

KANBAN

EV



SPEEDCHARGER EXPANSION SETUP

1. Place 3 Charger Tokens per player + 2 next to the Game Board.
2. Each player places 1 Charging Board to the left of their Player Board.
3. Shuffle the 4 Speedcharger Performance Goals into the Deck.
4. Optionally use 1 of the Speedcharger Final Goals.

GAMEPLAY

Kanban EV the game is played over a series of Rounds, until END GAME is triggered. Each Round consists of the following 2 Phases:

1) DEPARTMENT SELECTION PHASE

In the first Round, each player in Certification Track Order (from right to left) chooses an empty Workstation in any Department and places their Worker there.

In subsequent Rounds, each player in Worker order from top to bottom, selects a different Department to the one they are currently in and then places their Worker on an empty Workstation there.

SANDRA'S TURN

When Sandra moves (*apart from the first turn*) she is placed in the next empty Workspace of the next Department from top to bottom. She ignores Workstations in Administration and instead sits at her desk.

2 PLAYERS: Players cannot move to the Department where Sandra is, but Sandra can move to a Department where a player is.



2) WORK PHASE

1. In Worker Order, from top to bottom, each player takes a turn to complete Tasks.
 - The number of Shifts you have to complete Tasks is determined by the Workstation.
 - If you have Banked Shifts you may spend any number of them in order to work more.
 - The maximum number of Shifts you can work in a Round is 4.
 - Banked Shifts, Books, Parts Vouchers cannot be used on the turn they are gained, place any gained to the left of your Player Board. Use a Banked Shift reminder if you start your turn with less than 3 Banked Shifts.
2. Once you have completed your Shifts, lay your Worker down to indicate your turn is over. Move any Books and Parts Vouchers you gained this turn onto your Player Board.

SANDRA'S TURN

When it is Sandra's Turn (*apart from the first turn*) she evaluates the player(s) who have the least Training in the Department she is in. If the player(s) meet the Penalty Criteria they lose 1 VP; plus if you have less than 5 Banked Shifts, lose 1 VP for any Banked Shifts you have below 5.

Sandra then performs a Departmental Task (*apart from the first turn*) in the Department she is in.

CRITERIA FOR PENALTY		DEPARTMENTAL TASK	
	Have 2 or fewer Upgraded Designs.		Advance the Pace Car 1 space. Advance all Cars behind it up to fill the gap. If the Pace Car moves onto a striped space, move the Meeting Marker to the Meeting space.
	Have 2 or fewer Cars in your Garage.		Remove Car Parts from all Assembly spaces.
	Have 2 or fewer Car Parts on your Player Board.		Remove all but 1 Car Part from each Warehouse.
	Have 2 or fewer Car Designs on your Player Board.		Return the rightmost 4 Design Tiles to the bottom of the Central Stack. 2 PLAYERS: remove 8 Tiles. Then, slide the Designs down to fill any gaps as normal.
	Be certified in 2 or fewer Departments.		Perform END OF WEEK SCORING .

After all players have worked their Shifts, check to see if a **MEETING** and/or **END OF WEEK SCORING** takes place.

RECYCLING

At any time during your turn (*except during Meetings*), you may exchange 1 Car Part from your Player Board with 1 from the Recycling Pool, as many times as you'd like.



GENERIC SPEECH TOKENS

When you gain a Generic Speech Token, discard it to move 1 of your Speech Tokens next to your Player Board onto an empty space on your Player Board. If you don't have any of your Speech Tokens next to your Player Board, save the Generic Token next to your Player Board for the next Meeting.



END OF WEEK SCORING

For each Car in your Garages:

- Gain 1 VP for each Upgrade that has been made to that Model (by all players).
- Gain 1 VP for each Tested Design you have of that Model.
- Then advance the Week Marker by 1 Space, unless it is in position 3.



MEETINGS

If the Meeting Marker is on the Meeting Space at the end of the Work Phase a Meeting Takes place. Players take turns in Certification Track Order (from right to left) until all players have passed consecutively. Recycling cannot be used during a Meeting.

On your turn choose 1 of the following 2 options:

A) SPEAK (PERFORM 1 OR BOTH OF THE FOLLOWING STEPS):

1. Play 1 Performance Goal Card from your hand face-up near to the Meeting Room. (This is a MANDATORY action that each player must perform exactly once during every Meeting before they can Pass).
2. Place 1 of your Speech Tokens on the highest available Speech Icon, on a Performance Goal Card of your choice that you haven't already scored. Score the VP indicated on the bottom of the Card multiplied by the number of times you've met the Goal, up to the maximum allowed by the multiplier in the Speech Icon you've selected. (If you choose to place a Speech Token on the same turn as when you play your Performance Goal Card you must place the Token on that Goal.)

B) PASS.

You cannot Pass until you've played 1 Performance Goal Card.

Once everyone has Passed consecutively:

1. Return all used Speech Tokens back to players to place next to their Player Boards.
2. Each player may discard any number of Generic Speech Tokens they own to move 1 of their own Speech Tokens back onto an empty space on their Player Board.
3. Discard the face-up Performance Goal Cards from the Player Board.
4. Each player places 1 Performance Goal Card from their hand in the Meeting Room, face-down. Then flip all Cards played face-up.
5. If there are fewer than 4 players, fill the rest of the spaces with Cards from the Deck.
6. Each player draws 2 new Performance Goal Cards.
7. Return the Meeting Marker to the Test Track.
8. Advance the Production Cycle Marker 1 space, unless it is in position 3.

END GAME

When either the Production Cycle, or the Week Marker has reached the 3rd space, and the other has reached at least the 2nd space, **END GAME** is triggered.

Finish the Round so every player has the same number of turns then score as follows:

1. Spend 1 Speech Token (including Generic Tokens) per achievement you wish to score on the Final Goal Tile. Each player may score each Achievement on the Tile once.
2. Earn 1 VP per Banked Shift.
3. Earn 1 VP per Speech Token (including Generic), Book, and Parts Voucher you have.
4. Gain VP for each of your Cars in your Garages.

CITY CAR: 2 VP | SUV: 3 VP | TRUCK: 4 VP | SPORTS: 5 VP | CONCEPT: 6 VP

5. Score for relative positions on each Department's Training Track:

1ST: 5 VP | 2ND: 3 VP | 3RD: 1 VP

Players must have done some Training to gain VP. Ties are broken in stacks from top to bottom.

6. For each of your Tested Designs above your Player Board, gain VP equal to the value of the Car Part depicted on it (indicated on the Upgrade Value Track).

7. Gain 1 VP per Car in your Garages for each Charger Token on your Charging Board.

The player with the most VP is the winner.

Ties are broken by most Cars, then most Tested Designs, then most Banked Shifts.



R&D DEPARTMENT



TASK: CLAIM CARS (COST: 1-3 SHIFTS per Car)

You must have at least 1 Design on your Player Board that matches a Car on the Test Track, and space for each Car in your Garage on your Player Board.

1. You may claim any number of Cars from the Test Track. For each Car claimed return 1 matching Design from your Player Board to the bottom of the Central Stack.
2. Spend the number Shifts per Car according to its position behind the Pace Car:

1ST: 1 Shift | **2ND or 3RD:** 2 Shifts | **4TH:** 3 Shifts

3. Place each Car in an empty Garage on your Player Board, receiving the Benefit depicted on the Garage Tile next to it before flipping it face-down
4. Check to see if you've achieved a **FACTORY GOAL**.
5. Advance the Pace Car a number of spaces equal to the number of Cars you claimed. If the Pace Car reaches or crosses a striped space, move the Meeting Marker to the Meeting space in the Administration Department. Then advance the other Cars to close the gaps behind it.



TASK: UPGRADE A DESIGN (COST: 1 SHIFT)

You must have a Design on your Player Board depicting both the Model you wish to Upgrade and the Part you are Upgrading, as well as the Car Part itself.

1. Move a Car Part from your Player Board to any empty Upgrade space on the Model you are Upgrading.
 - You may discard 1 Parts Voucher from your Player Board to take any Car Part from the Supply to use instead.
 - You may also use Recycling if needed.
2. Receive any Benefit depicted on the Upgrade space.
3. Move the Marker for the Car Part you used 1 space to the right (if able) on the Upgrade Value Track.
4. Flip the Design face-down and place it next to the right of your Player Board.
5. Earn 2 VP.
6. Check to see if you've achieved a **FACTORY GOAL**.

TESTED DESIGNS

If you ever have a Car in your Garage that matches 1 of your Upgraded Designs, that Design is considered "Tested".

- Move the Design from the right of your Player Board to the top, above a matching Car.
- You may have more than 1 Tested Design above each of your Cars.



CERTIFIED

You gain a one-time ability to **DOUBLE-UPGRADE A DESIGN** when you complete an **Upgrade A Design** Task. Each type of Car Part can only be Double-Upgraded once. Perform the following steps:

1. Increase the Car Part's Value by 2 steps instead of 1 (if able) and flip its Value Marker to the Double-Upgrade side.
2. Gain VP equal to the new value of the Car Part.
3. Flip your Double-Upgrade Tile to show it has been spent.



DESIGN DEPARTMENT



TASK: SELECT DESIGNS (COST: 1 SHIFT per Design)

You can only select a Design if you have space for it on your Player Board.

1. Choose 1 of the 8 available Designs for each Shift spent.
2. Move the Designs to available spaces on your Player Board, Design-side up.
3. Slide all remaining Designs on the Game Board to the right to fill in any gaps.
4. Refill empty spaces from the First Office Stack next to the row. If this stack is depleted, refill from the Central Stack. If both are depleted, fill the top row first.

If you take any Designs from 1 of the 4 right-most spaces, gain the Benefit show between the 2 Designs of that column.



CERTIFIED

- You may store 1 additional Design on your Player Board.
- When selecting Designs, you may take them from 1 of the 3 draw Stacks. If you take the last Design from 1 of the First Office Stacks, immediately replace it from the Central Stack.



ADMINISTRATION DEPARTMENT

When you work in Administration, you may also choose 1 other Department to work in. You can split your Shifts and Books however you'd like between the chosen Department and Training in Administration.



Once per turn, you may spend 1 Shift to gain 1 Charger Token. Place it on a free space on your Charging Board (you must have space to take a Token).



CERTIFIED

- You may store 1 additional Speech Token on your Player Board.



ASSEMBLY DEPARTMENT

At the start of your turn in this Department (or when choosing to work here from Administration), if a Model has all of its Assembly spaces full of Car Parts, return all of those Parts to the Supply.



TASK: PROVIDE A NEEDED PART (COST: 1 SHIFT)

1. Move 1 Car Part from your Player Board to an empty Assembly Space for any Model.
 - The Car Part must differ from others currently in the Model's Assembly Spaces.
 - If the Model has had any of its Car Parts Upgraded, all of these must be provided first, before any of its non-Upgraded Car Parts.
 - You may discard 1 Parts Voucher from your Player Board to take any Car Part from the Supply to use instead.
 - You may also use Recycling if needed.
2. Move the Car at the top of this Model's Assembly Line 1 position along the arrows, displacing any other Cars along the assembly line. You may choose which direction Cars travel along branched paths.
3. Place 1 new Car of this Model (if available) from the Supply at the beginning of this Model's Assembly Line.

If a Car moves off the end of a Conveyor, move it to the Test Track in R&D and perform the following steps:

1. Gain 1 or 2 VP depending on which Conveyor delivered the Car.
2. If the Model matches either of the Demand Tiles, gain 1 Generic Speech Token if available.
3. Move the Car to the Test Track at the end of the line behind the Pace Car. There can only be a maximum of 4 Cars behind the Pace Car. If a 5th Car is added, remove the Car directly behind the Pace Car back to the supply, advance the other Cars to fill the gap.

At the end of your turn if either of the Demand Tiles have no Speech Tokens next to them, replace it with another and shuffle the replaced Tile back into the stack. Place the indicated number of Generic Speech Tiles next to the Tile.



CERTIFIED

- You gain a 5th Garage Space on your Player Board.



LOGISTICS DEPARTMENT



TASK: ISSUE KANBAN ORDER (COST: 1 SHIFT)

You can only complete this Task once per turn.

1. Gain 1 Banked Shift. This cannot be used until your next turn.
2. Place 1 Kanban Order Card from your hand on the Kanban space in a vertical orientation of your choosing.
3. Add 1 Car Part to each Warehouse with a matching symbol on its side of the line.
4. Return the Kanban Order Card to the bottom of the Deck.
5. Draw the top Card from the Kanban Order Deck into your hand.



TASK: COLLECT CAR PARTS (COST: 1 SHIFT)

1. Take any number of Car Parts from any 1 Warehouse.
2. Place them on available spaces on your Player Board.



CERTIFIED

- You may store 1 additional Car Part on your Player Board.
- You have access to an additional TASK.



TASK: RECEIVE PARTS VOUCHER (COST: 1 SHIFT)

You can only complete this Task once per turn.

1. Gain 1 Parts Voucher. This cannot be used until your next turn.
 2. Place it next to your Player Board.
- At the end of your turn move it onto your Player Board.

TRAINING AND CERTIFICATIONS

Each Department has its own Training Track which indicates the current training level of each player. For each Shift you spend on this Training Track Task, move your Marker to the next space, placing it on top of any other Markers there.



You may also discard any number of Books to move your Marker 1 space forward.

A player who crosses the arrow on a Department's Training Track is **CERTIFIED**.

1. Unlock the corresponding section on your Player Board.
2. Move your Marker to an empty space in the next section of the Certification Track and gain the Benefit of that space.
3. Check to see if you've achieved a **FACTORY GOAL**.



Once you are certified you may continue to train until you've reached the final space on the Track, you're then classified as an **EXPERT**.

1. The first player to become an Expert in each Department gains the Generic Speech Token.
2. Choose 1 of the Award Tiles, gain the Benefit then return the stack face-down.

FACTORY GOALS

The requirement Goals are as follows:

- **CLAIMING CARS:** have the indicated number of Cars in your Garages.
- **UPGRADING DESIGNS:** have the indicated number of Upgraded Designs.
- **CERTIFICATIONS:** have the indicated number of Certifications.

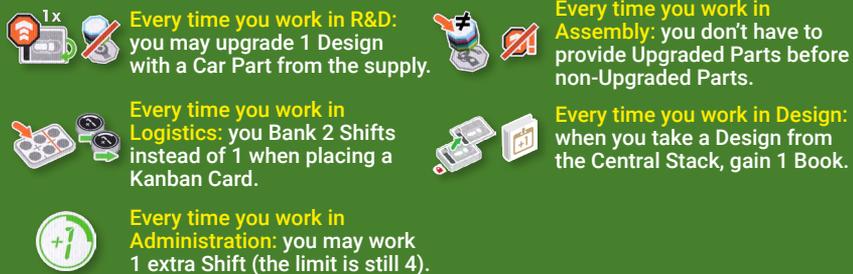
If you meet the requirements of a Goal, immediately take 1 of the Generic Speech Tokens from its Tile. Once all Speech Tokens have been removed from a Goal discard it.

ICONS



SPEEDCHARGER ABILITIES

You may not use an Ability on the turn you gain it.



VARIANTS

1) THE PLANNER

SETUP

Place your 5 Garage Bonus Tiles in any order that you want.

During the game, when you **CLAIM A CAR**, it must be placed in your leftmost empty Garage.

2) DELAYED TUNING

SETUP

1. Keep the 4 left-most Garage Bonus Tiles next to your Player Board.
2. Only the Tile with the Lock on its back is placed in the rightmost space.

When placing a Car in one of your Garages, choose 1 of the Tiles next to your Player Board, and place it in the space of the Garage of the Car you just took.

- You can gain the Bonus at any time on a future turn by flipping the Tile over.
- You cannot flip the Tile in the same turn you earned it.
- Since you cannot use Books, Parts Vouchers, or Banked Shifts on the turn you gain them, this means it will be 2 turns before you are able to use them.

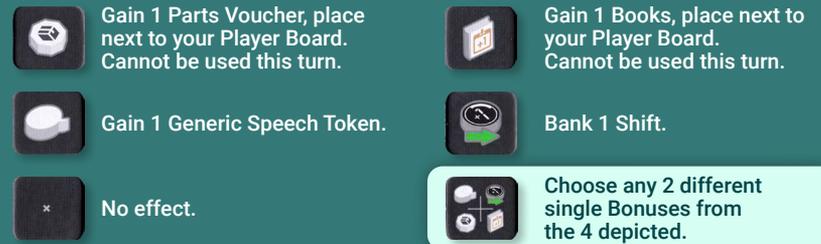


3) EXPERT GARAGE TILES

SETUP

Use the Expert Garage Tiles instead of the Basic Garage Tiles.

GARAGE BONUS TILES



4) SPECIAL GARAGE TILES

SETUP

1. Each player in Certification Track Order (from right to left) chooses 1 Special Garage Tile.
2. Place the Tile in your 5th Garage instead of the standard 5th Garage Tile.

- Once you have a Car in your 5th Garage, activate the Tile as usual then flip it face-down.
- When combined with the **PLANNER**, you may only choose the order of the 4 Regular Garage Tiles. The Special Garage Tile **MUST** be placed in the 5th Garage.

SPECIAL GARAGE BONUS TILES



5) NICE SANDRA

SETUP

1. Each player places their VP Marker on position 0 of the Track instead of position 15.
2. Place the Sandra Reference Tile on the side with the Green Strip.

- When Sandra evaluates a Department she evaluates the player or players who have the most Training.
- If you are evaluated and meet the requirements below, gain 1 VP for each Banked Shift you have over 5.

DEPARTMENT

CRITERIA FOR REWARD

	Research & Development		Have 2 or more Upgraded Designs
	Assembly		Have 2 or more Cars in your garages
	Logistics		Have 2 or more Car Parts on your Player board
	Design		Have 2 or more Designs on your Player board
	Administration		Be certified in 2 or more departments

PERFORMANCE GOALS



1
2 VP for each Car in your Garages.
(score up to 3x)



2
3 VP for each different Car Model in your Garages.
(score up to 3x)



3-7
4 VP for each Car Model of this type in your Garages.
(score up to 2x)



8-13
4 VP for each Upgraded Design you have for this Part.
(score up to 2x)



14
2 VP for each Upgraded Design you have.
(score up to 3x)



15
4 VP for each Tested Design you have.
(score up to 2x)



16-18
2 VP for each Part of these 2 types you have.
(score up to 3x)



19-21
4 VP for each Car you have in any of these 2 Garages.
(score up to 2x)



22-26
4 VP for being Certified in the depicted Department.
(score up to 1x)



27
2 VP for each Design on your Player Board.
(score up to 3x)



28
2 VP for each Book you have.
(score up to 3x)



29
3 VP for each Department in which you are Certified.
(score up to 3x)



30
2 VP for each Part you have.
(score up to 3x)



31
2 VP for each Banked Shift you have.
(score up to 3x)



32
3 VP for each Speech Token you still have on your Player Board.
(score up to 3x)



S1
2 VP for each Charger Token you have.
(score up to 3x)



S2-S6
4 VP for having a Charger Token in the depicted position.
(score up to 1x)

FINAL GOALS



7 VP - If you have at least 3 Cars of the same Model.



6 VP - If you have Upgraded Designs for at least 3 different Parts.



8 VP - If you are Certified in all 5 Departments.



8 VP - If you have 5 Cars.



6 VP - If you have at least 4 Upgraded Designs.

7 VP - If you are Certified in at least 4 Departments.



8 VP - If you have at least 4 Cars of different Models.

7 VP - If you have at least 3 Upgraded Designs for the same Part.



6 VP - If you are Certified in Logistics and Assembly.



7 VP - If you have at least 2 Sports Cars.



8 VP - If you have at least 5 Upgraded Designs.

6 VP - If you are Certified in Administration.



8 VP - If you have at least 2 Concept Cars.



7 VP - If you have at least 2 Upgraded Designs for Body.

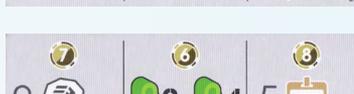
6 VP - If you are Certified in R&D and Design.



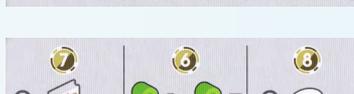
6 VP - If you have at least 7 Banked Shifts.



8 VP - If you have at least 3 Books on your Player Board.



7 VP - If you completed Training in at least 2 Departments.



8 VP - If you have at least 2 City Cars.



7 VP - If you have at least 2 Upgraded Designs for Battery.

6 VP - If you are Certified in R&D and Assembly.

8 VP - If you have at least 2 SUVs.

7 VP - If you have at least 2 Upgraded Designs for Drivetrain.

6 VP - If you are Certified in Logistics and Design.

8 VP - If you have at least 2 Trucks.

7 VP - If you have at least 2 Upgraded Designs for Electronics.

6 VP - If you are Certified in Assembly and Design.

7 VP - If you have at least 3 Cars of the same Model.

7 VP - If you have at least 5 Tested Designs.

7 VP - If you are Certified in 3 or fewer Departments.

8 VP - If you have 5 Cars of different Models.

8 VP - If you have Tested Designs for at least 5 different Parts.

8 VP - If you have completed Training in only 0 or 1 Departments.

6 VP - If you have at least 7 Banked Shifts.

8 VP - If you have at least 4 Charger Tokens.

7 VP - If you completed Training in at least 2 Departments.

8 VP - If you have 4 Cars of different Models.

7 VP - If you have at least 3 Upgraded Designs for the same Part.

6 VP - If you are Certified in Logistics and have a Charger Token in position 1.

7 VP - If you have at least 2 Parts Voucher Tokens.

6 VP - If you have Charger Tokens in positions 2 and 4.

8 VP - If you are Certified in all 5 Departments.

7 VP - If you have at least 2 Books.

6 VP - If you have Charger Tokens in positions 3 and 5.

8 VP - If you have at least 2 Speech Tokens on your Player Board.