

# GIZMOS – LIST OF EFFECTS

## TYPES OF ENERGY

- Battery (Black)  Atomic (Blue) 
- Heat (Red)  Electric (Yellow) 



## GENERIC GIZMOS

Generic Gizmos may be built by spending any combination of any type of Energy. When built, Generic Gizmos count as a Gizmo of all types for triggering Build Effects.



## FILE TRIGGERS

File effects are triggered every time you perform a File Action. After the action is performed, you may gain a benefit.

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

## PICK TRIGGERS





Pick effects are triggered every time you perform a Pick Action meeting specific requirements. After the action is performed, you may gain a benefit.

-  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.

**Note:** Remember that drawing random Energy from the top of the Dispenser does not count for Pick triggers!



## BUILD TRIGGERS

Build effects are triggered every time you perform a Build Action meeting specific requirements. After the action is performed, you may gain a benefit.








-  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.

## EFFECTS

Possible effects that may be triggered by File, Pick, or Build Actions.




-  Draw 1 random Energy from the top of the Dispenser.
-  Draw 3 random Energy, one at a time, from the top of the Dispenser.


**Note:** A player cannot draw a random Energy if the amount of Energy in their Energy Storage Ring is equal to their Storage Limit.


-  Perform a Pick Action.
-  Perform a Build Action to Build a Level 1 Gizmo without paying its cost.
-  Perform 2 Pick Actions, one at a time.
-  Perform a File Action.
-  Gain 1 Victory Point.
-  Gain 2 Victory Points.
-  Perform a Research Action.

## CONVERTERS



Converter effects are used to treat Energy as a different type or quantity when spending them to Build a Gizmo. Those effects can be combined and used in any order you want, but each Gizmo can only be activated once per turn.











-  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.

**Example 1:** Heather needs 4 Battery Energy to Build a Gizmo, but she only has 2. Having only 1 effect , the maximum she can get is a total of 3 Battery Energy. She can't Build the Gizmo she wants this round.

**Example 2:** Adam wants to build a Gizmo that costs 2 Atomic Energy, but he only has 2 Electric Energy in his Energy Storage Ring. Having only 1 effect  is not enough for him to convert both Energy Spheres.

Some converter Gizmos are so advanced that they will give you the possibility of performing up to 2 effects.

-  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.

**Example 3:** Continuing from example 2, if Adam has:      , and    , it is possible to build a Gizmo that costs 2 Atomic Energy. Adam may treat 1 Electric Energy as 1 Heat Energy using the first effect. Then, using the second effect, that Heat Energy may be treated as 2 Heat Energy. Finally, that 2 Heat Energy may be treated as 2 Atomic Energy because of the third effect. That way, the Atomic Gizmo could be built by spending only 1 Electric Energy.

## UPGRADES



There are 4 kinds of Upgrades:

### INCREASERS

Increases Energy Storage Limit, File Limit, and/or Research Amount.



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.

### NEGATORS

Invalidates a certain action.



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.

### DISCOUNTS

Provides a discount to build certain Gizmos.



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.

### EXTRA AWARDS

Worth a variable amount of Victory Points at the end of the game.

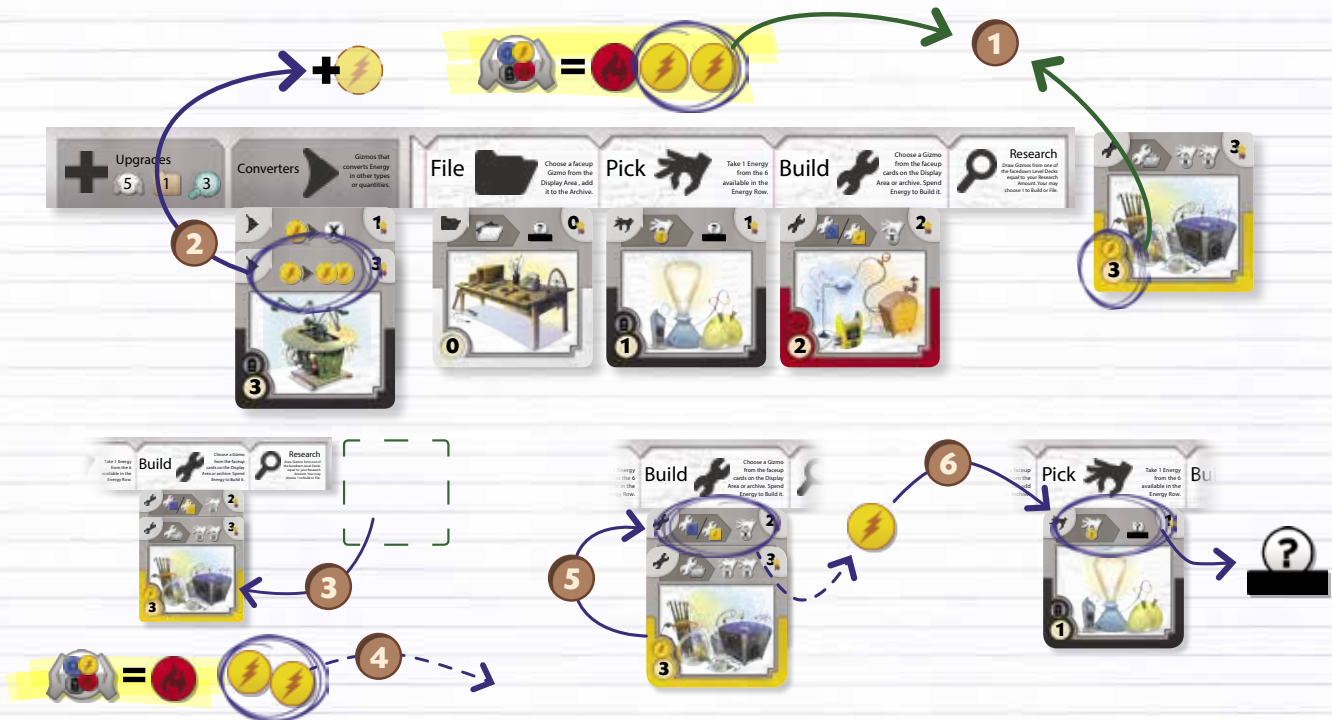


This Gizmo is worth a number of Victory Points equal to the number of Energy Spheres in your Energy Storage Ring.



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

## CHAIN REACTION EXAMPLE



**Example:** Heather has constructed a chain reaction system of Electric Gizmos.

- 1 At the beginning of her turn, she sees that she has 2 Electric Energy and 1 Heat Energy in her Energy Storage Ring. This is not enough Electric Energy to Build the Gizmo in her Archive.
- 2 Heather starts by using the Gizmo that converts 1 of her Electric Energy into 2 Electric Energy. She now has the necessary Energy to Build her Archived Gizmo.
- 3 She Builds the Archived Gizmo and moves it to her Active Gizmo Area.
- 4 All spent Electric Energy is placed inside the Dispenser.
- 5 Heather already has a Gizmo that allows her to Pick 1 Energy of any color from the

Energy Row when she Builds an Atomic or Electric Gizmo, so she does and she chooses 1 Electric Energy that happens to be available. Her newly constructed Gizmo allows her to Pick 2 Energy of any color from the Energy Row when she Builds a Gizmo from her Archive. However, since a newly Built Gizmo cannot be triggered by the same action that Built it, this effect cannot be activated right now.

- 6 Now, since she Picked an Electric Energy from the Energy Row, that triggers another Gizmo, allowing her to draw a random Energy from the Dispenser. No other Gizmo can be triggered, so Heather's turn is over.