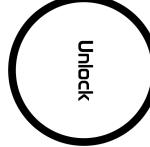


Project A Max 4x 🕥



6 FL0PS + \bigcirc \rightarrow ⊕ T4

11 FLOPS + ①① **⊡** 75

2 FLOPS \rightarrow \bigcirc T3

1 FL0PS \rightarrow

⊖ T2

Manufacture

Project B

Max 4x 🖨

Pick One

2 FL0PS \rightarrow $\mathbf{x20}$

4 FLOPS \rightarrow +1x \bigcirc [v] I

 $5 \text{ FLOPS}
ightarrow \mathbf{x20} \mathbf{x20}$

Project C

Max 4x 🕥

₩ × Max Max 2× △ 3× ⊘

Max √x √x

T4 **5 1**5

10 FLOPS + $\textcircled{T} \rightarrow x20x20x20$

12 FLOPS + \bigcirc \rightarrow +**2**x \bigcirc [vl]

16 FLOPS + \bigcirc \bigcirc \bigcirc \rightarrow x20x20x20x20

Upgrade

Project D

Max 4x 🕥

Pick **Any**

∝ ✓ × Max

Max 2× △

3× Max

×4× ✓

5× ⊘

6× ⊘

72 **5**0

™

T5

T4

5

2 FLOPS \rightarrow \bigcirc | | | | | | | \rightarrow | | | | | | |

6 FLOPS + \bigcirc \rightarrow \bigcirc |v| || \rightarrow |v| |||

12 FLOPS + $\bigcirc \bigcirc \bigcirc \rightarrow \bigcirc \bigcirc$ [vi III] \rightarrow [vi IV]



Project A Max 4x 🕥

Unlock

T4 5 • 3

Pick **Any**

2 FLOPS \rightarrow \bigcirc T3

1 FLOPS \rightarrow

⊖ T2

11 FLOPS + ①①

⊡ 75

6 FL0PS + \bigcirc \rightarrow

⊕ T4

 $1 \text{ FLOPS} \rightarrow \bigcirc \boxed{1}$

7

•

₩

Project B

Max 4x 🖨

Project C

Max 4x 🕥

Project D Max 4x 🕥

Pick One

2 FL0PS \rightarrow $\mathbf{x20}$

Manufacture

4 FLOPS \rightarrow +1x \bigcirc [v] I

₩

T4

5

5

× Max

Max 2× △

3× ⊘

Max √x √x

10 FL0PS + \bigcirc \rightarrow x20x20x20

12 FLOPS + \bigcirc \rightarrow +**2**x \bigcirc [vl]

16 FLOPS + \bigcirc \bigcirc \bigcirc \rightarrow x20x20x20x20

 $5 \text{ FLOPS}
ightarrow \mathbf{x20} \mathbf{x20}$

∝ ✓ × Max

Upgrade

Pick **Any**

72 **5**0

™

Max 2× △

3× Max

×4× ✓

5× ⊘

6× ⊘

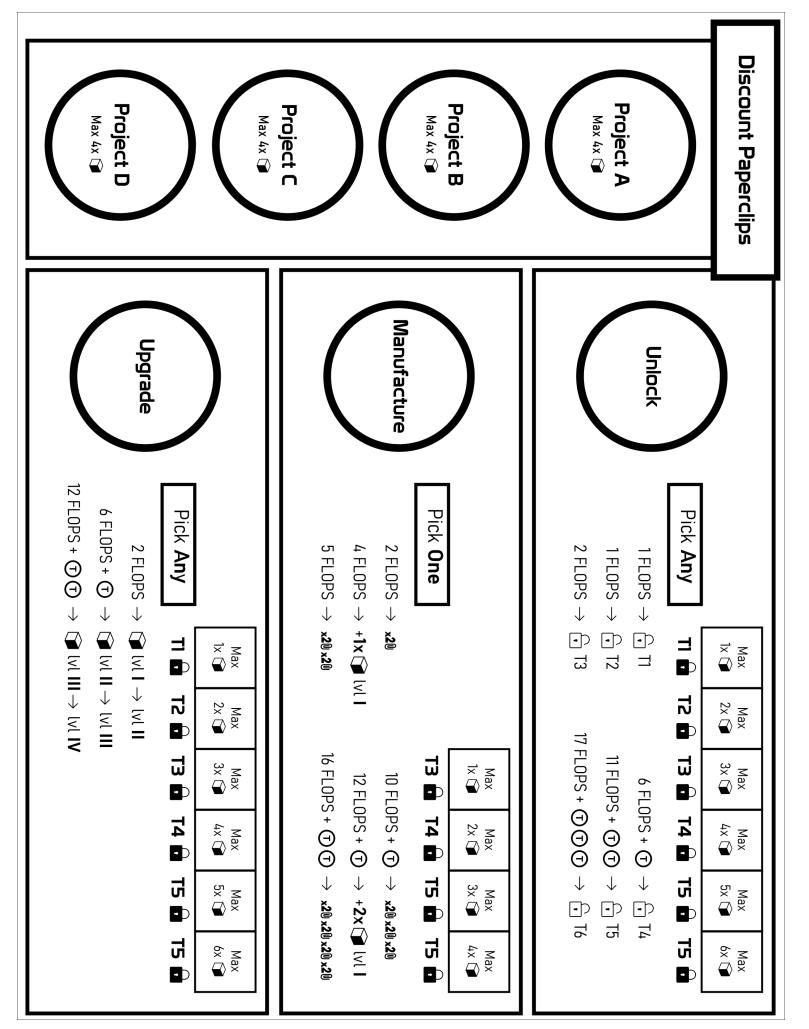
T4

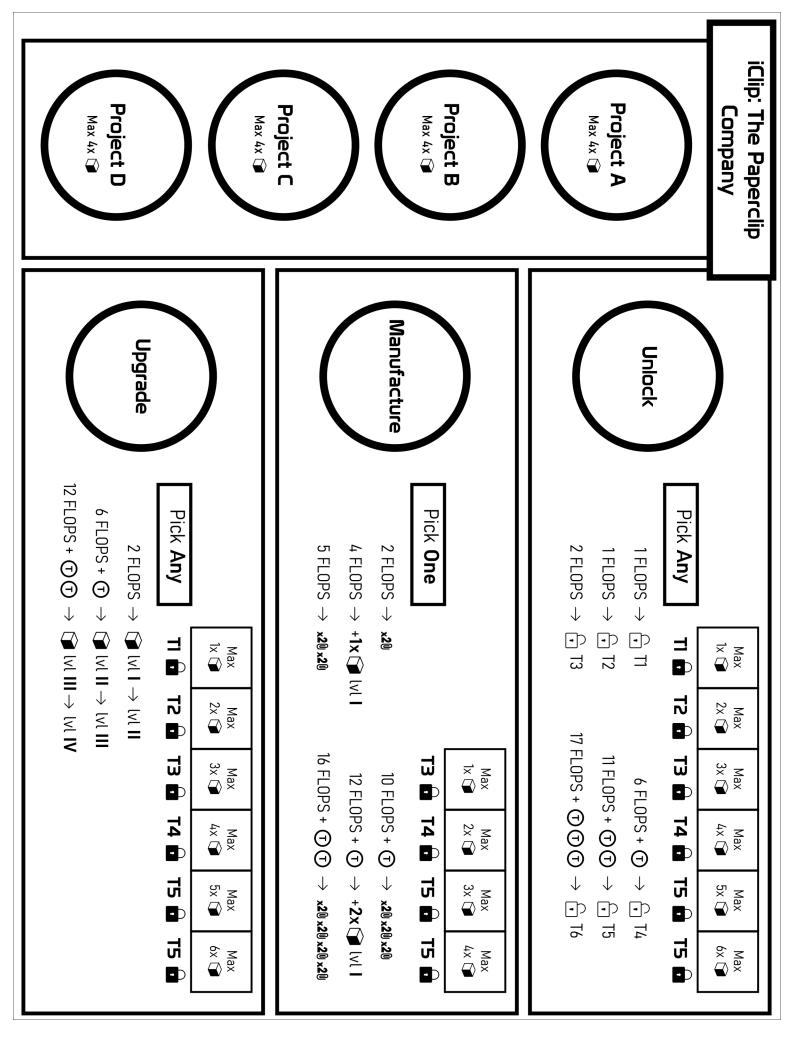
5

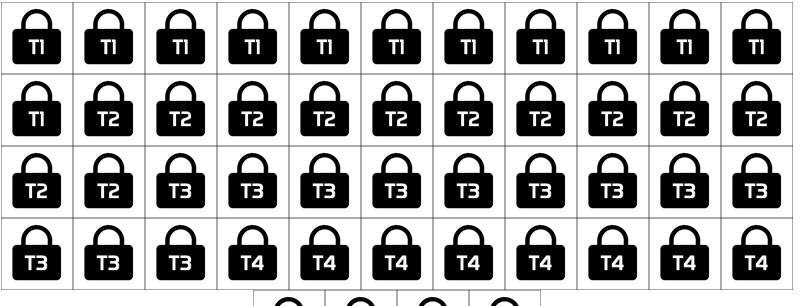
T5

2 FLOPS \rightarrow \bigcirc | | | | | | | \rightarrow | | | | | | |

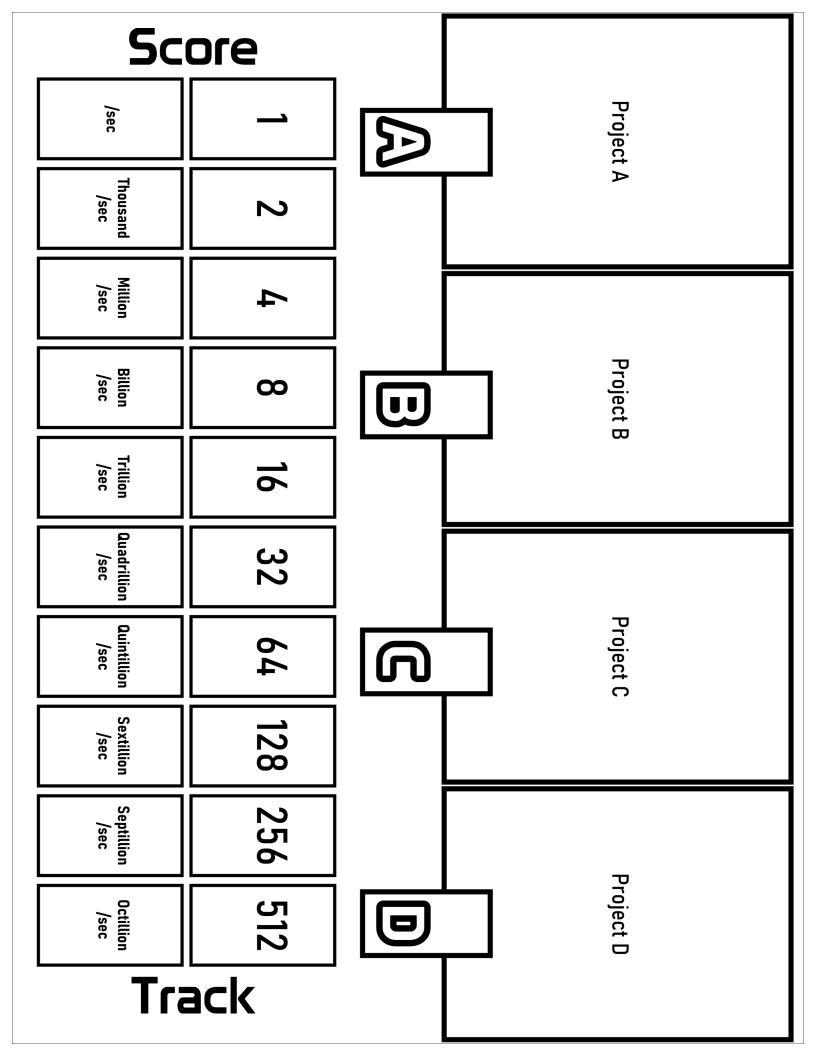
12 FLOPS + $\bigcirc \bigcirc \bigcirc \rightarrow \bigcirc \bigcirc$ [vi III] \rightarrow [vi IV]







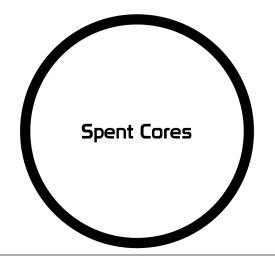




Quick Reference

Turn Order

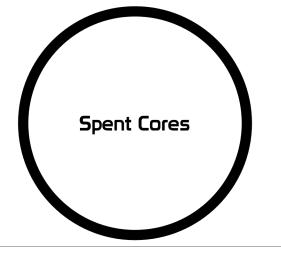
- 1. Secretly place all from your Spent Cores pile
- 2. Roll for Projects A, B, C and D in order
- 3. Roll 📦 for Unlock. Unlock 🍞 by spending FLOPS and 🛈
- 4. Roll for Manufacturing. Pick one option
- 5. Roll 📦 for Upgrade. Upgrade any 📦 in your Spent Cores pile by spending FLOPS and 🛈
- 6. Replace any completed projects from the project deck
- 7. Recover all your Spent Cores and repeat



Quick Reference

Turn Order

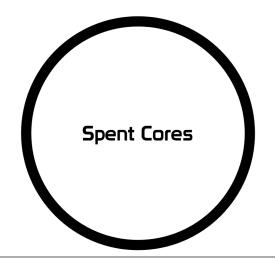
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