

Server Farm

AI lives in a building. Keep it powered, keep it cool, keep up.

OBJECTIVE

You run the data center an AI app lives in. For 8 hours, more and more people send it jobs. GPU racks do the work, but every rack needs power and makes heat. Spend the coins you earn on racks, coolers, solar panels and batteries. Score one point for every job you finish, minus one for every job that gives up waiting.

QUICK START – READ THIS, START PLAYING

- 1 Everyone starts with 1 GPU rack, 1 Cooler and 4 coins. The Host flips one Event card and rolls the die. Jobs this hour = the roll + the hour number (+ any Event extras).
- 2 Power: the grid gives 3. Each solar panel adds 1 in daytime (hours 1-5), batteries add what they've stored. One power runs one rack.
- 3 Heat: each Cooler keeps 2 racks at full speed (3 jobs). Any other running rack overheats and slows to 1 job.
- 4 Finish jobs from your queue, earn 1 coin each. More than 6 still waiting? The extras give up: -1 each. Then build: GPU rack 5, Cooler 3, Solar panel 4, Battery 3.

EACH HOUR

- 1 EVENT: the Host flips the top Event card and reads it out. It's for everyone this hour.
- 2 JOBS: the Host rolls. Jobs arriving = the roll + the hour number, plus any extras from the Event. Add them to your queue.
- 3 POWER: the grid gives 3 power. In hours 1-5 each solar panel gives 1 more. Use that first, then stored battery power. Each rack needs 1 power; racks without power are off. Each Battery stores up to 2 leftover power for later.
- 4 HEAT: each Cooler keeps 2 running racks at full speed. Every other running rack overheats and slows down.
- 5 WORK: full-speed racks finish 3 jobs each, slow racks 1. Take those jobs out of your queue and earn 1 coin per job.
- 6 WAIT: if more than 6 jobs are still waiting, the extras give up and leave. Write them down as dropped.
- 7 BUILD: spend coins on new machines (GPU rack 5, Cooler 3, Solar panel 4, Battery 3). Draw each new machine in an empty slot. You can't build after hour 8.

HOW TO SCORE

- 1 Score = jobs finished minus jobs dropped. Coins left over don't count.
- 2 Most points after the last hour wins. Ties share the win.
- 3 Solo: beat 40 points, then beat your own best with the same shuffled deck.

TIPS

- 1 Racks without coolers run hot. In 500 practice games with the same dice, a farm that kept a Cooler for every 2 racks beat a racks-only farm every single time.
- 2 The grid only runs 3 racks. Your 4th rack needs solar or a battery.
- 3 Solar is free power by day and nothing at night (hours 6-8). Batteries save daytime leftovers for later.
- 4 Saving every coin loses: jobs pile up and people leave.

WHAT THE FARM TEACHES

- 1 AI lives in buildings: every chatbot answer runs on real computers somewhere, in rooms full of racks.
- 2 Power: those computers run on electricity, and a big data center can use as much as a whole town.
- 3 Heat: computers turn electricity into heat. Cooling them takes more energy, and many data centers use water too.
- 4 Bottlenecks: adding chips doesn't help if there's no power or cooling for them. Engineers balance all three.
- 5 Demand: more people using AI means more machines. That's why companies keep building data centers.