

Mouseware



WHAT IS HAPPENING?

It's hard to make an honest living in the scrapyard. But you, a little mouse with incredible computing hardware knowledge, are determined to build a computer using what scraps you can find, sell it for that sweet cash, then getting out of here. But things are never easy, because it seems like you've got some business competitors...

IN THIS GAME: LEARNING OBJECTIVES

- Students will be able to identify the basic hardware components of a personal computer and describe their functions.
- Students will be able to compare factors that impact the performance of the following hardware components: Central Processing Unit (CPU), Random Access Memory (RAM), secondary storage, and Power Supply Unit (PSU).
- Students will learn effective resource management and be able to apply this skill outside of the game.

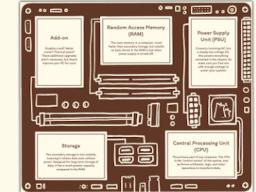
COMPONENTS



109 Component Cards



50 Wire Tokens



4 Player Boards

GAME SETUP

- Shuffle the deck of component cards and set on one side - this is the scavenge (draw) deck.
- Deal 8 component cards from the scavenge deck into a row - this is the scrapyard. Leave space for a deck at the end of the scrapyard - this will be the landfill (discard) deck.
- Each player takes a player board and sets it in front of them. This is the motherboard.
- Each player takes 10 wire tokens and sets it next to their motherboard.

Scrapyard



Scavenger Deck



Landfill Deck



HOW TO PLAY

The goal of the game is to build the highest scoring computer. The player who most recently played a video game goes first. On their turn, each player chooses to take one of three actions:

1. SCAVENGE FROM THE SCRAPYARD

Take one card from the scrapyard. The rightmost card (closest to landfill) is free to take. However, if you wish to take any other card, you must first place one wire on EACH of the cards to its right. Any wires on a card goes to the player who takes the card.

Slide other cards down to fill the gap, and reveal a new card from the scavenge deck in the leftmost space.



Example: Mouse 1 wants to take the third component, the graphics card.



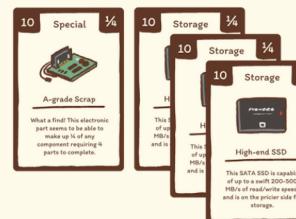
Mouse 1 puts two wire tokens from their stash and takes the component.



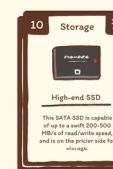
All the cards to the right slides one up to fill the gap.

2. INSTALL A PART

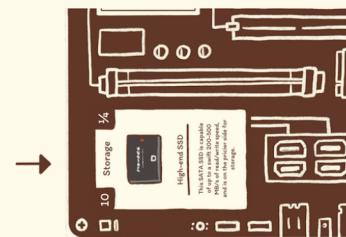
If you have 2/3/4 of the same typed cards that require 2/3/4 components to complete, you may put all 2/3/4 cards down in the corresponding slot in your motherboard to install the part, as long as the slot is empty. Add-ons require just 1 card to complete, and can be installed by itself.



Example: Mouse 1 has three of the same 1/4 components, and one special 1/4 scrap.



Mouse 1 stacks them together to make a part.



Finally, Mouse 1 installs the part by placing the stack onto the "Storage" slot.

3. DISCARD COMPONENTS

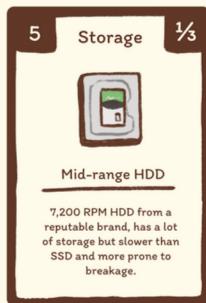
Discard up to 8 cards from your hand. For each card you discard, place a wire on one card in the scrapyard, starting from the right, in the same way you would pay to pick up a far-away card.

Each player has a strict hand limit of 10. If you reach this limit, you must take the discard action. If you do not have any wires, you do not have to pay to discard.

Players take their turns in clockwise order. A round has passed when all players have taken a turn. The player who first finishes adding all 4 core parts to their computer makes a note of the number of rounds before the second player finishes their computer, and then the third, and so on, until the last player has finished. Then, the game ends.

CARDS

There are three types of cards: core, add-on, and special.



The core cards are indicated on the top by their type: CPU, RAM, storage, or PSU. One set of each type must be installed to finish a computer.



The add-on cards are indicated on the top by the phrase "Add-on". You only need one component to install an add-on. The add-on slot does not have to be filled.

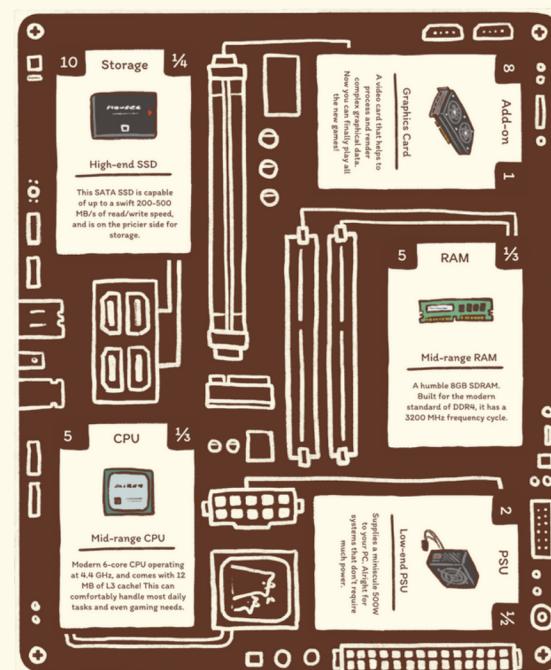


The special cards are indicated by the word "Special". A special card can be used to install any part with a matching score. e.g. you may use one $\frac{1}{3}$ special and two $\frac{1}{3}$ storage cards to install a storage part.

END OF GAME

When the last player has finished building their computer, the game ends. Each player scores their computer by adding the top-left numbers on all the visible cards on their motherboard (that is, the first card of each type).

Computers devalue over time! Each player subtracts $2t$ from their score, where t is the number of turns they finished after the first player - this is your final score! The first player to finish does not take any penalties.



Example Scoring for Mouse 2:

- Add-on: 8 pts
- RAM: 5 pts
- PSU: 2 pts
- Storage: 10 pts
- CPU: 5 pts

Mouse 2 is the second to finish, 3 rounds after Mouse 1. So, their final score is $(8 + 5 + 2 + 10 + 5) - (2 * 3) = 24$.