

"HELLO OPERATOR?"

You are the new switchboard operator at the manual telephone exchange at Hotel Bygone. Your job is to answer the lines and connect the callers to the correct rooms. To establish the connections you'll need to plug the electrical cords into the correct terminals on the switchboard. It all sounded so easy when you applied for the position...

COMPONENTS

9 Switchboard cards
12 small cubes/tokens (2 of each of 6 colours)
3 d6 dice

THE AIM OF THE GAME

To connect all of the incoming calls to their intended recipients. The game is played over 3 rounds.

SET UP

For each round, shuffle the 9 cards face down, rotating some as you do so. Deal them face up in a 3 x 3 grid, as shown in the example below, to create the 'switchboard'.

Round 1

Choose a cube colour to represent a **Priority Call** and set the 2 cubes of that colour aside. Choose another colour to represent an **Emergency Call** and set those 2 cubes aside. These 4 cubes will not be used in round 1.

Put 4 different coloured cubes in your cupped hands (or in a bag or cup) and shake them. Randomly pick one out and place it at position C1. Pick out each of the remaining 3 cubes in the same random way, placing them at positions C3, C5 and C7.

These cubes represent the terminals of the incoming calls that are being held in a queue


Take the remaining 4 cubes (same colours as those just placed), pick them out in the same random way and place them at positions R1, R3, R5 and R7. These cubes represent the corresponding recipient terminals that you'll need to plug the cords into to connect the calls.

Place the 3 dice in a row above the switchboard, each with 3 pips showing uppermost. These represent the time (in virtual seconds, not real-time!) that you have to connect all the calls. You start with 9 seconds.

CONNECTING CALLS

To connect an incoming call to its recipient, two terminal cubes of the **same colour** must be joined by a continuous electrical cord.

The cords and terminals can be moved in the following ways:

- **EXCHANGE:** Swap any 2 cards without rotating them. This is the main way you'll be trying to connect a call. *Time required: 2 seconds.*
- **REVERSE CHARGES:** Rotate a card 180 degrees. *Time: 1 second.*
Note: the  icon means that the card's layout is the same when rotated.
- **CROSSED LINES:** Swap 2 cubes of the same type of terminal (incoming or recipient) that are connected by a cord. *Time: 1 second.*
In the example shown, the cubes at R3 and R7 could swap positions.
- **CALL TRANSFER:** Move a cube along its cord to an **unoccupied terminal position of the same type**. *Time: 1 second.*
In the example shown, the cube at C1 could move to C2.

After each move, reduce one of the dice by the required number of seconds. If a die falls below 1 then it is removed from the game. Any remaining seconds must then be deducted from another die.

As soon as a call is connected to its matching recipient, remove both cubes and set them aside (*note: you may be lucky and already have a connected call at the start of the round, before any moves*).

You gain a time bonus of **1 second** for each **complete** circle on the connecting cord (in the example shown, the connection between C7 and R5 would give a bonus of 3 seconds).

Increase any one die by the amount gained. Do this **after** deducting any seconds for that move.

If a die reaches 6 then any surplus time is lost (not added to another die).

SPLIT CORDS

A call travelling along a cord that splits into multiple cords **after** a circle may continue along **any** of the cords after passing through the circle.

A call travelling along a cord that splits **before** a circle must pass through that circle and continue along the single cord on the adjacent card. It cannot reverse away from the circle along one of the other cords.

END OF ROUND

Once all the calls have been connected then the round ends.

The set up for **round 2** is the same as for round 1, except that the pair of Priority Call cubes are added (so 5 cubes for each type of terminal) and the additional positions for placing them are at C9 and R9.

Your time dice values remain as they are (they are not reset).

The Priority Call **must** be connected first (even if there is already a connected call at the start of the round).

For **round 3**, the pair of Emergency Call cubes are added (so 6 cubes for each type of terminal) and the additional positions for the placing them are at C2 and R2. Again, your time dice values remain as they are.

The Emergency Call **must** be connected first (even if there is already a connected call at the start of the round). You must then connect the Priority Call before attempting to connect the remaining 4 calls.

END OF GAME

You lose the game if you run out of time. You win the game if you manage to connect all 6 calls in round 3. Total up the seconds you have left on the time dice to find out how well you won:

- < 5 *Don't call us...*
- 5 - 9 *A close call*
- 10 - 14 *A good call*
- 15 - 17 *Calling the shots*
- 18 *Curtain call! (take a bow)*



SWITCHBOARD rules v.3

