

RAISING ROBOTS

INVENTOR EXPLANATIONS

GEORGE (Complexity: Medium)



Round End: Activate **any** robot with 3 energy. You may spend Batteries to increase this energy amount but nothing else applies (e.g., Upgrades, Energy Cubes.). You may do an Upgraded Robot Action if the robot is upgraded and its energy requirement is met.

WHEN UPGRADED

Round End: Do your ability again, but the second robot must be different from the first robot. Batteries spent to increase the energy of this ability apply to both robots.

GRACE (Complexity: Medium)



Immediate: After finishing Setup, choose 1 spare Resource Marker (Sensor/Gear/Microchip/Program) from the Game Box and place it on your Inventor Card. This is now your Special Resource. Begin the game with 1 Special Resource.

Ongoing: Your Special Resource acts as if it were Duct Tape, except it does not count for Class Cards requiring Duct Tape.

Round End: Gain 1 Special Resource. For clarity, whenever you gain your Special Resource, move it on your Inventory as normal. Do not move the Duct Tape marker.

SPECIAL RESOURCE

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WHEN UPGRADED

Round End: Gain 1 Battery and 1 Special Resource. Alternatively, gain 2 VPs. This is in addition to your other Round End ability.

KATHERINE (Complexity: Easy)



Immediate: When starting the game, draw 2 additional Class Cards (4 total) and keep 1 extra (2 total). You may look at all Class Cards before deciding which to keep.

Game End: You receive Extra Credit on all Class Cards. You may still place an Upgrade Token on each of your Class Cards as normal. If you do, then the effects stack. The highest letter grade is still an "A."

WHEN UPGRADED

Round End: Gain 1 Duct Tape and 1 Battery.

LIZZIE (Complexity: Easy)



Ongoing: Unlocking an Upgrade Token costs you one less Wild (minimum 0). This only applies to actions performed during the Upgrade Phase. Place **Lizzie's Token** over the Upgrade section of your Player Board as a reminder.

WHEN UPGRADED

Round End: Gain 1/2/3/4 VPs if you have unlocked 1/4/6/8 Upgrade Tokens. For clarity, the Upgrade Tokens need not be placed on cards.

ADA (Complexity: Easy)



Immediate: Begin the game with one fewer Duct Tape.

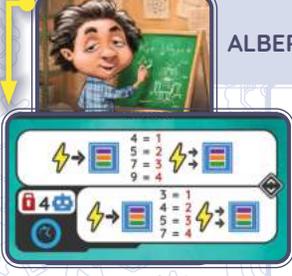
Ongoing: Take **Ada's Token**. Place the side with an Energy Value of 1 face-up next to your Player Board. Each round, you may assign a third Phase Card to your Token during Round Preparation. During Round End, do not discard your Token.

WHEN UPGRADED

Immediate: Gain 1 Battery.

Ongoing: Flip over your Token so that it now has an Energy Value of 3. During the round that this ability is upgraded, you may benefit from the greater Energy Value as long as you have not started the phase assigned to your Token.

ALBERT (Complexity: Hard)



Ongoing: Whenever you perform the Design, Fabricate, and Recycle Phases, you may choose to convert your Total Energy into the lower amounts shown and perform the phase twice (4/5/7/9 Total Energy may be converted into 1/2/3/4 Total Energy). Your Total Energy cannot be changed once converted. To perform the phase twice, repeat each action as do them in order. Do **NOT** run the Phase Row completely and then run it all again.

WHEN UPGRADED

Ongoing: Your Total Energy conversion is now more efficient (3/4/5/7 Total Energy turns into 1/2/3/4 Total Energy). During the round that this ability is upgraded, you may benefit from the better conversion rates for any phase that you have not started.

FLORENCE (Complexity: Medium)



Round End: Activate one robot that you did not previously activate this round, ignoring its energy requirements. If the robot is upgraded, then you may do an Upgraded Robot Action.

WHEN UPGRADED

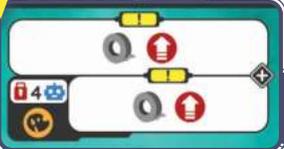
Round End: Do your ability again, but the second robot must be different from the first robot.

LUIS (Complexity: Easy)



Immediate: Begin the game with one extra Duct Tape and unlock one more Upgrade Token for free.

WHEN UPGRADED



Immediate: Gain 1 Duct Tape and unlock 1 Upgrade Token for free.

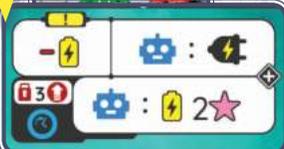
SHIGERU (Complexity: Medium)



Immediate: Begin the game with one fewer Battery.

Ongoing: Each time you assemble a robot (including the starting robots), immediately activate it, ignoring any energy requirements. You may never use this ability to do an Upgraded Robot Action. Place **Shigeru's Token** above the Assemble area of your Player Board as a reminder.

WHEN UPGRADED



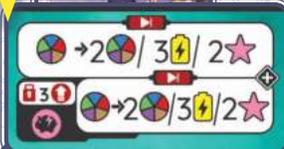
Ongoing: Flip over your Token. Each time you assemble a robot, you now also gain 1 Battery and 2 VPs.

MARIE (Complexity: Easy)



Round End: You may spend 1 Wild to gain 2 Wilds, 3 Batteries, or 2 VPs.

WHEN UPGRADED



Round End: Do your ability again. You may spend a Wild obtained from the first time you used the ability as payment for its second use.

STEPHEN (Complexity: Medium)



Immediate: Begin the game with one fewer Battery. Take **Stephen's 8 Energy Cards** from the Game Box and place them beside you.

Ongoing: During Setup, replace the 4 Energy Cards shown below with Stephen's Energy Cards that have an Energy Value of 4. Then, shuffle your Energy Deck. The 4 removed Energy Cards will not be used for the rest of the game.

WHEN UPGRADED



Immediate: Replace all of Stephen's Energy Cards with an Energy Value of 4 with Stephen's Energy Cards with an Energy Value of 6. During the round that this ability is upgraded, you may benefit from the extra power 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.

NIKOLA (Complexity: Hard)



Immediate: During Setup, take both of **Nikola's Tokens** from the Game Box, placing them beside your Player Board.

Ongoing: Each round during Round Preparation (before Phase Cards are revealed), you may place 1 Token on top of an Energy Card of your choice. Your Token counts as an Energy Cube, but it stays on your Energy Card and only benefits you during the round.

Ongoing: Each round during Round Preparation (before Phase Cards are revealed), you may freely move your Energy Cubes between Energy Cards. After Phase Cards are revealed, your Energy Cubes go onto the Central Board matching your assigned Phases as normal.

WHEN UPGRADED



Ongoing: Each round, you may now also place a second Token. During the round that this ability is upgraded, you may place the second Token onto an Energy Card as long as that phase has not been started.

Move your Energy Cubes around to take advantage of the Energy Cube Multipliers on your Energy Cards.



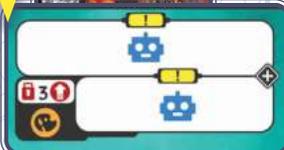
Replace these 4 cards with Stephen's Energy Cards (Energy Value 4) to start the game.

SEONDEOK (Complexity: Easy)



Immediate: Begin the game with one extra Robot Card assembled from your hand. You do not need to pay the resources listed on the Robot Card, but you must still pay the Extra Resource Cost on your Player Board (if any).

WHEN UPGRADED



Immediate: Assemble a Robot Card from your hand, ignoring the cost on the card. You must still pay the Extra Resource Cost on your Player Board (if any). During the round that this ability is upgraded, you may activate the new robot as normal so long as you have not already passed its activation this round.

YO-YO (Complexity: Easy)



Immediate: Begin the game with two extra Duct Tape.

Ongoing: Unlocked Upgrade Tokens count as any Upgrade Type for you, except for scoring Class Card Objectives that require specific Upgrade Types at the end of the game.

WHEN UPGRADED



Ongoing: Each time you unlock an Upgrade Token, gain 1 Battery and 2 VPs. Place **Yo-Yo's Token** above the Upgrade section of your Player Board as a reminder.