

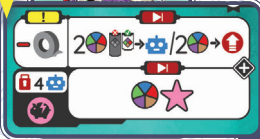


INVENTOR EXPLANATIONS



CHARLOTTE

(Complexity: Medium)



Immediate: Begin the game with 1 fewer Duct Tape.

Round End: Each round, you may pay 2 Wilds to do one of the following special actions:

- Assemble a robot by paying its cheaper Assembly Cost (the one with the fewest resources). You must also pay any Extra Resource Costs shown on your Player Board.
- Unlock an Upgrade Token.

WHEN UPGRADED

Round End: Gain 1 Wild and 1 VP. This is in addition to your other Round End ability.

CONFUCIUS

(Complexity: Hard)



IMPORTANT: Confucius may NOT be upgraded.

Immediate: Begin the game with 1 fewer Battery and 2 fewer Duct Tape. Also take **Confucius's Scroll Board** and **16 Confucius Tokens** from the Game Box and place them beside your Player Board.

Ongoing: Each time you Assemble a robot or unlock an Upgrade Token that meets an objective shown on your Scroll Board (including the starting robots and upgrade), place a Confucius Token on top of that objective and gain 1 Wild or 2 Batteries. **Each objective may be completed only once, and each robot may be used to complete only 1 objective.**

In addition, each time you complete a row or column on your Scroll Board, gain 1 Battery and 1 Duct Tape or gain 2 VPs.

JOHANNES

(Complexity: Medium)












Immediate: Begin the game with 3

additional Wilds and 1 fewer Duct Tape.

Round End: If you have 5 or more of any single resource (Batteries, Duct Tape, Gears, Sensors, Microchips, or Programs) in your Inventory, gain 1 more of that same type. Place **Johannes's Resource Token** on the 5 spot in your Inventory as a reminder.

WHEN UPGRADED

Round End: If you have 8 or more of any single resource (Batteries, Duct Tape, Gears, Sensors, Microchips, or Programs) in your Inventory, gain 1 VP for each type you have 8 or more of. Place **Johannes's VP Token** on the 8 spot in your Inventory as a reminder. This is in addition to your other Round End ability.

EXAMPLE: Johannes ends the round with 10 , 7  and 5  in his Inventory. He gains 1 , 1 , 1 , and then he gains 2  because he now has 11  and 8 .

INVENTOR EXPLANATIONS

SACAGAWEA

(Complexity: Medium)



Ongoing: Robot Cards act as if they were Duct Tape, except they do not count for Class Cards requiring Duct Tape.

Immediate: During Setup, you may perform 1 Robot Search action.

Round End: You may perform 1 Robot Search action.



WHEN UPGRADED

Round End: Gain 1 Battery and 1 Robot Card.

Alternatively, gain 2 VPs. This is in addition to your abilities above.

SUSAN

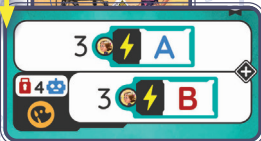
(Complexity: Hard)

Immediate: During Setup, take

Susan's 3 Tokens. Choose 1 Player Board action in each Phase Row, covering them with Susan's Tokens (A-side face-up) and placing any Upgrade Tokens on top of Susan's tokens.

Ongoing: Susan's Tokens effectively replace the covered Player Board actions, whenever you perform the Design, Fabricate, and Recycle phases. You must still perform your Player Board actions from top to bottom.

IMPORTANT: You may place Susan's Tokens on top of any Player Board action in Design, Fabricate, or Recycle, so long as there is exactly 1 Token in each Phase Row.



WHEN UPGRADED

Immediate: Flip over all of Susan's Tokens (B-side face-up), placing any remaining Upgrade Tokens on top once again.

WILLIAM

(Complexity: Hard)



Immediate: Take **William's 8 Energy Cards** from the Game Box and place them beside you. During Setup, replace the 4 Energy Cards shown below with William's Energy Cards that have an Energy Value of 2. Then, shuffle your Energy Deck. The 4 removed Energy Cards will not be used for the rest of the game.

Ongoing: Any phase assigned to your special Energy Cards may be performed twice. To perform the phase twice, repeat each action as you do them in order. Do **NOT** run the Phase Row completely and then run it all again.

IMPORTANT: When performing a phase twice, you may **NOT** spend Batteries to increase your Total Energy. However, additional energy gained from Energy Cubes and unlocked upgrades still applies.

WHEN UPGRADED

Immediate: Gain 1 VP. Replace William's Energy Cards, so they all have an Energy Value of 3. During the round that this ability is upgraded, you may benefit from the extra energy this round as long as the assigned phase has not started. If you replace any Energy Cards still in your Energy Deck, be sure to shuffle it afterwards. Any Energy Cards replaced in your discard stay in your discard.

