

ACTIVATION OF CONTRIVANCE AND ENDING THE GAME

When enough Switch On cards have been played to end the game by reaching a Damage value of less than 0 or greater than 9, the Contrivance is activated for the last time.

When this happens, no further actions are taken, points are scored and the game is over.

The player that ends the game also handles the end game scoring, as follows:

1. **Reveal the Contrivance** - Flip over the Contrivance Tile and see what you have repaired!
2. **Test all the Component Tiles**
 - a. On each un-Interlocked Component Tile, place one of the **Burn Out Tokens (24)** on top of the tile.
 - b. On each lowest value Component Tile of an Interlocked set, also place a Burn Out Token on top of the tile.
3. **Calculate each Builder's Score** - Add up the total number of points of all the tiles without a Burn Out maker for each Builder in their row.
4. **Bonus Points** - If the Damage Status reached **0 or less**, Builders may now attempt to use their Special Ability to gain further points. On the Contrivance Card is the name and picture of the Contrivance you have built. In the bottom left corner is a number from **1-3**. This is the total number of Component Tiles a Builder must have in their row that match their type to enable their Special Ability.

These numbers are different on each Contrivance, so it's impossible to predict which number will be chosen until the Contrivance is revealed. Just hope you've gotten enough by the end of the game! If the Builder meets the requirement, they may use their Special Ability to gain the Bonus Points specified on their Builder Tile.

BUILDER SPECIAL ABILITIES

Engineer..... Resolve! Add total points of all Interlocked Blown Components on your own row

Mechanic..... Repair! Add total points of all un-Interlocked Blown Components on your own row

Regulator..... Reclaim! Add twice the number of Zero Value Blown Components on your own row as points

Cognicator ... Resolve! Add total points of all Interlocked Blown Components of your own type

Assembler ... Reinstall! Add total points of all un-Interlocked Blown Components of your own type

Intendent..... Repurpose! Add twice the number of Zero Value Blown Components of your own type as points

5. **Total Points** - Add the total number of points plus any final bonus points for each Builder. The Builder with the highest number of points wins the game!

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THE BASIC IDEA

Players build a Contrivance by installing and configuring Components of dubious value. Builders compete to keep higher value Component Tiles by Interlocking them using the actions on the Tool Cards they are dealt. Game ends when an action causes the Contrivance to be Switched On and the Components are tested. Components that survive activation on each Builder's row are totaled. The Builder with the most points wins!

SETUP

1. Take out the **Workbench Mat Pieces (4)**. Assemble the Mat Pieces into two identical Workbenches, each with a 5x3 grid of squares with the right-most square having a line through it. If playing with less than four players, you need only assemble one Mat, the other will not be used.
2. Take out and shuffle the **Contrivance Tiles (6)** and place the top Tile face-down to the right of the Workbench Board and put the rest in the box. Do not reveal the opposite side. Put the **Burn Out Tokens (24)** and **Damage Tokens (0-9)** in a pile next to the Contrivance. Put the # 6 Damage Token on top of the Contrivance Tile.
3. Take out and shuffle the **Builder Tiles (6)**. Each Tile is individually bordered and named by type and has a unique *Ability* that may be used at the end of the game to add bonus points. Have each player randomly choose one then return the rest to the box. The Builder whose birth date is closest to Jules Verne's (*February 8*) goes first and play will continue clockwise from there. Arrange the Builder Tiles in order of play, top to bottom, off to the left of the first column of squares on the Workbench Mat. *Do not place them on the squares on the Mat*. Any left over rows without a Builder Tile next to it will not be used during this game.
4. Give each player their set of **Component Tiles (4)** matching their Builder type and put the rest in the box. Notice that three of the Component Tiles have a circular Rivet near the edge. However, one has a Rivet on two edges. Turn the Point Marker on this Tile so that the 6 is facing the Rivet marked with a black dot in the middle. Each player then rotates the Point Marker on their remaining three tiles to **0, 1, and 3** respectively using the Rivet as the Point Indicator.
5. Go through the **Tool Cards (62)**: *Move(6), Rotate(6), Swap Component(6), Swap Points(6), +1 Point(3), -1 Point(3), +2 Points(2), -2 Points(2), +3 Points(1), -3 Points(1), Take a Tool(6), Redraw a Tool(6), Switch On(14)*. Remove all the **Switch On Cards (14)** from the deck and shuffle the remaining 48 Cards.

6. From these 48 cards, make a smaller face down pile of Cards equal to double the number of players and put it aside temporarily. Using the remaining cards, deal out four to each player.

7. Look at the **Switch On Card Setup Guide** on the inside cover of the box. Reference the number of players and collect the correct number and values of Switch On Cards indicated and place them randomly into the main deck and shuffle. Return any unused Switch On Cards to the box.

8. Lastly, place the smaller pile you set aside earlier on top of the main deck. Do not reshuffle the cards. This arrangement will ensure players will receive multiple turns before any Switch On Cards will come out to end the game.

GAME PLAY

The general strategy is to gain high-value Components (*of your own type if possible*), and to keep them Interlocked. Interlocking Components protects them from being destroyed at the end of the game. Scoring is based on the total point value of all surviving Component Tiles in each Builder's row plus any Special Ability bonus points achieved at the end.

1. Building Phase - Game begins by Builders taking turns placing one of their Component Tiles anywhere in the first four squares on any row played by themselves or any other Builder on the Workbench. Tiles may be placed in any preferred orientation to aid in Interlocking. Turns continue until each Builder has placed all four of their Tiles being careful not to disturb the Point Markers on the Tiles. Tool Cards are not used yet.

Note: Unused row spaces on the Workbench without a Builder Tile cannot be used during the game. Also, the fifth, right-most square in each playable row (*marked with a diagonal line*) is not used during this phase, but may be used in subsequent rounds.

2. Configuration Phase - Once all the Components are on the Workbench, the configuration phase begins and Builders may use their Tool Cards to further manipulate any of the Component Tiles on the Workbench to help themselves or to thwart the other Builders, using the following process:

a. Draw - At the beginning of each Builder's turn, they will first draw to their hand limit of four cards from the Tool deck one card at a time. However, if a Switch On card is drawn, it must be played immediately and put in the discard pile, ending the Builder's turn and they cannot draw any more cards.

Note: When a Switch On card is played, the damage indicated on the card is added to or subtracted from the Contrivance Tile's damage value. Once the Damage value reaches zero or less, the Contrivance is fully repaired and it ends the game. However, the game is also ended if the Damage value goes higher than nine, then the Contrivance is considered irreparably damaged and no bonuses will be given.

Note: During setup, Builders are already dealt four cards so there is no need to draw up during the first round.

b. Redraw, Pass, or Play - If a Switch On card was not drawn, a Builder may discard one card and draw another, pass their turn, or play one action. If an action is played, the Tool card is put into the discard pile and you do not draw up again until your next turn. You may not play an action unless you have four cards.

TYPES OF TOOL CARDS

Move Moves any Component Tile to any valid open square
(*Component must maintain original orientation*)

Rotate Rotates any Component Tile in any direction

Swap Component Swaps any two Component Tiles
(*Both Components must maintain original orientations*)

Take a Tool Steals a Tool Card from another Builder's hand

Redraw a Tool Retrieve a Tool Card from the discard pile

Swap Points Swaps the point values of two Component Tiles
(*swap out the Point Markers*)

+1,+2,+3 Point(s) Adds to the value of any Component Tile
(*rotate the Point Marker to indicate the resulting value*)

-1,-2,-3 Point(s) Subtracts from the value of any Component Tile
(*rotate the Point Marker to indicate the resulting value*)

Switch On Attempts to Activate the Contrivance and possibly ends the game

POINT MARKERS

Besides manipulating position and orientation, some Tool Cards will modify the point values of Component Tiles. To modify Tile points, simply rotate the Point Marker with the resulting value on the Component Tile until the correct value is displayed.

NOTE: When adding or subtracting, points cannot become less than zero or exceed six.

INTERLOCKING RULES

Interlocking your Components will help protect them from being destroyed at the end of the game. Interlocking involves using your Tool Card actions to link your Component with any adjacent Component on the board.

1. To Interlock, Components need to be rotated and positioned so that each has a Rivet facing the other. You may Interlock with your own Components horizontally, or with those from any other Builder vertically. Components must be adjacent and not have any open spaces between them.

NOTE: Components on the Builder's top row and Components on the Builder's bottom row wrap around and **are considered adjacent** to each other vertically.

2. When the Contrivance activates and ends the game, only the Component Tile(s) greatest in points in an Interlocked set will survive. Thus, if all Tiles have the same value, none will survive. So, make sure your Interlocks are arranged so that the sacrificial Component(s) do not belong to you or is something you can live without!

NOTE: Most Interlocked sets use just two tiles. However, when using the Double Tiles to create a chain of three or more, the entire chain is evaluated and only the lowest value Component in the chain will fail. The others will score their values.