

DATE _____

CR-TLS SERVICE MANUAL

Welcome to the stereophonic world of **DJ Jimmy Shimmy...**

SUMMARY

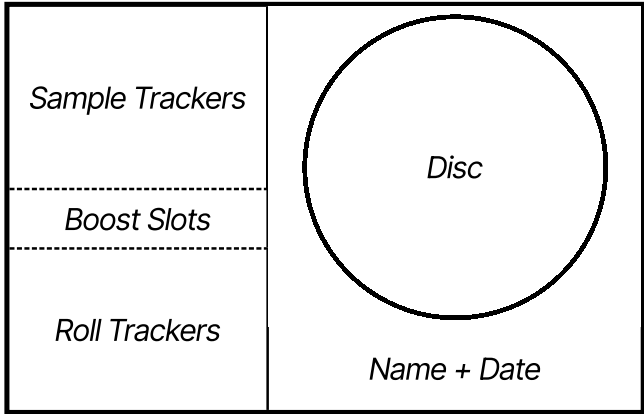
You are the world's worst DJ! Scratch up a record in style.

Place samples, travel away to increase their value, then visit your samples to score points.

Requires a pencil, three four-sided dice (abbreviated 3d4), and optionally a ruler.

Players: 1 to ∞
Playtime: 10 minutes

LAYOUT



Your needle starts at the center of the disc.

GAMEPLAY

STEP 1

Roll 3d4. Write these numbers into the first unused roll tracker.

STEP 2

Take neither, one, or both actions in any order.
Cross out the numbers you use.

ACTION - PLACE A SAMPLE \diamond

Shade the first unused sample tracker at value 1.

Choose two numbers as coordinates. Write the sample's letter (A \rightarrow G) at these coordinates on the disc.

Samples you place cannot touch, not even diagonally.

ACTION - MOVE THE NEEDLE \blacktriangle

Choose a number. Travelling through exactly this many cells, draw a straight line from your current dot to a target dot.

1. Mark every dot you pass through. Your movement may intersect itself, but cannot visit a dot twice.

2. If you visit a sample, claim it. Shade the box above the sample's tracker. This freezes the value.

3. If you move away from an unclaimed sample, increase its value. If you increase a sample's value past 8, the sample loses all value.

STEP 3

Cross out remaining numbers, and shade the first unused knob. Repeat for twelve rounds.

Sum up the values of every claimed sample to determine your final score.

DISTANCES

4				4
3	3		3	
2	3	2		
1	1	3	3	
\blacktriangle	1	2	3	4

When moving the needle, measure distance by the number of cells your line visits. This chart shows potential movements for rolls 1 to 4.

When determining which samples increase in value, ignore this distance metric. Instead, measure distance in fractional units, like a ruler would.

BOOSTS

Boosts are an optional addition to DJ Jimmy Shimmy. To play with boosts:

At the start of the game, roll 3d4. Assign these numbers to the three boost slots. These slots are associated with Samples A, B, and C.

Once you claim a sample, you gain its boost. At any point, you may add the boost's value to a single rolled number.

Once you use a boost, shade its slot.

CREDITS

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Inspired by the navigation app Luftlinie, the astounding instruments of Love Hultén, and a top-notch conversation with my partner Autumn.

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