

## 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 16<sup>th</sup> 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