

Game of Dredge Wear Part Manufacturing



- Each pattern is used multiple times and wears down, itself. Also, some patterns have to be configured for the specific application, execution or material of the wear part.
- Moulding: the pattern is placed in a casting box and filled with sand.
- Sometimes there are more casting boxes needed and they have to be stacked carefully. Depending on the configuration, this step might be very short. Then you go directly from 2 to 4.
- Part of the casting system is already in the sand box with the pattern, but it has to be finished as the last part of the preparation.
- The material is melted in the furnace. This can take some time, depending on the size of the cast.
- The actual casting is done in minutes. Fifteen, at the most.
- But the cooling in the casting box takes weeks. Wait one turn.
- Sometimes the casting has not gone properly and the cast have to be done again. Back to square one.
- Satisfied with the cast, then it has to be touched up at the fettling station.
- A special heat treatment brings the final hardness and toughness to the product.
- The fitting surfaces of the wear parts have to be machined.
- Rotating parts have to be balanced. For non-rotating parts, this can be skipped.
- Then there is the bottle neck: quality control. If there is a deviation that can not be mitigated, you have to go back to square one.
- Depending on the location, transport can take weeks.
- Don't start me about customs handling. Your anticipated spares are in bonded storage and customs is missing a document, wait some weeks or skip a turn
- Finally, you've made it! Installation on the dredge.



Use one dice and for every player one token.
Rules according to 'Snakes and Ladders'



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