

**I. Plan actions:** Starting with First Player, each player places one Action Token from Holding Box on first available space in any location repeating until all placed

**II. Resolve actions:** All planned actions in location completed before moving to next, following order printed on game board. Areas 2-5: actions resolved in placement order, i.e. first player to have placed a token takes first action, and moves token back to Holding Box. This is repeated for each token and when all actions resolved, proceed to next phase.

**1. Adjust Volatility & Discard a Blueprint:** Players adjust Volatility Track to match Volatility icons in their automobiles (Minus 1 per wrench Icon on automobile). In turn order players may discard 1 Blueprint from their hand.

**2. Back Alley:** When resolving Back Alley location, Action Tokens moved to orthogonal temporary holding area not Holding Box. At beginning of resolving actions any Action Tokens in temporary holding area are moved to Holding Box. Each player who placed an Action Token must choose one of these actions:

- *Espionage:* Choose a player look at their Blueprints, then take 1 adding it to your hand. Cannot take action if hand limit of 5 is reached.
- *Union Muscle:* Change position of one of your Action Tokens in any location, in any direction. No limit to how many steps, but must move at least one. Slide any tokens already present to cover vacated space, preserving relative positions.
- *Black Market:* Look at top 3 tiles of New Parts stack, and add 1 into hand. Return remaining parts to either top or bottom of stack, in any order. Cannot take action if hand limit of 5 reached.

**3. Patent Office:** Player must take 1 New Part. Player may choose one from 6 face-up parts, or draw 1 from top of New Parts stack. Part taken from 6 face-up tiles is not refilled. (**Variant:** This applies only to Discard row, Refill row gets replacement tile)

**4. Junk Yard:** Player must take 1 or 2 Junk Parts, in any combination of face-up or face-down tiles. Player may choose from 3 face-up parts, or draw from top of Junk Parts stack. Parts taken from face-up tiles are refilled immediately.

**5. Workshop:** Before resolving any actions, last player to place an Action Token is given First Player token.

Players may take actions up to the indicated number, shown above Action Token space. Same action may be taken several times. Available actions are:

- *Build:* Player may add Blueprint from hand to automobile.
- *Dismantle:* Player may remove part from automobile and discard it.
- *Upgrade:* Player may replace any number of parts on automobile with Blueprints from hand. Parts replaced must be same type & colour as upgrade parts used. Any removed parts discarded to respective discard piles. If players agree, Workshop actions taken simultaneously.

**III. Refresh Patent Office & Junk Yard:** When all actions resolved, any remaining parts in Patent Office & Junk Yard discarded, and replaced with parts from corresponding stacks. (**Patent Office Variant:** Any remaining Discard row parts are discarded, parts on Refill Row form new Discard Row then 3 new parts are drawn to create new Refill Row).

**Game End:** Immediately there are not enough tiles to refill location from respective Stack OR One players has an automobile with at least twelve parts.

**Scrap Parts:** Replace or substitute missing parts to complete an incomplete automobile at game end (according to **AFGRFMSAC**). These are worth 0-2 Volatility and reduce a player's total score. Each part missing needed to complete the automobile or not working due to other parts required must be replaced by Scrap Parts before scoring these are drawn randomly from stack, starting with First Player proceeding in turn order. Each player draws ALL required Scrap Parts before continuing to next player. Each player decides best approach, but Scrap Parts must be built the same way as substituted parts. E.g. Scrap Parts replacing Axles & Gears on bottom row, Scrap Parts replacing Motors, Fuel supplies and Steering on top row. Scrap Parts do not yield VP's and break continuous areas of one type (see scoring) but otherwise function as replaced part. After placing Scrap Parts players adjust volatility rating of automobiles.

#### SCORING:

- ✓ VP according to Investors. If tied all tied players receive bonus or penalty. Victory Point bonuses do not stack if same scoring goal reached multiple times.
- ✓ +1 VP for each part in largest continuous area formed by parts of one type: electric (Green), gasoline (Red), steam (Yellow), or generic parts. Must be orthogonally (not diagonally) adjacent to each other.
- ✓ -1 VP for each point of Volatility on the Volatility Track. (Reduced by Wrenches on automobile)

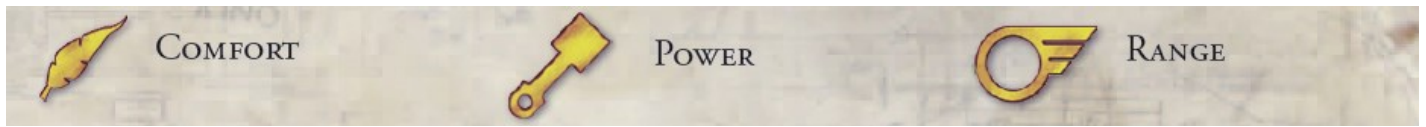
#### A Few Good Rules For Mostly Safe Automobile Construction (easily remembered by the handy AFGRFMSAC acronym)

Each player builds one automobile. In an era of what can generously be described as lacking safety standards, players are not allowed to divide their attention between more than one prototype. There are no limitations on length of automobile, but it can only be built in two rows of parts: a top row and a bottom row. This is indicated by the shape of the wood panel. A straight wood panel and a dark ground area must be on the bottom row, while a curved wood panel must be placed on the top. For example, and to the surprise of almost nobody, axles must be on the bottom row, and Steering systems must be on the top.

An automobile may be in the process of being built in a maximum of two separate sections. These sections can be merged together as a free action at any point during the game. After they have been merged they cannot be separated unless the player uses the Dismantle action to remove a part that divides the car into two sections again. It is far better for any separation to occur within the confines of a Workshop, preferably while the car is stationary.

Requirements of a Complete Automobile (Checked only at the end of the game)

1. Each automobile requires a Motor, Fuel supply for each Motor, Gear, two Axles and a Steering system
2. Each Propulsion type present Electric (Green), Gasoline (Red), Steam (Yellow) requires a Motor and Fuel supply of the same colour to work.
3. Each part on the top row requires a part on the bottom row and vice versa.
4. Each axle supports only the 5 parts which are directly adjacent to it, orthogonally or diagonally.



#### Scoring Investors:



##### Stack 1 (4 Investors):

Give points for sets of bronze icons:  
Comfort, Power and Range .  
Min of two required icons for player to earn points, with  
two extra points for each additional icon present.

##### Stack 3 (4 Investors):



*"It's Gorgeous!"*

Automobiles with No Scrap parts earns player 2 VP



*"Now, that's what I call power"*

Player building automobile with most Power Icons earns 2 VP  
Tie: All receive points



*"Now, that's what I call range"*

Player building automobile with most Range Icons earns 2 VP  
Tie: All receive points



*"Now, that's what I call comfort"*

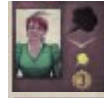
Player building automobile with most Comfort Icons earns 2 VP  
Tie: All receive points

##### Stack 2 (6 Investors):



*"The larger the better"*

Player building automobile with most parts earns 3 VP.  
Tie: All receive points



*"We need it to stay in one piece"*

Player building automobile with least Volatility earns 3 VP.  
Tie: All receive points



*"A bit of everything"*

Automobiles with ALL the icons shown on the card earns  
player 3VP



*"Show me something new"*

Automobiles with min 3 improvements earns player 3 VP.



*"It's a hybrid"*

Automobiles with min two different motors and matching  
fuel supplies (NOT Scrap parts) earns player 3 VP



*"Inefficiency hurts the bottom line"*

-1 VP for each blueprint remaining in players hand.

#### Variant rules

Variant rules recommended only to try these after you have become familiar with the basic game.

#### SETUP

Do not place any face-up parts on the Junk Yard and place only 3 parts face-up on Patent Office. These 3 parts now form the Refill Row. Place the Variant Tile over the Junk Yard space, so as to cover the existing action spaces.



#### GAMEPLAY

##### *Patent Office action*

Now two separate rows in the Patent Office, the Refill Row will be next to game board and the Discard Row above it (see Patent Office Jump Row phase).

An Action Token in Patent Office means player may choose to take 1 part from Refill or Discard Row or blindly draw 1 part from New Parts stack. This part is then taken into the player's hand.

Part taken from Refill Row is immediately replaced by part from New Parts stack.

Part taken from the Discard Row is NOT replaced.

##### *Junk Yard action*

Number of parts a player can take from Junk Yard depends on where Action Token placed.

- 1st space - draw 4 parts from Junk Parts stack and keep up to 2 parts.
- 2nd space - draw 3 parts from Junk Parts stack and keep up to 2 parts.
- 3rd space - draw 3 parts from Junk Parts stack and keep up to 2 parts.
- 4th space - draw 2 parts from Junk Parts stack and keep up to 2 parts.

After choosing which parts to keep discards the rest of the parts.

When Junk Parts stack exhausted the discarded Junk Parts shuffled to form a new stack.

##### *Round Sequence and phases*

Only final phase of round differs from basic rules. The Refresh Junk Yard and Patent Office phase replaced by Patent Office Jump Row phase.

The order of phases is now:

**I. Plan actions** (same as in the basic game).

**II. Resolve actions** (same as in the basic game).

**III. Patent Office Jump Row phase:**

When all location actions are resolved, any remaining parts located on Patent Office Discard Row are discarded. Parts on Refill Row slide up to form new Discard Row. 3 new parts are drawn from New Parts Stack to create new Refill Row.

##### *Final round and ending the game*

*The game ends:* immediately when there are not enough parts to refill Patent Office Refill Row to three parts **OR** at end of the round in which one player has an automobile with at least twelve parts.

Players then proceed to add Scrap Parts to their automobiles, where needed. Following that, Victory Points are scored.