

# STEAM WORKS

A GAME FOR 2-5 INVENTORS, DESIGNED BY THE HIGHLY ESTEEMED  
ALEX CHURCHILL, ESQUIRE OF CAMBRIDGESHIRE

## GAME CONTENTS AND MATERIALS



1 GAME BOARD



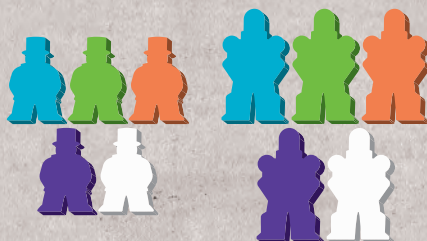
1 START  
PLAYER TOKEN



21 SOURCE  
MULTIPLIERS



8 DOUBLE-SIDED PERSONA  
PLAYER BOARDS



4 MECHANICS AND 1 AUTOMATON  
IN 5 PLAYER COLORS



28 AGE I  
TILES



23 AGE II  
TILES



16 AGE III  
TILES



20 CLOCKWORK



20 STEAM



20 ELECTRICAL



8 START  
TILES



15 PERSONA  
TILES



45 CLOCK  
TOKENS



42 MONEY TOKENS IN  
£1s (30) AND £5s (12)



42 PRESTIGE CHIPS  
IN 1s (21) AND 5s (21)



- PROF. LUCIUS FITZGERALD -

"Hello ladies and gents, and welcome all to Steam Works, a quite magnificent game of gears and ingenuity!"

As a fellow inventor, you will scramble your mechanics to create useful devices for Her Majesty Queen Victoria.

You will gain Prestige for constructing devices, when other players use your devices, and when activating certain components (such as the Patriotic Haiku Generator).

The player with the most Prestige at the end of the game is appointed Official Inventor for Her Majesty!"



## GAME OVERVIEW

The game is played over three ages, each made up of a series of rounds.

Each round, you will send your mechanics to activate the devices you and your fellow inventors have created.

These devices may allow you to gather sources from the supply, collect tiles from the conveyor belts, or manufacture bigger and better devices.

As the game progresses, advances in technology will make more powerful tiles available.

Larger devices will be built, and smaller devices will become obsolete or be upgraded to provide more effects from a single activation.



**-LORD BRODERICK AYRE WHITAKER-**  
*"Sources, Money tokens, and Prestige chips are not intended to be supply limited. If you run out of Prestige or Money, use any suitable proxy."*

*If you find yourself stockpiling sources of a particular type, save room by using the included source multipliers."*

## SETUP

### 1 GAME BOARD:

Position the game board in the middle of the table within reach of all players.

### 2 SORT TILES:

Separate the tiles into stacks of Age I, Age II, Age III, Starting, Persona, Clockwork source, Steam source, and Electrckal source tiles according to the image on the tile backs. Set aside the Persona tiles (indicated by persona images on their back).

Shuffle the eight starting tiles (with green backs) and place them face-up onto the spaces on the blue conveyor belts, leaving the white and red conveyor belts empty.

Shuffle the Age I, II, and III stacks separately and place them, along with the basic source stacks, on the matching spaces on the board.

### 3 START PLAYER:

Give the Start Player marker to the player who most recently built something. Gameplay will proceed clockwise from that player.

### 4 PERSONA BOARDS:

Distribute persona boards to the players. For your first game, we suggest you deal them out randomly and use side A. In subsequent games, randomly deal out a number equal to one more than the number of players (for a two-player game deal out three persona boards, for a three-player game deal out four, etc). The last player (to the start player's right) takes one

of these persona boards, and chooses whether to use side A or side B. Then the player to his or her right takes one of the remaining boards and chooses side A or side B; and so on, until the start player has a choice between two persona boards.

### 5 STARTING RESOURCES:

Give each player cash and basic sources from the supply matching those shown on their persona board, as well as the components specific to their chosen persona.

► **NOTE** ► *Take care to only use the tiles shown on the chosen side of the persona card (side A or side B)!*

### 6 MECHANICS:

Give each player two mechanics in their chosen color to place on the leftmost two mechanic spots on their persona board. Place all the other pieces of those colors on the indicated spaces on the game board.

### 7 CLOCK COUNTERS:

Place a number of clock counters on the Age II space, Age III space and End Game space according to the lock indicator on the game board. (For example, for a four-player game place four counters on the Age II space, twelve on the Age III and twelve on the Game End space.)

► **NOTE** ► *For the two-player game, place coins instead of clock counters. See "Two-Player Game" on page 8.*





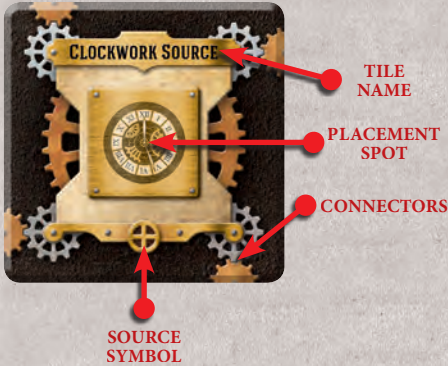
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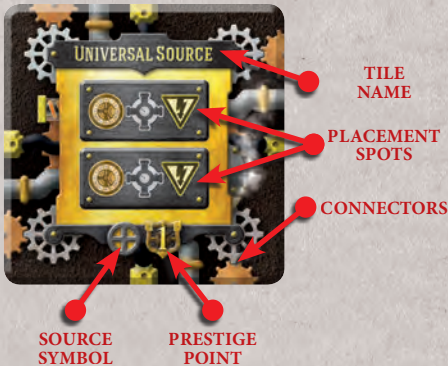
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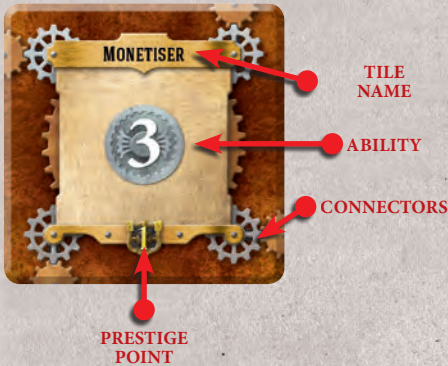
(Ex. 1) A source of clockwork power:



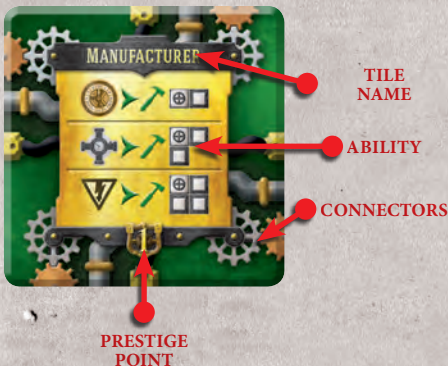
(Ex. 2) A source of all three types of power:



(Ex. 3) A component that requires clockwork power:



(Ex. 4) A component that accepts any kind of power:



## TILES & DEVICES

Before we explain how to play Steam Works, let's talk about tiles and devices. The game includes many different tiles — see the Tile Glossary on pages 12 through 15 of these rules for detailed descriptions of each one.

Over the course of the game you will take components from the conveyor belts on the game board, combine them with sources, and assemble them into devices by activating an effect with the Manufacture symbol:

**Sources** have spaces where mechanics can be placed. (Ex. 1 & 2)

**Components** provide effects when activated by a source. (Ex. 3 & 4)

Sources (indicated by the icon) provide power in three types: clockwork , steam , and electrical . Some components require power from a specific source; others accept any type of power, and do different things depending on what type they receive.

Components and sources are connected by power connectors — you can tell from the connectors what type of power a source produces or a component accepts:

Clockwork power travels along gear connectors

Steam power travels along pipe connectors

Electrical power travels along wire connectors



Over the course of the game you will be assembling a number of devices, bringing different combinations of effects into the game. Now that you understand how tiles make up devices, you're ready to learn how to play Steam Works!



# THE GAME ROUND & PLAYER TURNS

Beginning with the Start Player and continuing clockwise around the table, you and your opponents will take turns doing one of two things: **Pay to Place a Mechanic**, or **Pass and Collect Income**. After all players have done one of these options with each of their mechanics, the round is over. There will be some bookkeeping (see End of a Round, below), and then another round will begin.

## A: PAY TO PLACE A MECHANIC

Before placing a mechanic you must pay the cost printed underneath that mechanic's home space. This is £0 for the first mechanic each round, but increases for successive mechanics. (*Ex. 5*)

After paying, place the mechanic on any available mechanic placement space, activating that space and taking the action(s) associated with it. You may place a mechanic on one of the mechanic placement spaces on your own persona board, or on any vacant source tile in any device in play. Each mechanic placement space can only have one mechanic, so if a space is occupied, you cannot place a mechanic there.

## AWARD A CLOCK COUNTER TO THE DEVICE'S OWNER

When you place a mechanic in a device owned by another player, the device's owner takes one clock counter from the current age's stack (see below). (*Ex. 6a*) Each clock counter is worth 1 prestige point at the end of the game! You do not get a clock counter when you send a mechanic to your own device.

The clock counters usually come from the stack indicating the next age of the game. However, if those counters are depleted partway through a round, any further clock counters earned during that round are taken from the general supply, not from the following age's stack. (*Ex. 6b*) If the general supply runs out, take a prestige chip instead.

► **NOTE** ► *Don't be afraid to use opponents' devices. They get a clock, worth prestige at the end of the game, but you get valuable actions!*

(*Ex. 5*) It will cost Seth nothing to send out his first mechanic; £1 to send the second mechanic; and £2 to send out the third mechanic.



(*Ex. 6a*) During Age I, Michelle uses Seth's device. Seth takes the last clock counter from the stack on the Age II lock.



(*Ex. 6b*) During the same round, Alex uses Michelle's device. Michelle earns a clock counter—it comes from the supply, not from the stack on the Age III lock.



- SIR TOBIAS H. PINKERS -

"So you see... it can be quite a conundrum! Do I make a device that is attractive to other players? Or do I make the device that is most useful to myself?

On the one hand, collecting clock counters will earn me prestige in the eyes of Her Majesty! But on the other hand, how will I get what I need to build my latest invention?

What to do... what to do?!"

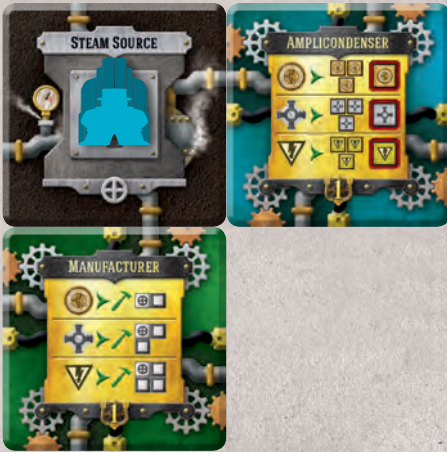


## GAME ROUND & PLAYER TURNS (CONT'D)

(Ex. 7) When Seth places this mechanic, he gains £3.



(Ex. 8) When Michelle places a mechanic here, two components are activated. The Amplicondenser gives her three steam sources. (It also gives the device's owner a steam source if that's a different player.) The Manufacturer allows Michelle to construct a device of size precisely 3, since it is receiving steam power.



### ACTIVATE A SOURCE & ALL CONNECTED COMPONENTS

When you place a mechanic on a source tile, that source is activated. (Ex. 7) You may have it send power in each direction to any component directly connected to it, activating those components in the order of your choice. If the source can produce multiple types of power, you may choose which type of power to send in each direction — different types of power may be sent in each direction.

You may choose whether or not to send power to each adjacent component — you may choose to activate some of the connected components and not others. For example, you might choose to use the Statue Sculptifier and not the Distiller in the device to the right.



See the Tile Glossary at the end of these rules for details on the effects of each tile.

### OWNER BONUSES

Some components have owner bonuses, outlined in red. Whenever another player activates one of these components in your device, you may collect that bonus. Just like with the clock counter, you do not collect the owner bonus when activating components in your own device. (Ex. 8, 9a, 9b)

### B: PASS & COLLECT INCOME

If you do not want to send out your leftmost mechanic (or can't afford to), you may instead pass with that mechanic. Move that mechanic onto your persona image, and rather than paying the mechanic's wages, you instead collect that amount from the bank.

Play continues clockwise, with each player in turn placing a mechanic or passing, until all mechanics have been used.

(Ex. 9a) When Seth places a mechanic on the ElectroSteam Source in this device, the source sends steam power to the Inflator, so Seth gains a prestige chip, and Michelle, the device's owner, gains a prestige chip as well (in addition to a clock counter). Seth chooses what power it supplies to the Condenser, so he can choose whether to gain two steam sources or two electricksal sources.

(Ex. 9b) When Alex places a mechanic on the Clockwork Source in this device, he gets two clockwork sources from the Condenser. The Clockwork Source can't supply steam power to the Inflator, so neither Alex nor Michelle get a prestige chip (but Michelle does still get her clock counter).





## BUILDING DEVICES

During the course of the game you will accumulate a variety of tiles. Tiles in your personal supply should be kept near the bottom edge of your persona board to distinguish them from completed devices.

When you take an action that lets you manufacture a device of a particular size, choose that many components and sources from your supply and place them above your persona board, connecting them together to make a legal device.

### LEGAL DEVICES (Ex. 10a & 10b)

A legal device **MUST** follow these rules:

- 1) It must contain at least one source.
- 2) It must contain at least one component.
- 3) Each source must be connected to at least one component.
- 4) Each component must be connected to at least one source.

► **NOTE** ► Once a device is in play, its tiles may not be removed or rearranged in any way.

### MODIFIER TILES

There are two special component tiles called “modifiers.” Iterator and Power Converter modify an adjacent component.

The Iterator attaches to another component rather than a source. Immediately after the attached component is activated, Iterator activates that component again.



(Ex. 11) When Michelle puts a mechanic here, she chooses to either take two tiles from the Age I conveyor belts, or two tiles from the Age II conveyor belt.

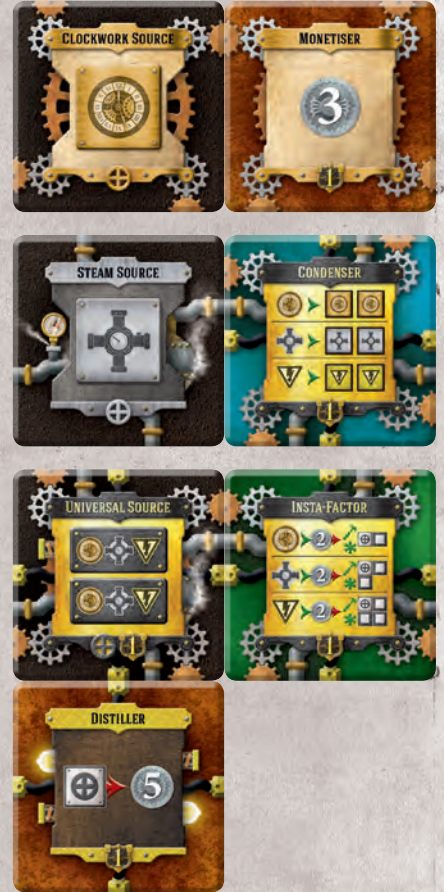
The Power Converter goes between a source and a component. It accepts any kind of power input, and provides the power output of your choice in each direction to any components connected to it.



(Ex. 12) When activated, the Power Converter allows the Clockwork Source to supply clockwork power to the Monetiser and electricksal power to the Patriotic Haiku Generator.

Both the Iterator and the Power Converter may be rotated as desired to place them into devices. They do not have to be placed upright.

(Ex. 10a) Legal devices:



(Ex. 10b) Illegal devices:





## END OF A ROUND

Once all mechanics have been used, the round ends, and these clean-up steps are followed:

### I: RETRIEVE MECHANICS

Collect your mechanics from wherever they are on the table and return them to the home spots on your persona board.

Return your Automaton to the central board.

### II: CHECK FOR A NEW AGE

If the current stack of clock counters is empty, the current age of the game has ended and a new age begins!

If you were in Age I, enter Age II: Each player gains their third mechanic from the board, and the Age II stack is now unlocked.

If you were already in Age II, enter Age III: Each player gains their fourth mechanic from the board, and the Age III stack is now unlocked.

If you were already in Age III, the game is over! Proceed to final scoring.

### III: CONVEYOR BELTS ADVANCE & REFILL

As long as the game is not over, the conveyor belts advance and get refilled.

First, remove any tiles in the rightmost space on any belt and return them to the bottom of their corresponding stack.

Then, each tile remaining on a conveyor belt moves as far right as it can go (closing any gaps).

Finally, for each unlocked stack (current Age or earlier Ages), refill any empty spaces in the conveyor belts from the corresponding stack.

If there are not enough tiles in the current stack to fully refill a conveyor belt, remove remaining Clock counters in the current stack from the game, unlocking the next Age (and populating the corresponding belt). If the current stack is the Game End stack, then the game is now over.

### IV: ADVANCE START PLAYER

Once the belts are refilled, make sure the Start Player passes the Start Player marker to the left, and a new round begins.

## GAME END & VICTORY

The game ends at the end of a round when the Game End stack of clock tokens is depleted. At that point it's time for final scoring. Add up your Prestige points from three categories:



Prestige chips collected directly from components (such as the Patriotic Haiku Generator).



Clock counters collected from other players using your devices. Each clock counter is worth 1 Prestige.



Tiles in your completed devices. Each tile in a device has a prestige point icon indicating its value.

Most tiles are worth 1 Prestige. Basic sources in devices do not score any prestige.

The player with the highest total score is the winner, and is appointed Royal Inventor to Her Majesty Queen Victoria! May you usher in a golden age of glorious (if slightly deranged) technology.

If two or more players are tied for most prestige, then the tied player with the most leftover money, sources, and components combined is the winner. In case of a further tie, all tied players share the victory.

## TWO-PLAYER GAME

There are two differences:

### COINS INSTEAD OF CLOCK COUNTERS

Instead of placing clock counters on the board for players to collect using each other's devices, use coins instead. In the two-player game, using your opponent's device does not give them a clock counter (equivalent to a prestige point); it gives them £1 instead.

### A COIN DISAPPEARS EACH ROUND

At the end of each round, after workers are reclaimed, one coin from the current stack is removed from the game. If that was the last coin in the stack for its age, unlock the new deck and grant extra mechanics as normal. If a new deck was already going to be unlocked, no coin is removed.



# PERSONA GLOSSARY (A-Z)



- DAME PERMELIA TAYLOR -

*"I am a businesswoman, and in my business it pays to know your competition."*

*All Persona A-sides have the same action spaces. B-sides are more unique and are described in detail below.*

*Effects which allow you to do more than one thing (e.g. Activate own source and take £1) can be resolved in any order (you can take the £1 before or after activating the source)."*



*"Eva is a fanatical follower of Mr Tesla. Using new technologies is all very well, but she takes it a bit too far. She even pays her mechanics in Electrckal Sources! (And gets Electrckal Sources for passing with them.)"*

## PERSONA SPACE 1:

Discard an Electrckal Source to take the rightmost tile of any conveyor belt, twice.

## PERSONA SPACE 2:

Take any one basic source.

## PERSONA SPACE 3:

Pay £1 to build a device of size 2 from components and sources in your supply.

## PERSONA SPACE 4:

Activate one of your sources and take an Electrckal Source.



*"I am not one to speak about myself. Suffice to say that making money is an art and I am an artist. Accumulate profit early, then spend it on prestige later; it's a natural rhythm. A large bank balance can allow powerful actions in the late game."*

## PERSONA SPACE 1:

Take the rightmost tile of any conveyor belt and £1 from the supply.

## PERSONA SPACE 2:

Take any one basic source and £1 from the supply.

## PERSONA SPACE 3:

Build a device of size 2 from components and sources in your supply and take £1 from the supply.

## PERSONA SPACE 4:

Activate one of your sources and take £1 from the supply.





*“Augustus always gets smug when talking about his automated butler. His automaton is available to him every round, but it may only be placed on his persona action spaces. The butler does not have to be placed first each round. Augustus cannot activate an Automaton component.”*

## PERSONA SPACE 1:

Take the rightmost tile of any conveyor belt.

## PERSONA SPACE 2:

Take any one basic source.

## PERSONA SPACE 3:

Build a device of size 2 from components and sources in your supply.

## PERSONA SPACE 4:

Activate one of your sources.



*“Alice has no personal access to steam or electricksal power. But she is capable of building extremely powerful clockwork devices, thanks to the extra benefits she gets by activating them herself.”*

## PERSONA SPACE 1:

Take the rightmost tile of any conveyor belt and one Clockwork Source.

## PERSONA SPACE 2:

Build a device of size 2 from components and sources in your supply.

## PERSONA SPACE 3:

Activate one of your sources -or- activate one of your Clockwork sources and take a Clockwork source and £1 from the supply.



*“Broderick is certainly good at building things, there’s no doubt about that. His natural ability to build larger devices may be less important than his ability to build a public Manufacturer very early on – that’s a device that’s always popular.”*

## PERSONA SPACE 1:

Take the rightmost tile of any conveyor belt.

## PERSONA SPACE 2:

Take any one basic source.

## PERSONA SPACE 3:

Build a device of size 2 -or- 3 from components and sources in your supply.

## PERSONA SPACE 4:

Activate one of your sources.





*“Rowena is good at collecting lots of components in a short space of time. She’ll never amount to much, as she’s poor. But she does manage to get by on less money than most of us need.”*

## PERSONA SPACE 1:

Take the rightmost tile of any conveyor belt, twice.

## PERSONA SPACE 2:

Take any one basic source.

## PERSONA SPACE 3:

Pay £1 to build a device of size 2 from components and sources in your supply.

## PERSONA SPACE 4:

Pay £1 to activate one of your sources.



*“Lucius never knows when to stop. If a device isn’t attracting traffic then by all means enhance it, but there’s no need to keep bolting on more to an already profitable machine: you’re just giving benefits to your competitors that way!”*

## PERSONA SPACE 1:

Take the rightmost tile of any conveyor belt.

You may then build a device of size 2 from components and sources in your supply.

## PERSONA SPACE 2:

Take any one basic source.

## PERSONA SPACE 3:

Add one component or source from your supply to any device (not just one of yours).

## PERSONA SPACE 4:

Activate one of your sources.



*“Tobias is a rum old coot and no mistake. He is never one to take the predictable option; he prefers to gain something unknown and challenge himself to find a way to use it.”*

## PERSONA SPACE 1:

Take the top tile of any unlocked tile stack, one Steam Source, and £1 from the supply.

## PERSONA SPACE 2:

Take one Clockwork Source and build a device of size 2 from components and sources in your supply.

## PERSONA SPACE 3:

Activate one of your sources.



# TILE GLOSSARY (A-Z)

*"There is no doubt that an amateur such as yourself will likely need to check a time or two just exactly what it is that these newfangled gadgets do. There's no shame in it, we were all beginners once! We are sure you will know the ropes soon enough!"*

► **NOTE** ► Three terms separated by slashes indicate the component's effect varies with the power supplied to it.

## AL-AM



### ALARM CHRONOMETER

AGE I • COMPONENT

Advance the Start Player marker. Advance it again for each £1 you spend.



### AMPLICONDENSER

AGE II • COMPONENT

Take three clockwork / steam / electrckal sources.

**OWNER:** Take one source of the same type when activated by an opponent.

## AN-CH



### ANTHEM ORGAN

AGE II • COMPONENT

*Either* discard 1 source to take 1 prestige chip *-or-* discard 3 sources to take 2 prestige chips.



### AUTOMATON

AGE II • COMPONENT

If you have not yet taken your Automaton this round, take it from the central board and place it on your persona board's Automaton spot. It is an extra worker for you to use this round. If you have already taken your Automaton this round, this component does nothing.



### CHROME

AGE III • COMPONENT

No effect. Chrome is worth 2 prestige points in a completed device at game end rather than 1.

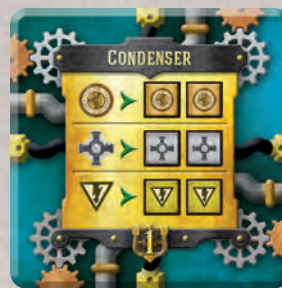
## CL-CR



### CLOCKWORK SOURCE

BASIC • SOURCE

Supplies clockwork power in each direction.



### CONDENSER

AGE I • COMPONENT

Take two clockwork / steam / electrckal sources.



### CRESCENDO ORGAN

AGE III • COMPONENT

*Either* discard 2 sources to take 2 prestige chips *-or-* discard 3 sources to take 3 prestige chips.



## DI-EL



### DISTILLER

AGE I • COMPONENT

Discard any 1 source to take £5.



### ELECTRICKAL SOURCE

BASIC • SOURCE

Supplies electrickal power in each direction.



### ELECTROCKLOCK SOURCE

AGE II • SOURCE

Supplies clockwork or electrickal power in each direction (may be different in each case).

## EL-IN



### ELECTROSTEAM SOURCE

AGE II • SOURCE

Supplies steam or electrickal power in each direction (may be different in each case).



### EXPANDER

AGE III • COMPONENT

Add one component or source from your supply to any device (not just one of yours).



### INFLATOR

AGE III • COMPONENT

Gain 1 prestige chip.

**OWNER:** Gain 1 prestige chip when activated by an opponent.

## IN-IT



### INNOVATION TURBINE

AGE I • COMPONENT

*Either* take the top tile of any unlocked tile stack **-or-** pay £1, reveal the top two tiles of any one unlocked stack, take one of them, and put the other on the bottom of its stack.



### INSTA-FACTOR

AGE II • COMPONENT

Pay £2 to build a device of size 2 / 3 / 4 from components and sources in your supply. Choose one source in that new device and immediately activate it.



### ITERATION GEARS

AGE III • SOURCE

Supplies clockwork power in each direction. After each connected component has been activated, Iteration Gears supplies clockwork power in each direction one more time.



## IT-MA



### ITERATOR

AGE II • MODIFIER COMPONENT

Attaches to one component. May be rotated to connect as desired. Immediately after that component is activated, activate it one more time.



### LIBRARIFIER

AGE I • COMPONENT

Take any tile from the Age I / II / III conveyor belt.



### MANUFACTURER

AGE I • COMPONENT

Build a device of size 2 / 3 / 4 from components and sources in your supply.

## MI-OR



### MISCELLANERIE

AGE I • COMPONENT

Take £2 and any one basic source. **OWNER:** Take a basic source of the same type, when activated by an opponent.



### MONETISER

AGE I • COMPONENT

Take £3 from the supply.



### ORNAMENT GRINDER

AGE III • COMPONENT

Either discard one tile from your supply to take 1 prestige chip; **-or-** discard two tiles from your supply to take 3 prestige chips.

► **NOTE** ► *Tiles discarded this way are removed from the game, not returned to their respective stacks. Basic sources may not be discarded this way.*

## PA-PO



### PATRIOTIC HAIKU GENERATOR

AGE II • COMPONENT

*Either* pay £1 to take 1 prestige chip **-or-** pay £3 to take 2 prestige chips.



### PATRIOTIC SONNET GENERATOR

AGE III • COMPONENT

*Either* pay £2 to take 2 prestige chips **-or-** pay £4 to take 3 prestige chips.



### POWER CONVERTER

AGE II • MODIFIER COMPONENT

Accepts any kind of power input. Supplies any type of power in each output direction (may be different in each case). May be rotated to connect as desired.



## RE-So



### RESONATOR

AGE II • COMPONENT

Take any tile on any conveyor belt that has a clockwork / steam / electrckal connector on it.



### SCROLL RACK

AGE I • COMPONENT

Take any tile on the conveyor belts. Pay nothing if it's in the rightmost column; £1 if it's one or two spaces over; £2 if it's three or four spaces over; or £3 if it's in the leftmost column of the red conveyor belt.



### SOURCER

AGE I • COMPONENT

Add any basic source from the general supply to any device in play (not just yours). This does not consume a basic source in your supply.

**OWNER:** Take £1 from the supply, when activated by an opponent.

## ST



### STATUE SCULPTIFIER

AGE II • COMPONENT

*Either* discard any two sources to take 1 prestige chip **-or-** discard a Steam Source and an Electrckal Source to take 2 prestige chips.



### STEAM SOURCE

BASIC • SOURCE

Supplies steam power in each direction.



### STEAMWORK SOURCE

AGE II • SOURCE

Supplies clockwork or steam power in each direction (may be different in each case).

## UB-Up



### UBIQUITY CONVEYOR

AGE III • COMPONENT

*Either* take any tile on the conveyor belts **-or-** pay £2 to take any 2 tiles from the conveyor belts.



### UNIVERSAL SOURCE

AGE III • SOURCE

Supplies any type of power in each direction (may be different in each case). Universal Source has two mechanic placement spaces.



### UPGRADER

AGE I • COMPONENT

Add one component or source from your supply to any device in play (not just yours) that's currently size 2 / 3 / 4.



## ROUND SEQUENCE

### A: PAY TO PLACE A MECHANIC

Pay the cost underneath the mechanic's home space. (Pg. 5)

### • AWARD A CLOCK COUNTER TO THE DEVICE'S OWNER

If the device is owned by another player. (Pg. 5)

### • ACTIVATE A SOURCE & ALL CONNECTED COMPONENTS

Sources supply power in all four directions. (Pg. 6)

### • OWNER BONUSES

Device owner collects bonus outlined in red. (Pg. 6)

### B: PASS & COLLECT INCOME

Collect value underneath passing mechanics. (Pg. 6)

## END OF ROUND

### I: RETRIEVE MECHANICS

Return to home spaces. (Pg. 8)

### II: CHECK FOR A NEW AGE

If clock counter stack is empty, new age is unlocked. (Pg. 8)

### III: CONVEYOR BELTS

ADVANCE & REFILL (Pg. 8)

### IV: ADVANCE START

PLAYER (Pg. 8)

## F.A.Q.

**"Can I build a device with no source or a device with no components?"**

No. A legal device contains at least one source and at least one component.

**"Can I build a device that has no effect?"**

Yes. A device consisting of just an Electrckal source and Chrome is legal, as is a device consisting of just a Clockwork source and a Power Converter.

**"If I upgrade/expand a device that I'm currently activating, do I get to activate the newly added component?"**

Sadly, no. Only the components present when the mechanic was placed will activate.

**"If a stack has just one tile in it, can I choose it with the Innovation Turbine?"**

Yes. If you're looking at a stack with just one tile in it, we recommend against paying £1 to look at a second tile. The number of tiles remaining in any deck is public knowledge.

## CREDITS, ETC.

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