

Gizmos

Set-Up:

- Give each player 1 Dashboard (use the darker 1st player board to determine who the 1st player will be,) 1 Energy Ring (to hold your marbles,) and 1 Starting Gizmos card (they are all the same, place under the “File” section of your Dashboard.)
- Separately shuffle the Level 1, 2, 3 cards into face-down decks, and flip over 4 cards into a row for Level 1, 3 cards for Level 2, and 2 cards for Level 3. This is the “Display.” Remove 20 cards from the Level 3 deck and put in the box now.
- Assemble the “Energy Dispenser” (marble holder) and put all marbles in the top (6 will come out the “Energy Row.”)

Game Flow:

- Gizmos is played in turns, starting with the 1st player and continuing until 1 player has built their 16th Gizmo card or their 4th Level 3 card. At this point, play will continue until all players get an equal amount of turns (last player finishes.)
- On a player’s turn, choose 1 of 4 actions (**File, Pick, Build, or Research**) then trigger any cards below that action symbol.
- Note – If you are at your max capacity (Achieve, Marbles) and you earn more, extras are lost. You can’t switch out at all!

Anatomy of the Dashboard:

- The left-most section (+) shows the initial limits on Storage, File, and Researching.
- The next section explains what “Converters” can do (see List of Effects.)
- The next 4 sections relate with the 4 actions a player has to choose from on their turn. See below for details.
- Off to the side of the Dashboard, players make a virtual area called the “Archive” where players can store Gizmo cards.
- Under the Dashboard is where cards go when built. They’re activated based on which action is picked for the turn.

Anatomy of the Gizmo Card:

- Top Left – Type of effect and under what section this card belongs.
- Top Middle – Effect of the card itself (see List of Effects).
- Top Right – Victory points the card is worth at the end of the game.
- Bottom left – The type (color) and amount of Energy (marbles) needed to build this Gizmo.

Player’s Turn (Choose 1 of the 4 actions on your turn):

- **File (Folder)**
 - Take 1 face-up Gizmo card from the display and place it face-up in your Archive to be build later. Replace the card in the display. If you are at your maximum limit for Filing in your Archive, you can’t take this action.
 - At the beginning of the game your Archive has a limit of 1, but it can be modified (+) during the game.
- **Pick (Hand)**
 - Take 1 marble from the Energy Row and place in your Energy Ring. If at your limit, you can’t take this action.
 - At the beginning of the game your Energy Ring’s limit is 5 marbles, but it can be modified (+) during the game.
- **Build (Wrench)**
 - Take 1 Gizmo card from your Archive or from the 9-card display and pay the required marbles shown in the bottom left corner of the card. Toss the marbles back into the top of the Energy Dispenser.
 - Place the Gizmo card under the matching Dashboard section (upper left of card) so all abilities show on all cards.
- **Research (Magnifying Glass)**
 - Based on your current Research limit, choose 1 of the 3 Level decks, and draw Gizmos cards equal to your limit from the top of the chosen deck. Look at all these cards and choose 1 of these 3 options:
 - a) Put all cards back on the bottom of the matching deck in any order you wish and do nothing else.
 - b) Take 1 card, Archive/File it (if you can), and the other cards go to bottom of the deck in any order.
 - c) Take 1 card, pay the shown cost, Build it, and the other cards go to bottom of the deck in any order.
 - Note – The “File or Build” action chosen when you take this card WILL trigger effects under the relevant section.
 - At the beginning of the game your Research limit is 3, but it can be modified (+) during the game.

Triggering Gizmos Effects: (See the List of Effects for more details on Gizmos cards)

- After taking 1 of the 4 actions listed above, trigger (in any order) all relevant Gizmo cards below that Dashboard section.
- **Important – You can only use a card a maximum 1 time per turn. Instead of thinking “If I do X, then I can do card Y,” think of it like “because I did X, I can choose to exhaust card Y now for this turn.”**
- You do not have to trigger a card if you don’t want to. Chaining abilities at the right time is key to winning.
- You may use the ability of a card on the same turn it is built, but it can’t be triggered by the same action that built it.

End Game:

- When 1 player has build their 16th Gizmo card or built their 4th Level 3 Gizmo card, finish out the current round (so all players get an equal amount of turns) and the game will end.
- All players will count up points on their built Gizmos cards and VP tokens and most points is the winner!
 - Ties broken by most Gizmos cards, then by most left over marbles then by furthest in turn order.