 Megaphone tokens, every 2 Ladder tokens

Note: Fans still in the Fan-Zones on Yukon Street do not grant any Victory Points!

難しい Advanced Mode :

1. 1 VP for each Fan collected during the game.
2. 1 VP for each point of Influence on your 3 Influence Tracks (Red, Green, Blue).

Tiebreaker: In case of a tie, the winner is the player with the most Red Fans.
In case of a tie, the winner is the player with the most Red Fans.If the tie still persists, start a new game.

GAMEPLAY EXAMPLE – THE ART OF THE MOVE

Setup: Elliot builds the Blue Foot in Casino, while Giza builds the Red Foot in School and the Green Foot in Parking. Elliot finishes by building the Red Foot in Train Station. Each of them has deployed Flyer Droppers in front of the Districts where their KIKAI components were built.

ROUND 1 – TURN 1

Elliot

Building the Future

I play my Diner card… and I build the Blue Foot!



He spends 2 Energy and places the Blue Foot in the Diner District. He also advances 1 space on the Blue Influence Track.

THE DRAW



End of Elliot's Turn

Strategic Deployment

I play my School card to deploy my Flyer Droppers!

Giza



Giza chooses a street with 2 spaces to deploy 2 Flyer Droppers. She clears 2 spaces on her Energy Track, revealing a value of 5. She now controls both access points to School, meaning Elliot can no longer deploy from that District.



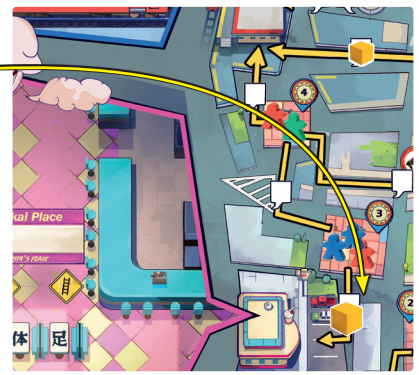
End of Giza's Turn

ROUND 1 – TURN 2

Flyer Run in the Streets

I play my Diner card… and I deploy 1 Flyer Dropper!





Elliot spends 2 Energy to deploy 1 Flyer Dropper, freeing up 1 space on his Energy Track and revealing a value of 4.



End of Elliot's Turn



End of Giza's Turn

Come See My Creation

I play my School card and attract 1 Red Fan!





Giza has the option to attract a Red Fan from two different Squares. She chooses the one with four Fans, so as not to leave a single Fan isolated in the other Square, avoiding an early risk. She gains 2 Energy from the supply.

ROUND 1 – TURN 3

Reap What You Sow

I play 2 Parking cards to take an action in Diner!



Elliot places 2 Parking cards on his board to perform an Attract Fans action. He attracts 1 Blue Fan and gains 1 Megaphone token from the supply.

End of Elliot's Turn



ROUND 1 – TURN 4

The Master's Recognition

I play Train Station… then follow up with Diner!



With his Train Station card, Elliot performs an Attract Fans action. He attracts 1 Red Fan and gains 2 Energy. He then discards 1 Megaphone token to play a second card: Diner. Elliot performs a Host an Exhibition action in Diner. He discards another Megaphone token to bring the Red Fan from Train Station to Diner. He gains 4 Energy, then evaluates the Influence of each Fan: 1 from the Red Fan and 2 from the Blue Fan, for a total of 3. He moves 3 spaces forward on the Master's Track and gains 1 additional Energy. To finish, he takes the Parking card and discards 1 Ladder token to draw a random card from the deck.At the end of his turn, Elliot has gained a total of 7 Energy (2 + 4 + 1).

End of Giza's Turn



End of Elliot's Turn

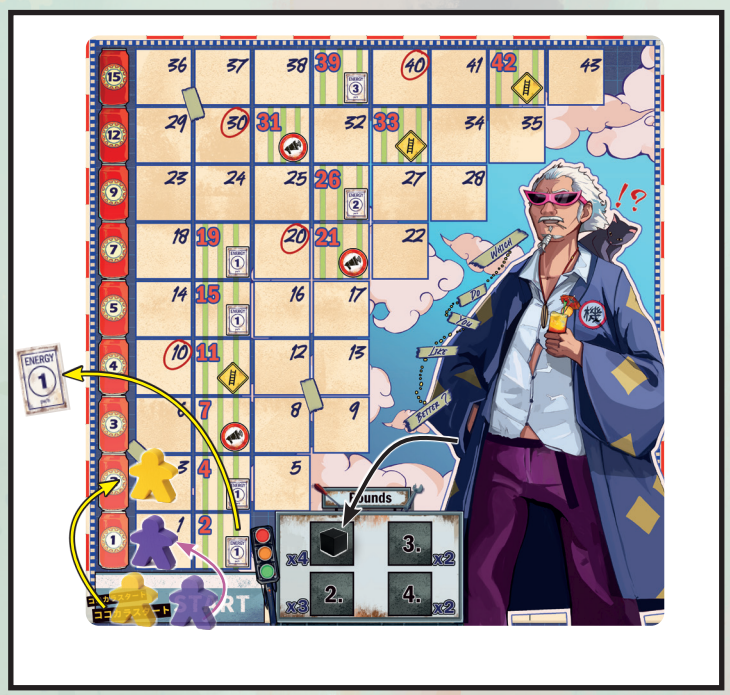


The Price of Fame

I play a Train Station card to host an Exhibition!



Giza has no School card, so she plays a Train Station card to perform a Host an Exhibition action. She has no KIKAI component and no Fan in Train Station, but there is 1 Fan in School. She discards 1 Megaphone token to bring that Fan over from School and complete her action. Giza immediately gains 5 Energy, the rightmost revealed value on her Energy Track. She then evaluates the Red Fan's Influence: her Red Influence Track shows "1", so she moves forward 1 space on the Master's Track. No bonus is reached.

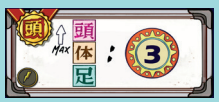


Now It's Giza's Turn… and Yours to Play.

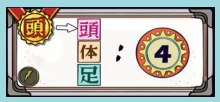
KIKAI HEAD CONSTRUCTION BONUS

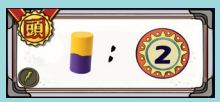
Standard Mode:


Immediate Effects: Gain 1 VP for each of your Flyer Droppers currently on Yukon Street. Do not count those discarded and returned to the box.


Immediate Effects: Gain 3 VP for each KIKAI that is strictly taller than your opponent's in any District.

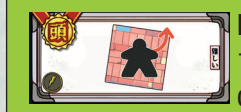

Immediate Effects: Gain 2 VP for each District where you have built a KIKAI Foot.

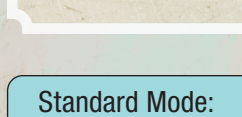

Immediate Effects: 4 VP for each District in which you have built the Head of a KIKAI, including this one.


Immediate Effects: 2 VP for each of your Billboards placed on Yukon Street.


Immediate Effects: Gain 2 VP per Influence point of your highest marker on your Influence Tracks (Red, Blue, or Green).

Advanced Mode 難しい:


Immediate Effect: Discard 1 Fan from any Square. You do not gain this Fan. If this effect empties the Square, immediately place one of your Billboards there.


Immediate Effect: Gain 1 Ladder token and 5 Energy.

Permanent Effect: When performing an Attract Fans action, you do not pay the movement cost when using your opponent's Flyer Dropper network to attract the **first** Fan.


Permanent Effect: You may spend your Ladder tokens as if they were Megaphone tokens.


Permanent Effect: Pay 1 Energy instead of 2 when deploying your Flyer Droppers.

Permanent Effect: When you play two identical District Cards to act anywhere, immediately draw the top card from the deck.

HOW TO ASSEMBLE YOUR KIKAI

Scan the QR code to see how to assemble your KIKAI!

FR ÉLÉMENTS D'EMBALLAGE + NOTICE

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Adresses sur quefairedemesdechets.fr

TOKEN USAGE SUMMARY


- Build KIKAI components.
- Deploy Flyer Droppers on Yukon Street.


- Perform one additional action per turn
- Attract your Fans from other Districts


- Draw additional District Cards
- Place next to a Body or Head component to increase your Influence Track

YOUR FIRST GAME

Special Variant (nicknamed «Little Bré»): To help you get started and better understand the complex mechanics of KIKAI – Bricolage Heads, you are allowed to draw as many District Cards as needed at the end of each round until you have 4 cards in front of you.

CREDITS :

Game design: Yasuyuki Yamagishi
Illustrations: Ylann Braunschweiger
Special thanks to: Sacha Bruttin, Jérémie McGrath, Thibault Bizollon, Greg Lfj, Noémie Ciesielski, Narguiza Akbaeva, Elliot Gigot
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For Elliot
May your imagination always be stronger than machines.Soar, rise, learn, stumble… but never give up.
—Dad

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