



Gizmos (2018)

2-4 Players

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Duration: 4 level 3 Gizmos or 16 total. 40-50 minutes.



Setup

- Give each player a random **Dashboard**, **Energy Storage Ring** , and **Starting Gizmo Card**  which is placed below the **File**  symbol. Player with 1st player Dashboard goes first.
- Sort & shuffle **Level Decks** by level on back. Randomly remove 20 cards from **Level 3 Deck** – to box.
- Place **Level Decks** on table forming 3 rows. Draw 4 Level 1 cards, 3 Level 2 cards, 2 Level 3 cards. Place each card face-up in the row of the corresponding deck to form a triangle **Display Area**.
- Place all 52 **Energy Spheres** in the **Energy Dispenser**. 6 will slide out to form the **Energy Row**.

Game Play

- Start player begins, perform 1 of the following **Actions**
- **File** : place 1 face-up Gizmo card into your **Archive** [next to Dashboard]. Refill empty slot from same Level Deck. File limit starts at 1, can increase with Upgrade Gizmos.
- **Pick** : add 1 Energy from the 6 available to your **Energy Storage Ring** . Storage limit starts at 5, can increase with Upgrade Gizmos. Some abilities let you draw random Energy  blindly from top of container.
- **Build** : select **Gizmo tile** from Display Area **or** Archive. Pay Energy from Storage Ring matching Energy Type and cost on card [use **Converters** if needed] to place Gizmo tile below Dashboard in area matching Gizmo Type. Stack cards under symbol so all card effects can be seen.
- **Research** : draw # of cards from one Level Deck [1, 2 or 3] = your Research # . Research # starts at 3, can increase with Upgrade Gizmos. Choose 1 card and either **Build** it [if enough Energy] **or File** it [if space in Archive] **or** do neither. Return remaining cards to bottom of deck in any order.
- **Triggering**: check under action for Gizmos that are triggered and activate Effects. Each Gizmo can be used **1x** per turn. Can use Effect of a Gizmo on same turn as built, but it can't be triggered by same action that Built it.
- **Chain Reactions**: no limit to # of Gizmos that can be activated by an Action [1x per turn each]. The order Effect is executed is up to player.

End Game & Scoring

- End game triggered when a player builds **4th Level 3 Gizmo** [brown top] or **16 Gizmos** total [including starting]
- Play continues to the player to the right of the start player (equal turns)
- +VP for **Gizmos**
- +VP for **Tokens**
- Most VP wins. Tie: most **Gizmos in Active Gizmo Area**, then most **Energy in Energy Storage Ring**, then furthest from start player in clockwise order

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List of Effects

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

 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.

 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.

 Draw 1 random Energy from the top of the Dispenser.

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

 Perform a Pick Action.

 Perform 2 Pick Actions, one at a time.

 Gain 1 Victory Point.

 Gain 2 Victory Points.

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

 Perform a File Action.

 Perform a Research Action.

 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.

 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.

 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.

 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.

 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.

 This Gizmo is worth a number of Victory Points equal to the number of Energy Spheres in your Energy Storage Ring.

 This Gizmo is worth a number of Victory Points equal to the sum of Victory Points you have in tokens.