



GIZMOS

By Phil Walker-Harding
2-4 players | 40-50 minutes | Ages 14+

The Great Science Fair approaches! You, the brilliant minds of our generation, will compete to build the most creative and powerful Gizmos in your homemade labs. Can you master the four energies and construct the best combos to bring home the first-place prize?

COMPONENTS



112 GIZMO CARDS

- » 4 Starting Gizmo Cards
- » 36 Level 1 Cards
- » 36 Level 2 Cards
- » 36 Level 3 Cards

13 each of Heat (Red), Electric (Yellow), Atomic (Blue), and Battery (Black).

52 ENERGY SPHERES



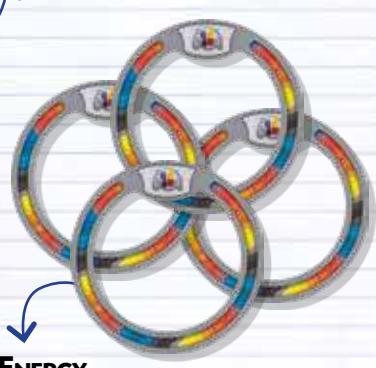
1 ENERGY DISPENSER
(IN SEVERAL PARTS TO BE ASSEMBLED)



1 RULES LEAFLET



1 LIST OF EFFECTS



4 ENERGY STORAGE RINGS

1 DISPENSER ASSEMBLY GUIDE

4 PLAYER DASHBOARDS
(1 FIRST PLAYER DASHBOARD)

20 VICTORY POINT TOKENS

14 tokens worth 1 Victory Point and 6 tokens worth 5 Victory Points



SETUP

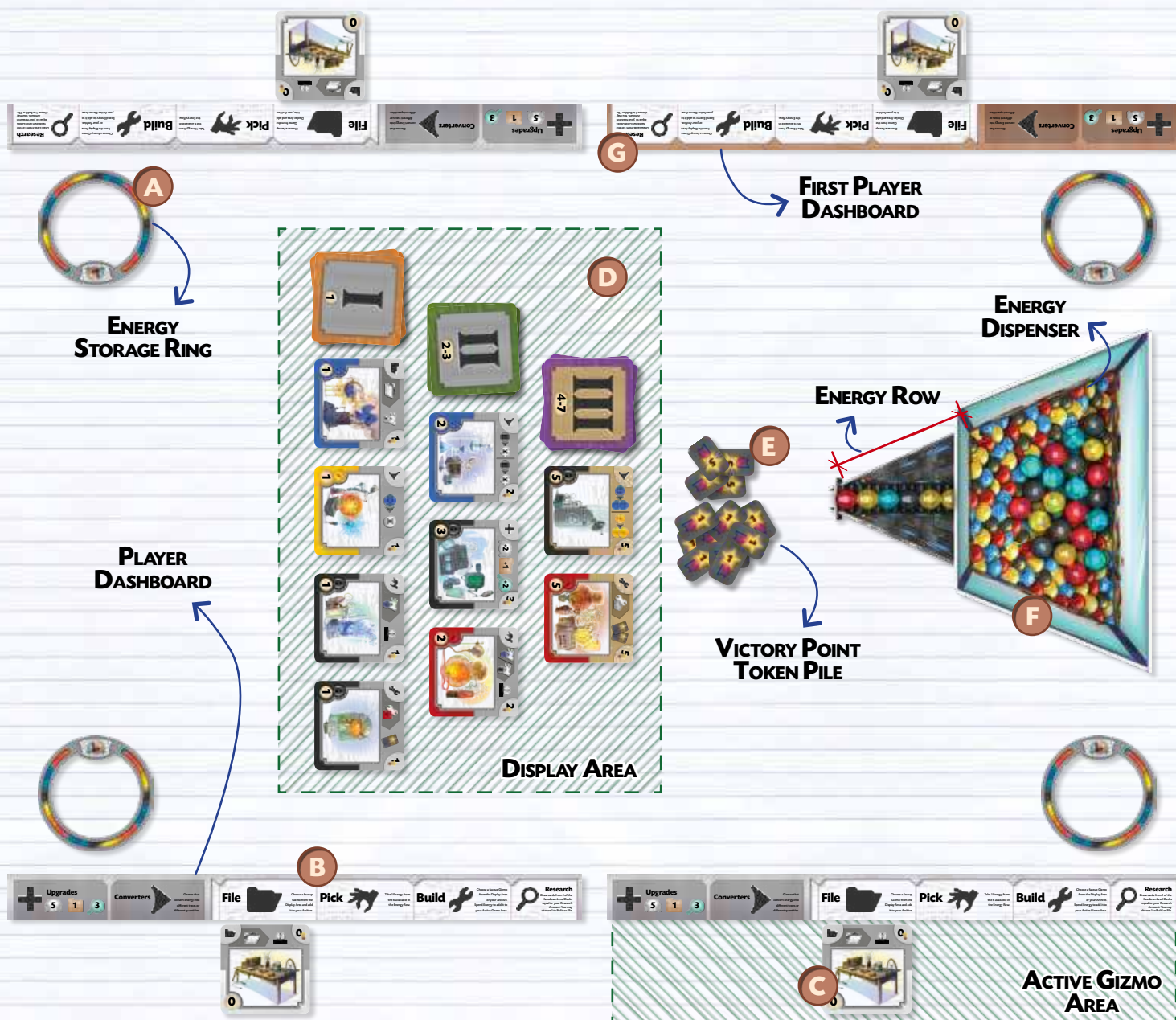
- 1) Take a number of Player Dashboards equal to the number of players (the First Player Dashboard must be included). Shuffle them all and randomly give 1 to each player. The player with the First Player Dashboard **G** will be the First Player.
- 2) Each player takes an Energy Storage Ring **A** and their Player Dashboard **B** and places them in front of them.
- 3) Each player takes a Starting Gizmo Card and places it on their Player Dashboard below the File symbol **C**. The area below the Player Dashboard is the Active Gizmo Area.
- 4) Divide the cards into Level Decks (as indicated on the back of the cards) and shuffle each deck separately. Randomly remove 20 cards from the Level 3 Deck and return them to the box. Only 16 are used in each game.
- 5) Place all three Level Decks in the center of the table next to each other, forming 3 rows. Draw Gizmo cards from each deck according to their Level as follows:
 - » 4 cards for Level 1
 - » 3 cards for Level 2
 - » 2 cards for Level 3

Place each Gizmo Card faceup in the row of the corresponding deck. This will be the Display Area **D**. There will be a total of 9 Gizmo Cards forming a triangle with Level 1 at the bottom.

- 6) Place the Victory Point Tokens near the Gizmo Cards **E**.

- 7) Assemble the Energy Dispenser (see the Dispenser Assembly Guide) and place it within reach of all players. Place all 52 Energy Spheres inside it (13 of each color). 6 random Energy Spheres will slide out to form the Energy Row **F**.

Note: If the Energy Spheres aren't falling into the Energy Row, shuffle them inside the dispenser until they do!



PLAYER DASHBOARD



- 1 This indicates your initial stats (Storage Limit , File Limit , and Research Amount .
- 2 This explains what Converter Gizmos do.
- 3 These are the 4 different actions you can take, along with their explanations.

- 4 These areas below the Player Dashboard are used to keep all Active Gizmos. They are arranged in columns according to their Gizmo Type (see below).
- 5 This area on the side of the Player Dashboard is the Archive, used to hold Gizmos that have been Filed.



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



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.

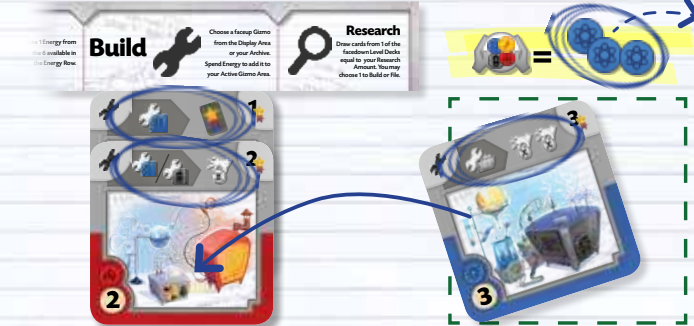
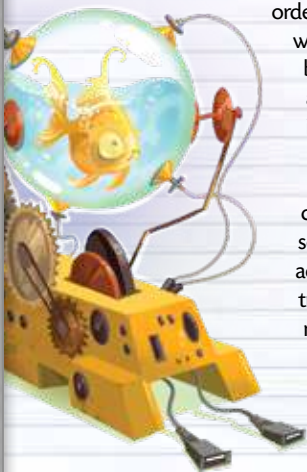
Return the remaining cards facedown to the bottom of the corresponding Level Deck, in the order of your choosing. You may return all drawn cards to the bottom if you wish, or if you can't **File** or **Build** any of them.

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.

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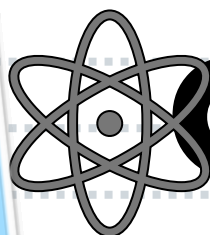
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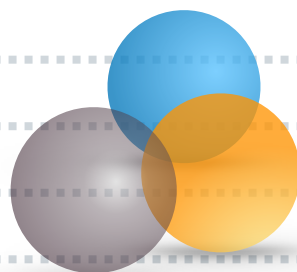
[UNOFFICIAL]
Solo Variant Design:
 Melissa Jankowski
Year:
 2018

Original Game Design:
 Phil Walker-Harding
Publisher:
 CMON
Year:
 2018



Gizmos

Solo Variant



Introduction:

It's Solo Player vs Bot in this variant, using D6 dice and optional gizmos! The Bot set up and rules (p. 1-3) follow a Basic Mode for new players. Refer to the Variable mode (p. 4-6), to customize your gaming experience with ways to make the game more challenging, play with Multiple Bots, or try out new Optional Chain Reaction Gizmos. **Note:** Players should be familiar with original multiplayer rules before trying this Solo Variant.

Set Up:

General Set Up

- Same set up as the multiplayer game (dispenser, marbles, VP Tokens, Level 1-3 cards in display area, and removing 20 Level 3 cards).

Solo Player Set Up



- Same set up as the multiplayer game (Starting Gizmo card, energy storage ring).
- Solo Player gets the First Player Dashboard.
- Optional: The Solo Player may also start the game with Chain Reaction gizmo(s), placed under Upgrades area of Dashboard. (See Player Aids section (p. 8) to print out optional gizmos. Also see p. 5 for more information on new gizmo cards' effects.)

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Single Bot Opponent Set Up



- Energy Storage Ring
- Starting Gizmo Card (Note: This starts the Bot's collected cards stack and counts toward its collected cards total.)
- No Dashboard. Cards collected by the Bot are placed in a stack where you see card total.
- Two differently colored D6 dice (not included):  
 - One colored die represents the Build action and whether the Bot takes this action.
 - A Selection Die of a different color determines which marble and gizmo card (or VP Token) the Bot collects on its turn during a Pick or Build action.

(Note: In these instructions and examples, the Build action = green die  and The Selection Die = wooden die , but you may assign whichever color you like for these dice.)

Clarification:

- The Bot doesn't take File or Research Actions.
- Gizmo effects are not triggered on the Bot's collected cards, even when the Bot performs a corresponding Pick or Build action. The Bot also doesn't use converter effects on its collected Converter gizmos.

Goal of Game:

- Same goal as the multiplayer game, except the Solo Player competes against the Bot to get the most victory points (player's VP Tokens plus total victory points on player's gizmo cards).

End Conditions:

- The end conditions of the solo variant vary slightly from the multiplayer game and have different options, depending on the difficulty level of solo variant you choose.

Basic End Condition

- Game ends when either condition is met:
 - The Bot or the Solo Player has **16 gizmos**, or
 - The Solo Player builds **four Level 3 gizmos**.
- *Note: In the Basic End Condition, the end of the game is not triggered by Bot collecting Level 3 gizmos.*

Variable Mode End Condition

- *Note: See Variable Mode section on p. 4-6 for more information on options to make the game harder or easier, including changing the end condition.*

Turn Overview:



Solo Player

- Take your turn as you normally would in a multiplayer game.
- Then take a turn for your Bot opponent (see next section).



Bot Opponent

The Bot's turn consists of three steps (*see Bot's Turn Breakdown section for details*):

1. Take a Pick action by rolling The Selection die to see which marble the Bot will pick.
2. Roll the Build die to see if the Bot will take this action. If so, then roll The Selection die to determine which card (or VP Token) to take for the Bot.
3. Empty the Bot's energy storage ring when completely full (about 11 marbles), and return marbles to the energy dispenser (if applicable).

Bot's Turn Breakdown (also see Player Aids on p. 8-9):

Note: Choose two differently colored D6 dice and assign each one a role: Build and The Selection Die.

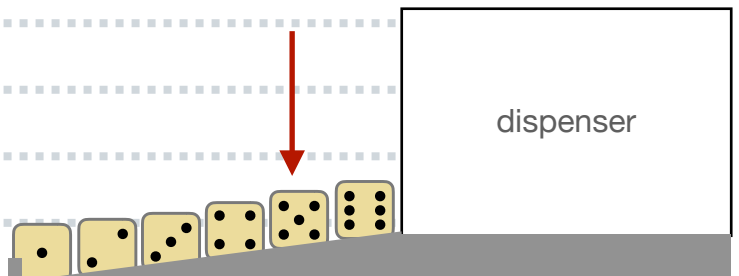


Step 1: Roll "The Selection" Die for Pick Action

- *Note: The Selection die tells which marble the Bot picks from the energy row.*
- After you roll the die, find the corresponding die number on the illustration below, and pick the marble from that location to put in the Bot's energy storage ring.
- **Then go to Step 2a/Build.**

Example: →

- The Bot rolls a 5 with The Selection die.
- The Bot picks the 5th marble in the energy row.



Bot's Turn Breakdown (continued):

Step 2a: Roll "Build" Die

- If you roll a **1, 2, or 3**, then **go to Step 2b** to see which gizmo card (or VP token) the Bot will collect.
- If you roll a **4, 5, or 6**, then the Bot will **not do a Build action** on this turn. (**Go to Step 3.**)



Step 2b: Roll "The Selection" Die (for Build die rolls of 1, 2, or 3 only)

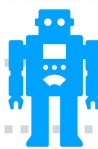
- Note: The Selection die tells which gizmo card to collect from the gizmo display or if it collects a VP Token.*
- After you roll the die, find the corresponding dice pair on the illustration below. The left die of the pair represents the Build die roll of Step 2a, and the right die of the pair represents The Selection die roll of Step 2b.
- Collect the corresponding gizmo card or VP Token and add it to the stack in the Bot player area. (Go to **Step 3.**)
- Note: If the dice pair matches one of the pairs in the VP Token icon  area on the illustration, collect a VP Token for the Bot instead of a gizmo card.*
- Note: For the cards in the Level II row that have two pairs of dice, the Bot would collect that card for either dice pair.*

Example 1:  

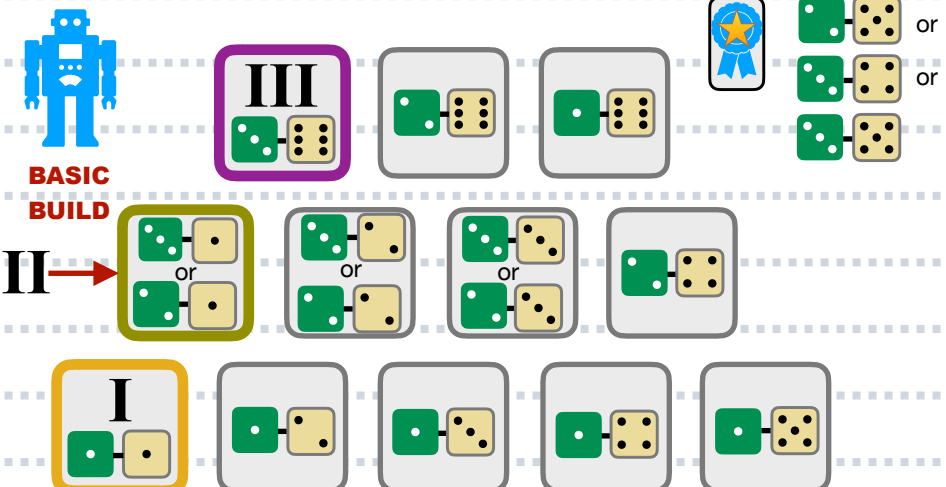
- The Bot rolls a 3 in Step 2a with the Build die.
- In Step 2b, the Bot rolls a 6 with The Selection die.
- The Bot collects the top card of the Level III deck in the display.

Example 2:  

- The Bot rolls a 3 with the Build die and 4 with The Selection die.
- The Bot collects a VP Token.



BASIC BUILD



Step 3: Empty Energy Storage Ring (if applicable)

- If the Bot's energy storage ring is completely full (about 11), return the marbles to dispenser.



End of Game Scoring:

- Follow Solo Variant Basic End Condition (p. 2). *Note: See Variable Mode for other options (p. 4).*
- Tally each player's (Solo Player and Bot's) VP Tokens plus total victory points on each player's gizmo cards. The player with the most points is the winner!
 - Solo Player has opportunities for more VP Tokens if starting game with optional Chain Reaction gizmo(s) (see p. 5 and p. 8).
 - Follow original multiplayer rules to see what happens after the end of the game is triggered and how to resolve ties between players.



Variable Mode:

The rules outlined so far in these instructions feature the Basic Mode. If you want to make aspects of the game easier or harder, review the sections below and the Variable Mode Difficulty Table on p. 6. These aspects can be mixed and matched to offer a custom gaming experience.

In the Variable Mode, there are 4 major aspects of the game for the Solo Player to decide on before starting a game:

1. End Condition
2. Build Action
3. Whether to use optional Chain Reaction Gizmos (and whether you will count the optional gizmos toward the 16-card total that would trigger the end of the game)
4. Number of Bot Opponents

Advanced End Condition

Same end condition as the multiplayer game:

- A player (Solo Player or Bot) has **16 gizmos** or builds **four Level 3 gizmos**.



Build-a-Rama Build Action (Bot)

Note: The Build action outlined in Step 2a and 2b on p. 3 in the rules follows a Basic Build. The following shows an alternate Build-a-Rama Build for Step 2a and 2b for a more challenging game experience:



Step 2a: Roll "Build" Die

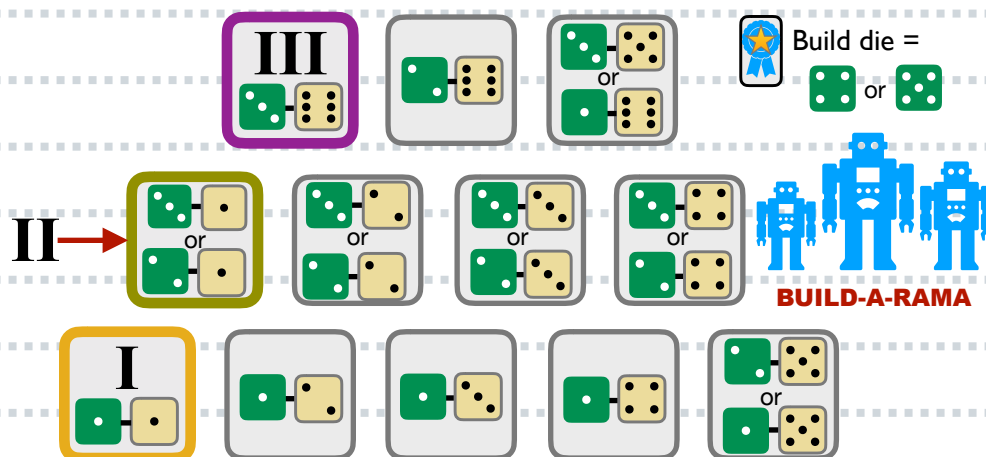
- If you roll a **1, 2, or 3**, then **go to Step 2b below**.
- If you roll a **4 or 5**, collect a **VP Token** for the Bot. **(Go to Step 3, p. 3)**
- If you roll a **6**, then the Bot will **not do a Build action** on this turn. **(Go to Step 3, p. 3)**



Step 2b: Roll "The Selection" Die (for Build die rolls of 1, 2, or 3 only)

- Use the **Build-a-Rama** illustration below to determine which corresponding gizmo card the Bot collects on its turn (or VP Token from Step 2a) (also see Build-a-Rama player aid on p. 9.)
- Go to **Step 3** to empty ring (p. 3).

Note: With Build-a-Rama Build, VP Token dice pairs from the Basic Build have moved to the face-up Level I-III rows as new opportunities to build more often. Another change in Build-a-Rama is that a roll of 4 or 5 on the Build die  also triggers a VP Token, so the Bot will have more opportunities to collect tokens.



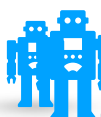
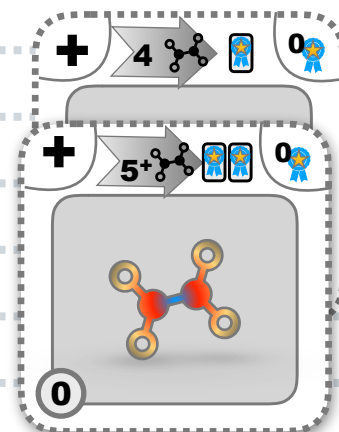
Variable Mode (continued):



Optional Chain Reaction Gizmo Cards (Solo Player)

Start the game with one or both optional Chain Reaction gizmo card(s) under the Upgrades area of the Solo Player's Dashboard (see [Player Aids](#) on p. 8 for printable gizmo cards).

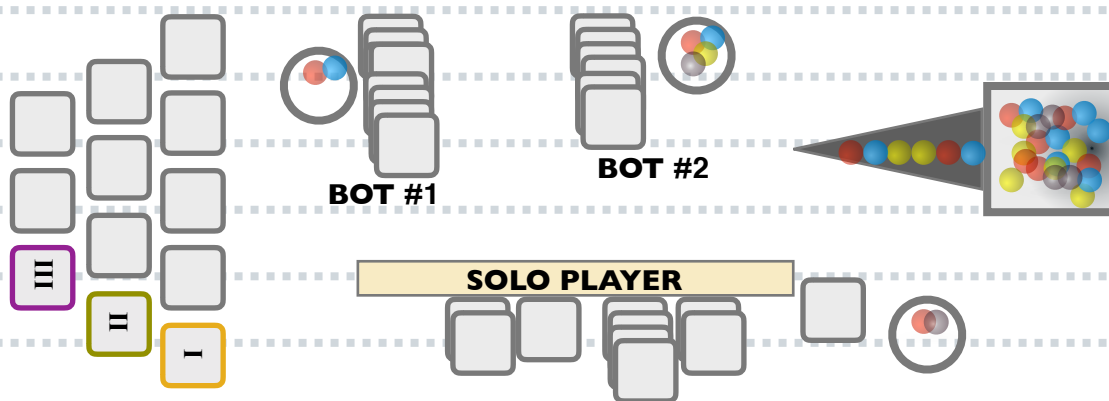
- **Note:** Effects from the Chain Reaction gizmo cards can trigger each turn, and the Solo Player earns any VP Tokens immediately.
- The Chain Reaction gizmos trigger when a certain amount of chain reactions have triggered on other Converter, File, Build, and Pick cards under the Solo Player's Dashboard.
- **Important:** The Chain Reaction gizmos and the other Upgrades gizmos do not count toward the chain reaction card total.
- **4 Chain Reaction Gizmo:** If chain reactions on **4 cards** are triggered, Solo Player gets 1 VP Token. Remember: An effect on a card can only be triggered once per turn.
- **5+ Chain Reaction Gizmo:** If chain reactions on **5 or more** cards are triggered, Solo Player gets 2 VP Tokens. Remember: An effect on a card can only be triggered once per turn.
- At the beginning of the game, Solo Player decides if optional Gizmo cards count toward 16-card total that would trigger the end of the game (see Variable Mode Difficulty Table p. 6)



Multiple Bot Opponents

Gameplay: Start the game with Multiple Bot Opponents (two Bots suggested). Except for the clarifications and modified parameters below, the turns follow the same structure and actions as with a Single Bot (see p. 2-3):

- **Turn Order:** After the Solo Player's turn, the first Bot turn is followed by another Bot turn, where the second Bot represents another separate opponent.
- **First Player:** The Solo Player still gets the First Player Dashboard.
- **Gizmo Cards:** Solo Player keeps track of two stacks of Bot gizmos cards (one for each Bot).
- **Energy Rings:** Each Bot has its own energy ring. The energy ring is emptied when it reaches a storage limit of 9 marbles during Step 3 of the Bot's turn.
- **End Game Condition:** Each Bot's card stack is evaluated separately to check if that particular Bot has triggered the chosen end game condition.
- **Scoring:** Each Bot's card stack is scored separately.
- **Recommendations:** The Basic End condition and Basic Build are recommended with Multiple Bot Opponents. Solo Players should wait to try Multiple Bot Opponents until playing at least one game with a Single Bot Opponent.



Variable Mode (continued):

Variable Mode Difficulty Table

See table below for aspects that can be mixed and matched to offer a custom gaming experience.

Solo Players can also use the following suggested combos:

- **Basic Mode combo:** Basic End Condition, Basic Build, No Optional Gizmos, Single Bot
- **“Hey, You Took My Stuff” combo:** Basic End Condition, Basic Build, No Optional Gizmos, Multiple Bot Opponents
- **Chain Reaction combo:** Basic End Condition, Build-a-Rama Build, Use Optional Gizmos (don’t count toward 16-card total), Single Bot

	Make More Difficult	Make Easier
End Condition	Use Advanced End Condition , which is the same as multiplayer game (see p. 4).	Use Basic End Condition , where Bot’s Level 3 gizmos <u>don’t</u> trigger end of game (see p. 2).
Build Action	Use Build-a-Rama Build Action that gives Bot more opportunities to build and collect VP Tokens, which may trigger end of game faster and give Bot more points (see p. 4 and Build-a-Rama player aid on p. 9).	Use Basic Build Action where Bot has less opportunities to collect gizmos cards, but might collect VP Tokens (see p. 3 and Basic Build player aid on p. 9).
Optional Chain Reaction Gizmos	• Option 1: Don’t play with Chain Reaction Gizmos. • Option 2: Play with one or both Chain Reaction Gizmos and count these cards toward the 16-card total that would trigger end of game (see p. 5 and printable gizmos on p. 8). <i>Suggested if you want to play with these gizmos while using the Basic End Condition or Basic Build Action.</i>	Play with one or both Chain Reaction Gizmos and don’t count these cards toward the 16-card total that would trigger end of game (see p. 5 and printable gizmos on p. 9). <i>Suggested if you want to play with the Advanced End Condition or Build-a-Rama Build Action.</i>
# of Bot Opponents	Use Multiple Bot Opponents (see p. 5) to more closely mimic the competition that you would get in a multiplayer game for gizmos and marbles in the energy row. (Wait to play with Multiple Bots until you have played at least one solo game with a Single Bot.)	Use a Single Bot Opponent (as described in the Basic Mode solo variant instructions, see p. 1-3).

First Player Dashboard

Options for choosing who will be the first player in the solo variant may or may not make the game more difficult or easier. See the options below for a variable gaming experience:

- Solo Player always gets the First Player Dashboard.
- Solo Player always gets a non-first player dashboard.
- Select random dashboard for Solo Player in a method of your choosing.

Credits:

- **Original Multiplayer Game Design:** Phil Walker-Harding; **Publisher:** CMON; **Year:** 2018
- **Unofficial Solo Variant Design, Graphic Design (edited Pages clipart), Editing:** Melissa Jankowski
- **Special Thanks:** Doug Jankowski, Mike Majors, Shane Atchinson



10/03/18

Design Notes

or "TL;DR"

Solo Variant

Guiding Goal of Design

I wanted Bot to represent a really great player. I modeled it after successful players from play testing and Board Game Geek Game Night play through: https://youtu.be/Vsf-B4_fCwU

Solo Variant Principles (M. Pedersen, game designer)

I started by learning about solo game design in August from a podcast interview of Morten Monrad Pedersen (Gabe Barrett. May 3, 2017. "Creating a Great Solo Variant with Morten Monrad Pedersen." Board Game Design Lab. <http://www.boardgamedesignlab.com/creating-a-great-solo-variant-with-morten-pedersen/>

Here he talks about several guidelines to consider when designing solo games:

- "Critical Interaction Points" (where players are impacted by the other players)
 - *In my solo variant, I identified these points: 1) a player picks the marble/card you want; 2) a player triggers the end of the game with 16 cards or four Level 3 cards.*
 - *A play tester suggested that the Basic Mode with a Single Bot didn't "feel like a multiplayer game," so I added a variation with Multiple Bots to ramp up the "critical interaction points."*
- Try to "mimic" these points, but understand that the Bot player will not simulate exactly a multiplayer's actions. Pedersen suggests to identify these points, but "leave the rest [and] set up a shell action."
 - *This is why I didn't include Bot actions of archiving, converting marbles, researching, and putting built gizmos under the dashboard, which trigger specific chain reactions.*
- "The player can never make decisions on behalf of Bot."
 - *This is why I didn't have the Solo Player choose which card or which marble for the Bot, and I designed The Selection Die mechanism to do the choosing.*

Build Action:

- The idea of Basic Build came down to all possible outcomes a successful Build die roll (1, 2, 3) could make with all possible die rolls from The Selection die (1-6). This gave 18 possible dice pair outcomes.
- Since the gizmo card display only had 11 locations (including decks), I had to double up the die pairs on certain locations. For the Basic Build, I chose the 2nd row to give the Bot a higher likelihood to get more points than a Level 1 card, but not give the Bot too much of an advantage in points (Level 3 cards) or trigger the game end if using Advanced End Condition. I moved the remaining 3 dice pairs to VP Token section. For Build-a-Rama Build, I moved those 3 dice pairs to the end of each level's row and added VP Tokens for rolls of 4 or 5 on Build die.
- A play tester suggested that my original dice pair layout on the gizmo display was hard to follow. I changed it to sequential number pairs going across the rows. Rearranging them was okay because they followed the formula of dice pair outcomes and % I wanted for each level.

Optional Chain Reaction Gizmos:

- I wanted an aspect that celebrated and rewarded the heart and soul of the game: chain reactions. This also proved a way to make play easier with the challenging Build-a-Rama Build.

Player Aids

Turn Overview:

Solo Player



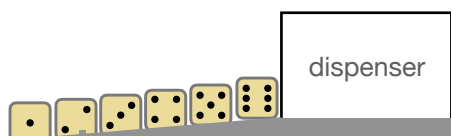
- Take your turn as you normally would in a multiplayer game.
- Then take a turn for your Bot opponent (see next section).

Bot Opponent



(see *Bot's Turn Breakdown* section on p. 2-3 and "Build" player aids for details):

- **Step 1:** Roll "Selection" die and Pick corresponding marble, see below.



- **Step 2a:** Roll "Build" die . (See "Build" player aid.)
- **Step 2b:** Roll "Selection" die for which card (or VP Token) the Bot collects (if applicable).
- **Step 3:** Empty Bot's energy storage ring if completely full (about 11 marbles).

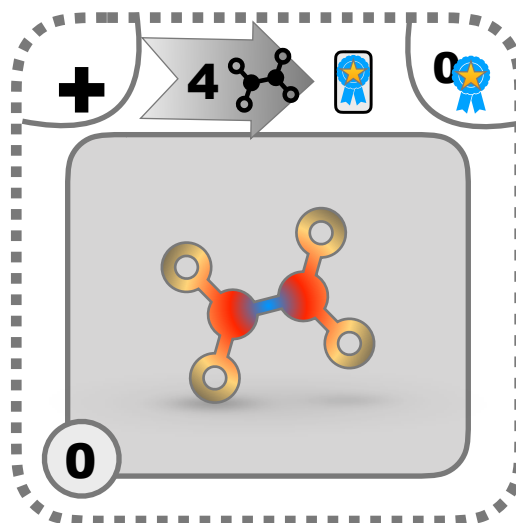
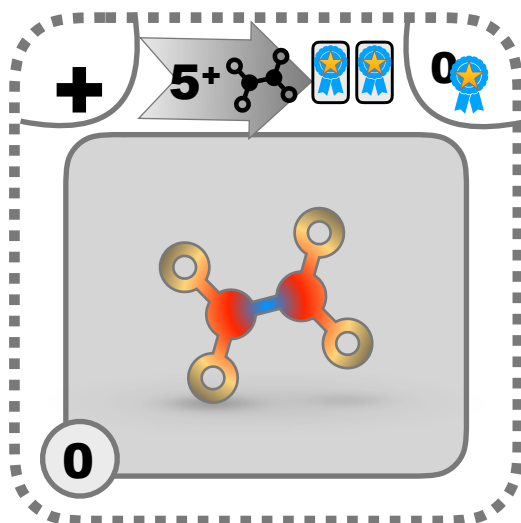


End of Game/Scoring

- Follow Solo Variant Basic End Condition (p. 2) or see Variable Mode options (p. 4).
- Tally each player's VP Tokens plus total Victory Points on player's gizmo cards.

Turn Overview Player Aid

(Left): Gives overview of turn for Solo Player and Bot. Works with "Build" player aids (see p. 9). For turn breakdown see p. 2-3.



Chain Reaction Gizmos (Above): Optional gizmos to have one or both under Solo Player's Upgrades area of the Dashboard at the start of the game. Gives VP Tokens for 4 or 5+ chain reactions on a turn. For details see p. 5.

Step 2a: Roll Build Die

- 1, 2, or 3 = go to Step 2b
- 4, 5, or 6 = No Build for Bot (Go to Step 3)

Step 2b: Roll Selection Die

- Find the dice pair above
- Take corresponding Gizmo or VP Token (then go to Step 3)

BASIC BUILD

“Basic Build” Player Aid (Above): Used if you are new to the game, or if you want more relaxed play. The instructions for Step 2b on p. 3 use this in its example.

Step 2a: Roll Build Die

- 1, 2, or 3 = go to Step 2b
- 4 or 5 = VP Token, go to Step 3
- 6 = No Build for Bot (Go to Step 3)

Step 2b: Roll Selection Die

- Find the dice pair above
- Take corresponding Gizmo (then go to Step 3)

BUILD-A-RAMA

“Build-a-Rama” Build Player Aid (Above): Used in Variable Mode as an alternative to the Basic Build to give a more challenging gaming experience. See Variable Mode section on p. 4 and 6 for more details.