



GIZMO CARD

- 1 **Gizmo Type:** The type of effect the Gizmo provides and where to place it below the Player Dashboard.
- 2 **Gizmo Effect:** The effect of the Gizmo, including the bonuses it provides and, in some cases, the condition for triggering the effect. (Check the List of Effects for details.)

- 3 **Victory Points:** The amount of Victory Points the Gizmo is worth at the end of the game.
- 4 **Energy Type:** The color of Energy that must be spent to Build this Gizmo.
- 5 **Gizmo Cost:** The quantity of Energy of the indicated Type that must be spent to Build this Gizmo.



THE PLAYER TURN

The First Player takes the first turn, then play moves clockwise. On your turn, you must perform 1 of the following actions:

- » **File:** File 1 Gizmo from the Display Area.
- » **Pick:** Pick 1 Energy of your choice from the Energy Row.
- » **Build:** Build 1 Gizmo from the Display Area or from your Archive.
- » **Research:** Draw Gizmo cards from 1 of the facedown Level Decks and choose 1 to **File** or **Build**.



Choose 1 faceup Gizmo card from any row in the Display Area and place it in your Archive, next to your Player Dashboard.



When you take a Gizmo from the Display Area, immediately draw a new Gizmo card from the same Level Deck and place it in the empty slot. After you draw this new Gizmo, your File Action is over.

Your Archive has a limit to how many Gizmos it can hold, as indicated in your Player Dashboard's Upgrades Area. Each player starts the game with a **File Limit** of 1, but some Upgrade Gizmos may



increase that number. Your Archive can never hold more Gizmos than your File Limit, so if you are at your limit, you cannot take a File Action.



Choose 1 Energy from the 6 available in the Energy Row and add it to your Energy Storage Ring.

Your Energy Storage Ring has a limited amount of Energy it can hold, as indicated in your Player Dashboard's Upgrades Area. Each player starts the game with a **Storage Limit** of 5, but some Upgrade Gizmos may increase that number.



IMPORTANT: Some abilities may let you draw a random Energy (?). **This is not a Pick Action.** In those cases, you don't take from the Energy Row. Instead, you draw blindly from the top of the Dispenser.

All Energy taken must go directly to your Energy Storage Ring. Your Ring can never hold more Energy than your Energy Storage Limit, so if you are at your limit, you cannot take any more Energy.



Choose 1 faceup Gizmo card from the Display Area **OR** from your Archive. Spend Energy from your Energy Storage Ring matching the Gizmo's Energy Type and Cost. (To spend Energy, just place them back inside the Energy Dispenser.)



Remember to always replenish the Display Area when you Build a Gizmo from there. After replenishing, your Build action is over.

Example: To build this Gizmo, a player must spend 2 Battery (black) Energy.

Place the Gizmo below your Player Dashboard in the area corresponding to its Gizmo Type. If you have multiple Gizmo cards under the same symbol, stack them so you can see all of their effects.

CONVERTERS: When performing a Build Action, you may be able to use your active Converter Gizmos to convert the Energy you have into the Energy you need. Learn all about Converters in the List of Effects.

RESEARCH



Choose any facedown Level Deck (1, 2, or 3) and draw a number of cards equal to your **Research Amount**. You may not draw from more than 1 Level Deck at a time. Each player starts the game with a Research Amount of 3, but some Upgrade Gizmos may increase that number.

If there are fewer cards in the chosen Level Deck than your Research Amount, draw only the number of cards available.

After you draw the cards, choose 1 of them and either **Build** it (if you have enough Energy) or **File** it (if you have space in your Archive). Or, you can choose to do neither.

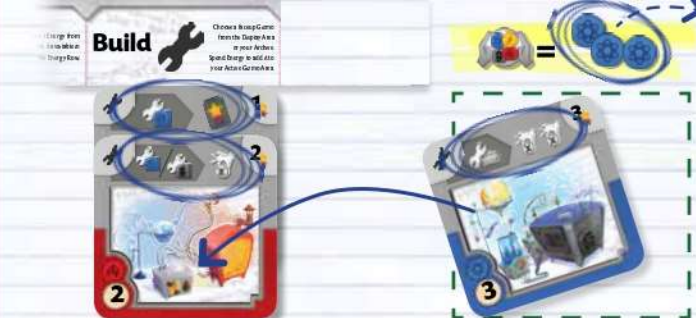
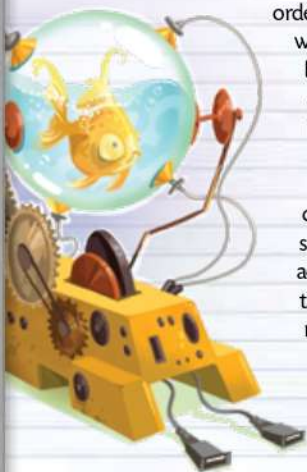
Return the remaining cards facedown to the bottom of the corresponding Level Deck, in the order of your choosing. You may return all drawn cards to the bottom if you wish, or if you can't **File** or **Build** any of them.

Note: The File or Build Action you perform during a Research Action also counts to trigger active Gizmos (see Triggering Gizmo Effects below).

TRIGGERING GIZMO EFFECTS

While taking 1 of the 4 available actions is the basis of the game, the real core of it (and the key to victory) is triggering your Gizmos' effects in order to accomplish much more on your turn than you would otherwise. Every Gizmo you Build and place below your Player Dashboard has an Effect that is activated by a specific Trigger (learn all about these in the List of Effects).

Whenever you perform an action, make sure to check all of the Gizmos you have under that action to see which ones may be triggered. After the triggering action is complete, you may activate the Effects of any triggered Gizmos, in any order you wish. Just keep in mind that each Gizmo may only be used **once** per turn! You may use the Effect of a Gizmo on the same turn it is built, however, it cannot be triggered by the same action that Built it.



Example: Heather performs a Build Action, spending 3 Atomic Energy to build an Atomic Gizmo from her Archive. This triggers 2 of her Build Gizmos: one that gives her a Victory Point token, and another that allows her to Pick 1 Energy of any type from the Energy Row. Note that, while the Gizmo she just built allows her to Pick 2 Energy when building from the Archive, it cannot be triggered by the action that just built it.

CHAIN REACTIONS

The secret of master inventors is building their Gizmos in a way that will cause chain reactions, with one Gizmo triggering another to generate the most benefits! The Effect of one Gizmo may be a different action than the one originally performed. So, when you then perform that secondary action, it may trigger other Gizmos, and so on. Whenever you perform an action, whether it's your one action for that turn or an action triggered by a Gizmo Effect, always check the Gizmos under that action to see if any of them are triggered.

There is no limit to the number of Gizmos that may be activated, but always remember that each Gizmo can only be used **once** per turn. The order in which each Gizmo's effect is executed is up to the player, regardless of the order in which the actions that triggered those effects occurred. A Gizmo built at the beginning of a chain reaction may end up being activated later in that chain reaction, as long as it's not triggered by the action that Built it. Sometimes finding the optimal order to execute actions and effects can yield greater results. See a detailed example of a chain reaction in the List of Effects.

END OF THE GAME

The end of the game is triggered when a player builds their 4th Level 3 Gizmo or their 16th Gizmo total (including their Starting Gizmo). Once that happens, play continues until the player to the right of the First Player completes their turn. That is, until all players have had an equal number of turns in the game. If the player who triggered the end of the game is the player to the right of the First Player, then the game ends when they complete their turn.

Each player then calculates their score by adding the Victory Points of all their Gizmos, plus any Victory Point Tokens they have acquired. The player with the most Victory Points wins!

In case of a tie, the tied player with the most Gizmos in their Active Gizmo Area wins. If it's still tied, the tied player with the most Energy left in their Energy Storage Ring wins. If it's still tied, the tied player furthest from the First Player, going clockwise, wins.

GIZMOS – LIST OF EFFECTS



FILE TRIGGERS

File effects are triggered every time you perform a File Action. After the action is performed, you may gain a benefit.



This type of effect triggers when you perform a File Action.

PICK TRIGGERS



Pick effects are triggered every time you perform a Pick Action meeting specific requirements. After the action is performed, you may gain a benefit.



This type of effect triggers when you Pick the specified type of Energy from the Energy Row.



This type of effect triggers when you Pick 1 of the 2 specified types of Energy from the Energy Row. The effect can only be used once, even if you Pick both types in the same turn.

Note: Remember that drawing random Energy from the top of the Dispenser does not count for Pick triggers!

BUILD TRIGGERS



Build effects are triggered every time you perform a Build Action meeting specific requirements. After the action is performed, you may gain a benefit.



This type of effect triggers when you Build a Gizmo of the specified type.



This type of effect triggers when you Build a Gizmo of 1 of the 2 specified types. The effect can only be used once, even if you Build both types in the same turn.



This type of effect triggers when you Build a Gizmo from your Archive.



This type of effect triggers when you build a Level 2 Gizmo.

EFFECTS

Possible effects that may be triggered by File, Pick, or Build Actions.



Draw 1 random Energy from the top of the Dispenser.



Draw 3 random Energy, one at a time, from the top of the Dispenser.

Note: A player cannot draw a random Energy if the amount of Energy in their Energy Storage Ring is equal to their Storage Limit.



Perform a Pick Action.



Perform a Build Action to Build a Level 1 Gizmo without paying its cost.



Perform 2 Pick Actions, one at a time.



Perform a File Action.



Gain 1 Victory Point.



Perform a Research Action.



Gain 2 Victory Points.

CONVERTERS



Converter effects are used to treat Energy as a different type or quantity when spending them to Build a Gizmo. Those effects can be combined and used in any order you want, but each Gizmo can only be activated once per turn.





When building a Gizmo, you may treat 1 Energy of the specified type as 1 Energy of any type you choose.





When building a Gizmo, you may treat 1 Energy of any type as 1 Energy of any type you choose.



When building a Gizmo, you may treat 1 Energy of the specified type as 2 Energy of that type.

Example 1: Heather needs 4 Battery Energy to Build a Gizmo, but she only has 2. Having only 1 effect  , the maximum she can get is a total of 3 Battery Energy. She can't Build the Gizmo she wants this round.

Example 2: Adam wants to build a Gizmo that costs 2 Atomic Energy, but he only has 2 Electric Energy in his Energy Storage Ring. Having only 1 effect   is not enough for him to convert both Energy Spheres.







Some converter Gizmos are so advanced that they will give you the possibility of performing up to 2 effects.



When building a Gizmo, you may treat 1 or 2 Energy of the specified type as that same number of Energy of any type you choose.



When building a Gizmo, for each specified type, you may treat 1 Energy as 2 Energy of that same type.

Example 3: Continuing from example 2, if Adam has:  ,  , and  , it is possible to build a Gizmo that costs 2 Atomic Energy. Adam may treat 1 Electric Energy as 1 Heat Energy using the first effect. Then, using the second effect, that Heat Energy may be treated as 2 Heat Energy. Finally, that 2 Heat Energy may be treated as 2 Atomic Energy because of the third effect. That way, the Atomic Gizmo could be built by spending only 1 Electric Energy.

UPGRADES



There are 3 kinds of Upgrades:

INCREASERS

Increases Energy Storage Limit, File Limit, and/or Research Amount.



Permanently increase your Energy Storage Limit by the specified number.



Permanently increase your File Limit by the specified number.



Permanently increase your Research Amount by the specified number.

NEGATORS

Invalidates a certain action.



You can't perform a File Action for the rest of the game.



You can't perform a Research Action for the rest of the game.

DISCOUNTS

Provides a discount to build certain Gizmos.



You may spend 1 less Energy when building Level 2 Gizmos.

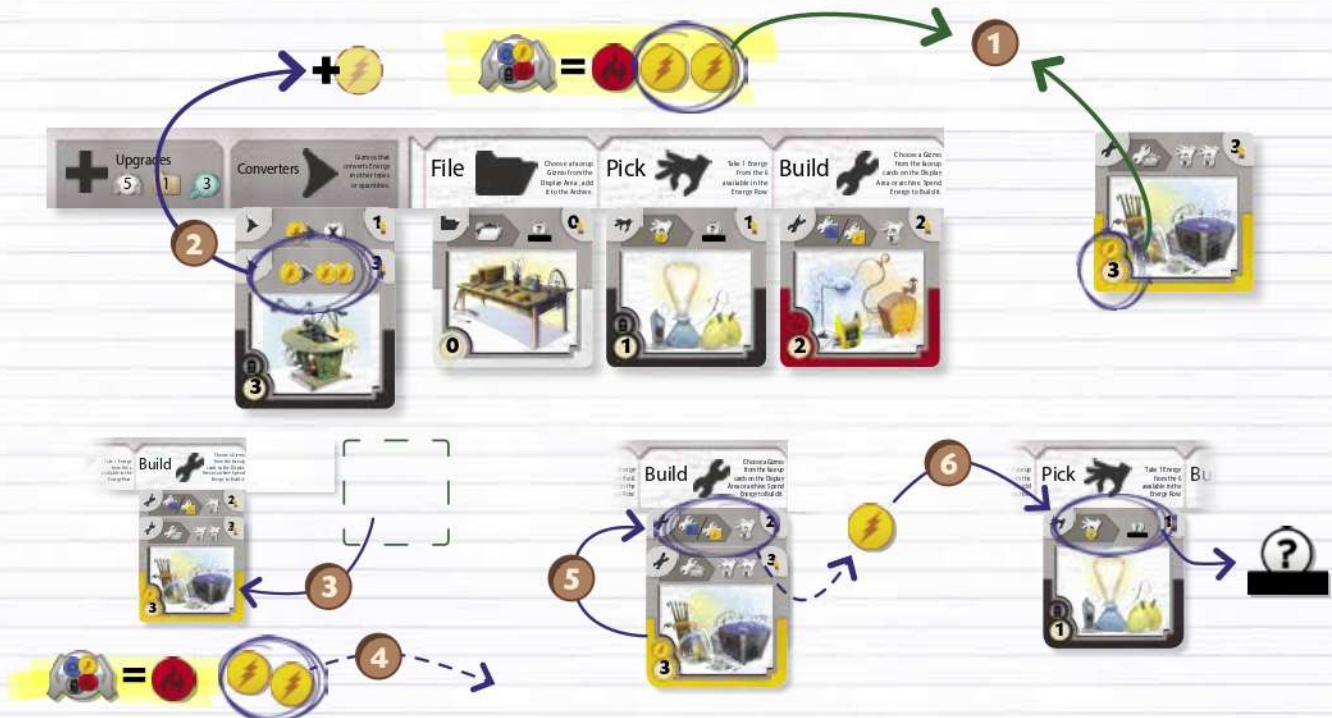


You may spend 1 less Energy when building Gizmos from the Archive.



You may spend 1 less Energy when building Gizmos directly from a Research Action.

CHAIN REACTION EXAMPLE



Example: Heather has constructed a chain reaction system of Electric Gizmos.

- 1 At the beginning of her turn, she sees that she has 2 Electric Energy and 1 Heat Energy in her Energy Storage Ring. This is not enough Electric Energy to Build the Gizmo in her Archive.
- 2 Heather starts by using the Gizmo that converts 1 of her Electric Energy into 2 Electric Energy. She now has the necessary Energy to Build her Archived Gizmo.
- 3 She Builds the Archived Gizmo and moves it to her Active Gizmo Area.
- 4 All spent Electric Energy is placed inside the Dispenser.
- 5 Heather already has a Gizmo that allows her to Pick 1 Energy of any color from the

Energy Row when she Builds an Atomic or Electric Gizmo, so she does and she chooses 1 Electric Energy that happens to be available. Her newly constructed Gizmo allows her to Pick 2 Energy of any color from the Energy Row when she Builds a Gizmo from her Archive. However, since a newly Built Gizmo cannot be triggered by the same action that Built it, this effect cannot be activated right now.

- 6 Now, since she Picked an Electric Energy from the Energy Row, that triggers another Gizmo, allowing her to draw a random Energy from the Dispenser. No other Gizmo can be triggered, so Heather's turn is over.