# Setup

## Board

* 16 level III cards
* Market: 4 of I, 3 of II, and 2 of III

# Turn

* Gizmos can only be activated once per turn
* You cannot exchange marbles when at capacity

# End Game

* Trigger: Player builds 4 level III or   
  16th Gizmo (includes the starting Gizmo)
* Finish round with last player having final turn.
* Tiebreakers:

1. Most Gizmos built
2. Most marbles
3. Farthest from player 1 position