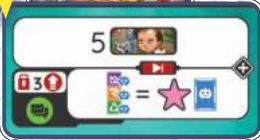




INVENTOR EXPLANATIONS



CHARLES (Complexity: Hard)



Immediate: During Setup, take **Charles' 5 Tokens** from the Game Box and place them face-up beside your Player Board.

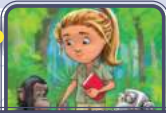
Ongoing: Each round, you may use up to 2 face-up Tokens, performing their special actions with the following rules:

- A Token must match one of your 2 Phase Cards for the round.
- The Token can be used once at any time during its assigned phase.
- Once a Token is used, then flip it facedown. It cannot be used again until all 5 Tokens have been used.
- At the end of the round after all 5 Tokens have been used, then flip all 5 Tokens face-up. They may now all be used again.

WHEN UPGRADED

Round End: Gain 1 VP and 1 Robot Card for each completed column of Robots in your Play Area.

JANE (Complexity: Medium)



Immediate: Begin the game with 1 additional Battery and Duct Tape.

Ongoing: You may assemble Robots in any row of your Play Area, ignoring the normal rules to match the Robot's Associated Phase.

WHEN UPGRADED

Ongoing: Each time you assemble a Robot, you may also activate a Robot adjacent to the newly assembled Robot. Place **Jane's Token** above the Assemble section on your Player Board as a reminder.

JOHN (Complexity: Hard)



Immediate: Begin the game with 2 additional Batteries.

Also take **John's 3 Tokens** from the Game Box and place them beside your Player Board with the 1 energy side face-up.

Ongoing: Each round, you perform every phase with an Energy Value of 1 instead of the Energy Value found on your Energy Cards. To help you with this:

- After drawing your 2 Energy Cards each round, cover their Energy Values with 2 of your Tokens.
- Assign 2 Phase Cards facedown as normal.
- Place your remaining 3 Phase Cards facedown next to your last Token. Those 3 Phase Cards will use its Energy Value.

WHEN UPGRADED

IMPORTANT: You still apply any Energy Cube and Energy Cube Multiplier Effects shown on the top of your Energy Cards.

Ongoing: Flip over all of your Tokens. You may now perform every phase with an Energy Value of 2 each round. During the round this ability is upgraded, you may benefit from the higher Energy Value for any phase that you have not started.



INVENTOR EXPLANATIONS



PAULA (Complexity: Medium)



Immediate: During Setup, take **Paula's 2 Tokens** from the Game Box. Choose 1-2 Player Board actions in Design, Fabricate, or Recycle and cover up/reduce their energy requirements with Paula's Tokens.

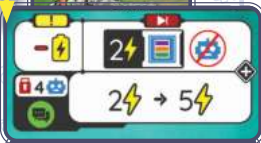
- Place the 4 energy side face-up when choosing an action that requires 7 energy. Place the 1 energy side face-up when choosing an action that requires 4 energy.
- You may stack both Tokens, so that you effectively make an action that normally requires 7 energy only require 1 energy.

Ongoing: The energy amount showing on your Tokens is now the new requirement for you to perform your chosen action(s). You must still perform your Player Board actions from top to bottom.

WHEN UPGRADED

Round End: Gain 1/2/3/4 points if you have 1/3/5/6 Robots with Upgrade Tokens placed on them.

STEVE (Complexity: Easy)



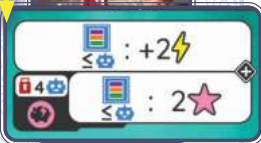
Immediate: Begin the game with 1 fewer Battery.

Round End: You may run a single Phase Row (Design, Fabricate, or Recycle) with 2 energy, but do NOT activate any Robots with this ability - only do Player Board actions! You may receive additional energy from unlocked upgrades or by spending Batteries. Ignore Batteries spent when previously performing these phases.

WHEN UPGRADED

Ongoing: When performing the above ability, run a single Phase Row at 5 energy instead of 2 energy (but do NOT activate Robots).

TEMPLE (Complexity: Hard)



Immediate: Take **Temple's 3 Tokens** and place them above the Design, Fabricate, and Recycle areas of your Player Board. The side with VPs should be facedown.

Ongoing: When running a Phase Row with the least number of Robots, add +2 energy. If any Phase Rows are tied for the least number of Robots, then all tied rows are considered to have the least. For clarity, you may gain +2 energy in more than one phase in the same round if those Phase Rows are tied for the least Robots.

This ability is always performed at the start of running a Phase Row, so you may still gain the benefits even if you change the number of Robots in the Phase Row later during that phase.

WHEN UPGRADED

Ongoing: Each time you perform the above ability, you also gain 2 VPs. Flip over **Temple's Tokens** on your Player Board as a reminder.