WEATHER MACHINE

PLAYER AID

EAGLE-GRYPHON GAMES

GAME PLAY

POST-SETUP SUPPLY ROUND:

In turn order, each player takes actions in Supply.

ROUND SEQUENCE:

PHASE A: PLAYER TURNS
PHASE B: RUN WEATHER MACHINE
PHASE C: END OF ROUND

PHASE A: PLAYER TURNS

1. May use a Subsidy tile or Investment tile
2. Move a Scientist* (Gain/Pay Vouchers)
3. Perform actions
4. Place Research tokens

* Restrictions apply to Round 1.

Award tokens can be placed at any time during your turn.

PHASE C: END OF ROUND

1. Update turn order.

2. If Lativ is in his Office, players receive income.

PHASE B: RUN WEATHER MACHINE

Check if the experiment **runs or not:**

If it runs: In turn order, players with Bots in the active branch:

1. Return Bots to Workshop.

2. May pay Science Vouchers. If you do not, skip remaining steps.
3. Gain CP per Bot you return.
4. Gain one of the benefits on the tile.

5. Take and place the Research token, if able. If not, gain 1 Science Voucher.

Once all players have done these steps, return Lativ's Bots and add a new Extreme Weather tile.

If it does not run, players may return Bots or not. Lativ's Bots return.

Whether the experiment **runs or not**:
Discard rightmost Experiment tile matching the weather of the active branch and then refill the row.
Move Assistant to next branch.

LATIV'S TASKS

When Lativ is moved by a player, place a Bot in a branch of the Weather Machine (active branch first, then follow the arrows. Max. of 1 Lativ Bot per branch).

2-PLAYER GAME ONLY:

When Lativ moves to Government or R&D, discard 1 Research token based on where the Assistant is.

MOVING YOUR SCIENTIST - VOUCHERS

At all Locations, if Lativ is present and to your left, gain 1 Science Voucher. Then, move Lativ to the next Location. At Supply, Lativ is always at your left.

In Supply, gain any 1 Voucher, but then pay any 1 Voucher for each player to your left.

At other Locations, gain 1 Voucher for the Location + 1 for each player to your left.

EXECUTIVE EXCHANGES

If you **need** to pay a Voucher that you do not have, pay any 3 Vouchers instead.

If you **need** to pay a Chemical that you do not have, pay any 2 Vouchers to swap a Chemical with the Supply.

If you **need** to pay a Machine Part that you do not have, pay any 2 Vouchers to swap a Machine Part.

END OF THE GAME

Happens when either:

- Nobel Prize is given (for having 3 Award tokens).
- The last Experiment tile is placed on the display.
- The Government Machine is full of Bots.
- R&D is full of Bots.

Finish the round and play 1 more round.

> During Phase B of the last round, run experiments on all completed branches that have a matching Experiment tile in the display.

Then, skip Phase C and perform final scoring.

IN GAME SCORING

- Running an Experiment (CP per Bot as shown on the Experiment tile).
- Publishing Papers (2 CP for each Research token, 4 CP for each Award token).
- Building a Prototype (2 CP per Machine Part used + 2 CP for each of your Bots).
- Completing a branch of the Government Machine (3 CP per Bot).
- Unlocking Citations (3 CP per Citation).
- Getting funding from flipping Goal tiles.

END GAME SCORING

- Positions on the Funding tracks.
- Score 5 CP for each Goal tile with a met condition.
- 5 CP for the Nobel Prize.

LOCATION ACTIONS

∞ Perform any number of actions in Supply.

& Perform 0/1/both actions in the Location.

SUPPLY *(Gain ? Vouchers)*

CONSTRUCT A BOT

Cost: ? *Vouchers*
Move a Bot from your Assembly line to your Workshop, gaining the benefit.

EXTEND WORKSHOP

Cost: 1 *Voucher*
Take a Workshop tile.

ACQUIRE A CHEMICAL

Cost: ? *Vouchers*
Take a Chemical from the Supply.

RETURN A CHEMICAL

Gain: ? *Vouchers*
Return a Chemical to the Supply to gain Vouchers.

TAKE THE INITIATIVE

Cost: 1 *Voucher*
Move your Initiative marker.

GOVERNMENT *(Gain Vouchers)*

SELL A PART - *Cost: 1 Voucher*

1. Advance on the Gov Funding track.
2. Send 1 Bot to the Gov Machine.
3. Take a Subsidy tile and replace it with a Machine Part.
4. Take a Research token, if able. If not, take an Investment tile.

Government runs their machine: If the branch is complete, Bots score, then move a Government marker to the Extreme Weather tile. If weather is fixed, remove the tile.

SECURE SUBSIDY - *Cost: 2 Vouchers*

1. Choose a face-up Subsidy tile and gain Vouchers for the column and row.
2. Gain the benefit of the tile and flip it.

LOCATION ACTIONS

Perform 0/1 action in the Location. 1× This action can only be performed once per turn.

LAB *(Gain Vouchers)*

WORK ON EXPERIMENT - *Cost: 1 Voucher*

1. Advance on the Lab Funding track.
2. Send a Bot to the Weather Machine.
3. Pay 1 Chemical.

PUBLISH A PAPER - *Cost: 2 Vouchers*

Choose a completed row in your Office. Then:

1. Slide the Breakthrough marker and gain the benefit. You may cite.
2. Score CP for Research and Award tokens.
3. Take an Investment tile.

Unlock the corresponding Citation space, if able. If you do, you may pay 1 Science Voucher to gain 3 CP.

BUILD A PROTOTYPE

All Machine Parts you are providing must be in the same row of your Workshop.

- Gain **2 CP for each of your Bots** in the branch.
- Gain **2 CP for each Machine Part** you provide.
- Other players gain **2 CP** for each part they provide.

R&D *(Gain Vouchers)*

RESEARCH - *Cost: 1 Voucher*

1. Advance on the R&D Funding track.
2. Send a Bot to a Research space.
3. Send a Chemical with the Bot (extra cost for bottom space).
4. Gain the benefits of the space.
5. Take a Research token, if able. If not, take an Investment tile and unlock the Citation space, if able. If you do, you may pay 1 Science Voucher to gain 3 CP.

BREAKTHROUGH - *Cost: 2 Vouchers*

1. Choose a published paper.
2. Pay Science Vouchers, move Breakthrough marker to Extreme Weather tile and gain benefits.
3. Build a prototype and gain CP.
4. Take an Award token.

(Replace Extreme Weather tile if weather is fixed.)

GOAL TILES

Goal tiles are activated when you discard Investment tiles during step 1 of your turn. First, they are placed on the board and gain you a benefit. Then you may flip them to get funds from the corresponding Funding track.

Have the most or joint most tokens[1] in the Government column of your Office.	Have 6 tokens[1] in the Government column of your Office.
Have at least 3 Bots on the same Government branch.	Have at least 1 Bot in at least 4 different Government branches.
Have the most or joint most Workshop tiles.	Have at least 3 Machine Parts in your Workshop.
Be the furthest or joint furthest ahead on the Lab Funding track.	Have at least 5 different types of tokens[1,2] in the Lab column of your Office.
Construct all the Bots in the bottom-right section of your Assembly line.	Have the most or joint most Bots in your Workshop.
Have at least 2 completed rows[3] in your Office for the same type of weather.	Have at least 12 tokens[1] in rows of your Office.
Have at least 5 different types of tokens[1,2] in the R&D column of your Office.	Have the most or joint most tokens[1] in the R&D column of your Office.
Have the most or joint most Bots in R&D.	Have at least 3 Bots in the same R&D branch.
Have at least 3 Award tokens.	Have the most or joint most Award tokens.

[1] Tokens can be Research, Award, or Citation tokens.

[2] Each type of weather is a different type of Research token. All Award tokens are the same type. All Citation tokens are the same type.

When you cite, remove one of your unused Goal tiles from the game. At the end of the game, each Goal tile on your Laboratory will gain you 5 points if you meet its conditions.

Be the furthest or joint furthest ahead on the Government Funding track.	Have at least 5 different types of tokens[1,2] in the Government column of your Office.
Have the most or joint most Bots on Government branches.	Have at least 5 Bots on Government branches.
Have at least 5 Subsidy tiles.	Have the most or joint most Subsidy tiles.
Have the most or joint most tokens[1] in the Lab column of your Office.	Have 6 tokens[1] in the Lab column of your Office.
Construct at least 10 Bots.	Have the most or joint most empty Bot spaces in your Assembly line.
Have the most or joint most tokens[1] in rows of your Office.	Have at least 3 completed rows[3] in your Office.
Have 6 tokens[1] in the R&D column of your Office.	Be the furthest or joint furthest ahead on the R&D Funding track.
Have at least 1 Bot in at least 4 different branches in R&D.	Have at least 5 Bots in R&D.
Have at least 4 published papers.	Have the most or joint most published papers.

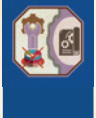
[3] A completed row is one with 3 tokens in it, 1 of which must be a Research token. The paper does not need to be published.

SUBSIDY TILES

You may use 1 Subsidy tile at the beginning of your turn. You never pay Vouchers when using a Subsidy tile, even if the tile allows you to perform an action that would normally cost you Vouchers. All other rules still apply.

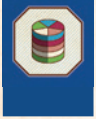
Perform the **Sell a Part** action without paying the Machine Part. Replace the Subsidy tile you take with a Machine Part from the reserve.

Perform the **Work on Experiment** action without paying the Chemical.



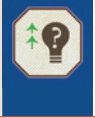
Perform the **Research** action without paying the Chemical. Instead, take the required Chemical from the lowest cost section of the Supply. If you place your Bot on the bottom space of a branch, you must pay the extra cost as usual.

Take a **Workshop tile** from those on display and add it to your Workshop.



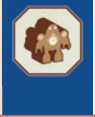
Take 1 **Chemical** from the leftmost space of the type you want, from the Supply and place it in your Workshop.

Take any one **Machine Part** from the reserve and place it in your Workshop.



Gain any **2 Vouchers** (they don't have to be of the same type).

Perform the **Publish a Paper** action following all of the normal rules. Unlock the Citation space, if able. If you do, you may pay 1 Science Voucher to gain 3 CP.



Perform the **Construct a Bot** action following all of the normal rules.

Advance 1 space on any of the Funding tracks.