AGE OF INVENTORS

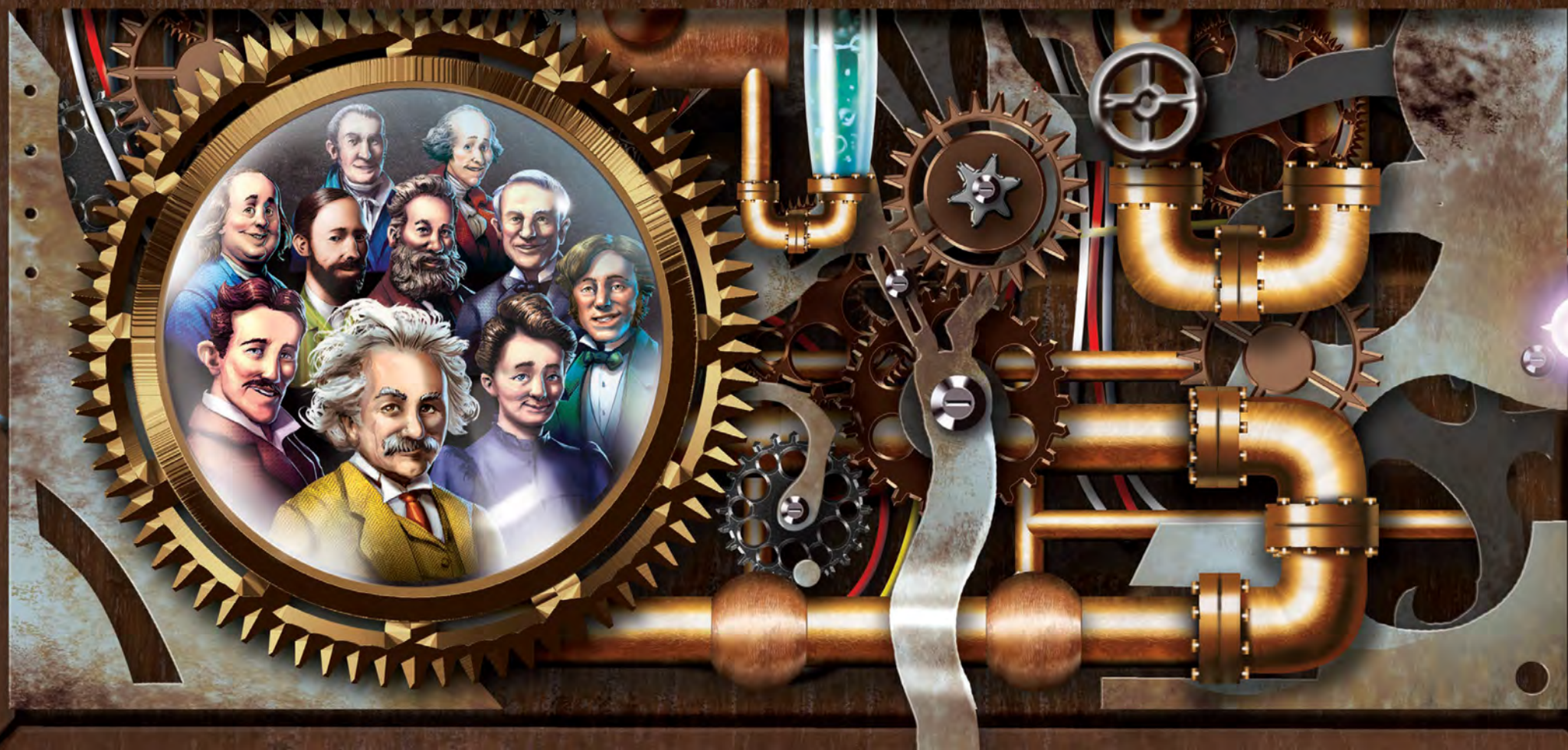# RULEBOOK

THE GOLDEN AGE OF INVENTION BEGINS

As humanity is entering the second half of the 19th century, a series of Inventions is about to change where and how people live, work, travel, and communicate. The Age of Inventors is upon us. Will you lead humanity's charge into a bright new future?

Players run laboratories owned and funded by different institutions or patrons. They will purchase equipment, recruit inventors, and help the inventors complete their inventions to advance humanity's progress in different tracks (Industrial, Economic, and Academic). The player whose laboratory contributes the most to society will be crowned the winner at the end of the game.

"Who would you be in the Golden Age of Invention?"
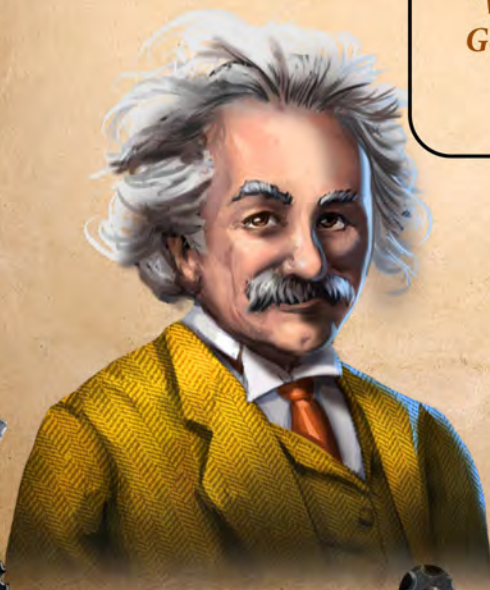
CLARIFICATION ON WHAT THIS GAME IS AND WHAT IT IS NOT

Age of Inventors is a fun, family board game. Its goal is to help the players enjoy quality time together while competing on an interesting theme. Although you are bound to learn some things by playing this game, this is not the primary goal of this game.

We are aiming to recreate the feeling of the Age of Invention and intrigue curious minds. We love the sciences, inventions, and innovation, and we want to pass this on to our players. Information in the game is based on reality, but may not directly reflect history. If you want to learn more information, we encourage you to research some of these topics at a library! Many academics today argue about who truly invented some inventions, or the exact date it was invented.

This game is intended to spark interest in the Age of Invention by offering a rough idea in the context of a board game. We suggest you follow your interests from there and hunt for real knowledge in books, research publications, libraries, and universities. We hope you will fall in love with this era as we did. Have fun!

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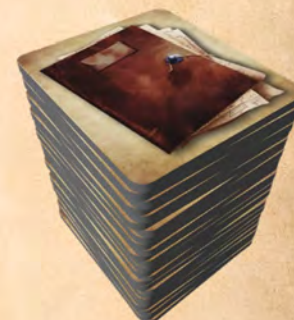
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If you want to become an Inventor you have to get your hands dirty! It is not as hard as it looks.

Identify you Labs strong points use them to your advantage.

ASSEMBLY INSTRUCTIONS

1. Punch out all tokens from the punchboards.

2. Take a Lab and attach a rivet and two Fund Indicators (gears), one on each side. Repeat for all four double-sided Labs.

3. Take a Lab and attach four rivets and four switches on each side. Repeat for all four double-sided Labs.

4. Take the center hex indicating the clock component and attach a rivet and the hand.

5. Put all Breakthrough tokens into the pouch.

PLAYER LAB SETUP

1. There are four Labs available, one for each player: Government Lab, Corporation Lab, University Lab, and Innovator Lab. In order to decide who gets to choose their Lab first, the players can either randomly distribute them or test their knowledge on the great Inventions. In that case, draw a random Invention Tile; each player guesses the year in which it was invented. Check the back cover of the rulebook to learn the date, then choose Labs based on whose response was the closest.

2. Having selected Labs, each player now gets to choose which side they will use. Each side has different attributes and different abilities. Players can learn more about the special abilities of each side on page 19. Players should place their Lab in front of them with the selected side facing up.

3. In the order the Labs were chosen, each player chooses a color and takes the player insert and meeples of that color.

4. Each player takes one of the four identical Reference Cards and places it somewhere where it will be easy to reference.

5. Each player collects 1 of each scientific resource (Physics, Chemistry, and Engineering), 1 Idea, and sets their Funds dial to 5.

6. Each player draws 2 Inventor Cards, choosing 1 Inventor to place face up next to their Lab. They then draw 4 Inventions Tiles, keeping 2 Inventions in their hand. The remaining Inventors and Inventions are all shuffled back into their respective decks.

7. Each player collects any additional resources indicated on their Lab (shown underneath the initial Ingenuity score).

MAIN BOARD SETUP

1. Place the board in the middle of the table where all players can easily reach it.

2. Set the round counter to 1.

3. Each player places their Ingenuity Meeple on their Ingenuity position. The Ingenuity position for your Lab is indicated on the top of the Lab's banner.

4. Shuffle the Experiment Tokens into a stack and place the stack face down on its position at the top and center of the board.

5. Shuffle the Equipment Tokens into a stack and place the stack face down on its position at the top left of the board.

6. Populate the equipment offer by drawing Equipment from the stack and placing them in the offer starting with the position with the icon Funds0. Place as much Equipment as the number of players plus 1.

7. Shuffle the Breaking News Cards into a deck and place the deck face down on its position at the left of the board.

8. Shuffle the Invention Tiles into a stack and place them on the Invention offer at the bottom left of the board. Then populate the offer by placing the top Invention Tile face up on the position indicated by Ideas1, then the next one on the position indicated by Ideas2, and the last one at the position indicated by Ideas3.

9. Shuffle the Inventor Cards into a deck and place that deck on the Inventor offer at the bottom of the board. Then populate the Inventor offer by placing the top Inventor Card face up on the position indicated by Funds2, then the next one on the position indicated by Funds4, and the last one at the position indicated as Funds6.

10. Players may leave the Inventor Hexes in their Insert or, if there is space on the table, players may spread all the Inventor Hexes face up on the table. Whenever a player has an Inventor Card, they should also claim the matching available Inventor Hex and place it face up next to the Inventor card. Players may now claim the Inventor Hex that corresponds with the initial Inventor Card they selected.

A High position in Ingenuity may win you the game. Climb up there!

Not all Equipment are equal. Make sure to secure the ones you need for your Lab "engine".

GAME STRUCTURE

The game consists of Rounds, and each round consists of two phases: the Upkeep Phase and the Player Phase. Each round starts with the Upkeep Phase where there are 7 steps, most of which are performed by all players simultaneously. When the Upkeep Phase is concluded, the Player Phase starts. In the Player Phase, the players take turns performing actions. When all players have concluded, the round ends.

GAME END

The game will end when either of the two conditions below is met:

-The fourth and final round is concluded.

-A player places an Inventor or Invention on the last empty hex on the board grid. In this case, the game immediately concludes even if players had more actions to perform.

When the game ends, the players add all their points gathered by the tracks, experiments, Breakthrough Tokens, and Ingenuity. The player with the most points wins. Page 21.

UPKEEP PHASE

Turn your Reference Card so the Upkeep Phase side is up. The reference card can guide you on the steps that take place during the Upkeep Phase.

During the first round only, skip steps 1 to 5 and start the game at step 6. For every other round, follow all steps in the following order:

1. Reclaim your Lab Assistants and Initiative Tokens. (simultaneous).

Collect any of your Lab Assistants you used the previous round and place them on your player insert. Also collect your Initiative Tokens.

2. Reset your Switches and Inventor Abilities. (simultaneous)

Reset your Switches so they all are on the OFF position, pointing on the left. Reset any Inventors you triggered last turn so they are again placed horizontally under your Lab.

3. Increase the Round Counter. (simultaneous)

Move the clock hand from the current round to the next one.

4. Draw a Breaking News Card.

Each Breaking News Card consists of the card's title, lore (historical fact that made the news at the time), and two gameplay options that will alter the way this round is played. Players will choose one of the effects to take place for the current round. Each Breaking News Card is discarded at the end of the round.

In order to decide which effect will be applied, the players vote. To vote, read the card's two options. First, read the option on the left, then the option on the right. Players who want the first (left) option will vote with thumbs up; players who want the second (right) option will vote with thumbs down.

After reading both options, all players should extend a closed fist over the main board and count to 3. On 3, each player should show either a thumbs up or a thumbs down sign with their hand, indicating their choice. The option with the most votes will affect the game this round. The player with the highest Ingenuity rating breaks ties.

5. Earn funds based on Ingenuity. (simultaneous)

Increases the funds at your Lab by the amount indicated under your meeple's Ingenuity position.

Switches are the most valuable comodity in this game. Make sure to plan carefully where to use them.

Inventors are the locomotive that will carry you during the game. Use their abilities efficiently.

Sometimes claiming the the first position in the Play Order can be more valuable than selecting which Equipment to acquire.

6. Draft Equipment

First, slide any remaining Equipment Tokens to the right and re-populate the track's empty positions starting from the right (least-expensive) to the left (most-expensive). Remember you should have face up equipment tokens equal to the number of players plus one.

Then, starting with the player with the highest Ingenuity, look at the different equipment and select the one you would like to purchase. Immediately pay the appropriate cost in funds indicated under the equipment's position, and move your Initiative Token from your player insert to the slot where the equipment was.

Important: This will determine turn order in the Player Phase. The order is determined from left to right.

You may then place the equipment into a position on your Lab. Each slot has a different bonus. By placing the equipment on a slot, you immediately gain that bonus if able.

7. Activate Lab Equipment (simultaneous)

Last, activate all your Lab equipment. In the first round, you will only have 1. In the fourth round, you should have four. Activate them and gain their bonus (if able) in any order.

Once all players have concluded all steps, everyone flips their reference card to the Player Phase side and proceeds to the Player Phase.

Plan ahead in which order best fits you to receive the Slot Bonus when placing an Equipment.

Select the order in which best fits you to activate your equipment. Some times it is really important.

PLAYER PHASE

In the Player Phase, all players act based on the order of their Initiative Tokens, with the player whose initiative token is farthest left taking their turn first.

During your turn, you can either Place a Lab Assistant or Use a Switch. There are also two free actions that you can take at anytime during your turn. When you have either placed a Lab Assistant or used a Switch, you end your turn and it is the next player's turn.

ASSIGN A LAB ASSISTANT TO:

You can place your Lab Assistants in several locations. By doing this, you effectively lock the location so that no other Lab Assistant can be placed there for the rest of the round.

- **Activate Lab Equipment**

Place a Lab Assistant on an equipment token in your Lab and gain the benefit or perform the action allowed by that equipment. You can also assign a Lab Assistant to the position that grants ANY scientific resource.

- **Benefit from Available Inventor Hex Tiles Conversions**

Place a Lab Assistant on an unoccupied Book Base. Then do the printed conversion by giving the book base's owner the needed resources and gaining the benefit from the common supply. If you own the book base, give the needed resources to the common supply.

"Place Inventors, as soon as possible and let your opponents use them. In the longt run you will gain a lot of resources"

Do not hurry to place Lab Assistants to your Equipment. No other player can use them, only you.

Try to secure the locations available by Inventors before other players do. Place your Lab Assistants as soon as possible.

Increasing your Ingenuity position is all about timing. Keep an eye on the enemy Ideas and plan when to strike...

- ### *Increase Your Ingenuity Position*

Place a Lab Assistant on an unoccupied Ingenuity location and pay the indicated number of Ideas to the common supply. Then your Ingenuity Token exchanges positions in the Ingenuity track with the next higher Ingenuity token. You are allowed to use this action even if you are occupying the first position in the Ingenuity track. While it might not increase your Ingenuity position, it does make it more expensive for other players to move you from this prestigious position as the next available location will be more expensive.

- ### *Collect an Experiment Token*

Place a Lab Assistant on an unoccupied location of the Experiment Tokens area. Pay 1 Engineering, 1 Physics, 1 Chemistry, 1 Idea, and 2 Funds to draw the top Experiment Token from the pile. Keep this token secret. At the end of the game, you may assign any leftover resources to this Experiment. If you have all the required resources indicated on the token, you receive the indicated victory points.

- ### *Refresh Inventions or Inventors*

Place one of your Lab Assistants on an unoccupied Refresh location. After paying 2 Funds, you can either replace all the Inventions, all the Inventors, or both in their respective offer areas. To replace, place all 3 of those tokens/cards in the offer area at the bottom of their respective stack/deck (All cards/tiles that were replaced using the refresh action should be moved to the bottom of the deck/stack.). Then draw and repopulate that offer. After you do so, you may immediately use 1 Switch to either recruit one of the Inventors or conceive one Invention drawn this way, paying normally.

Experiments may look expensive but at the end at the end of the game they are the best way way to gain this extra edge you will need.

Refreshing the offers may turn the table upside down. Sometimes literally...

USE A SWITCH TO:

To use a switch, rotate it from the left OFF position to the right ON position.

You can use one of your active switches to do one of the following:

- *Recruit an Inventor*
  - » Pay the indicated cost of Funds.
  - » Choose and gain an Inventor card from the Inventor offer to your hand. You may not place the Inventor yet; keep the recruited Inventor face up next to your Lab. You may also take the corresponding Inventor Hex Tile and keep it also face up next to your Lab.
  - » Slide all remaining Inventor cards in the offer towards the least expensive slot and repopulate the missing slot with the top card from the deck.

- *Conceive an Invention*
  - » Pay the indicated cost of Ideas to the common supply.
  - » Choose and gain an Invention hex from the Invention offer to your hand. You may not place the Invention yet; keep it concealed in your hand.
  - » Slide all remaining Invention hexes in the offer towards the least expensive slot and repopulate the missing slot with the top hex from the stack.

> *"Only conceive the most rewarding Inventions. You will not have enough Switches to place them all."*

When selecting an Inventor do not only consider their fields, ideas and cost. Study their Abilities and how you may use them.

Select Inventions not only based on their Track and Points. Their instant abilities might be more useful than you think!

An Inventor can not be placed adjacent to another Inventor.

It takes an Engineer to allow an Engineering Invention to be placed.

- **Place an Inventor**

  » Choose which Inventor you want to place and pay 1 of the Inventor's scientific resources to the common supply. If the Inventor has two Scientific Fields, you must choose 1 of the two to pay with. For example, to place Nikola Tesla, you need to pay either 1 Engineering or 1 Physics.

  » Place the Inventor hex on an eligible spot on the Hex Grid. Eligible spots for Inventors are any spots that are not adjacent to any other Inventor. You can place Inventors adjacent to the round marker hex at the center of the grid.

  » As soon as you place the Inventor, place one of your book bases on top of them. This signifies your Inventor is active and any player, including you, may place a Lab Assistant on top of the book base in order to gain your Inventor's Conversion.

  » After placing a book base, immediately gain the number of Ideas indicated on the right side of the Inventor hex.

  » Once you have placed the book base and gained Ideas, place the Inventor's card on an available spot at the bottom of your Lab where it becomes immediately active. If all spots are occupied, you may choose to replace one of the three Inventor cards you have with the new one. If you do not want to, simply discard the Inventor Card effectively losing it. The Inventor Hex remains on the Hex grid regardless of what you do with the corresponding card.

- **Place an Invention**

  » Pay, to the common supply, the cost of scientific resources indicated on the left side of the Invention hex. For example, the Helicopter Invention requires 2 Engineering, 1 Chemistry, and 1 Physics.

  » Place an Invention from your hand on an eligible spot on the hex grid. That spot must be unoccupied and adjacent to an Inventor whose adjacent edge matches the Invention's Scientific Field (color). If there is more than one Inventor with an available adjacent edge matching the Invention, then you get to choose where to place the Invention.

  » By placing an Invention, you immediately activate that Invention's instant ability and increase your rank in one of the three tracks as described on page 16.
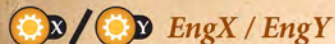
INVENTION ABILITIES:

Each Invention offers a unique instant ability that immediately resolves after placing an Invention. Each ability is displayed with a list of symbols explained here. X and Y correspond to various numbers of the specific abilities.

ChemX
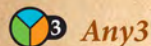
The player who placed the Invention gains X Chem resources.

EngX / EngY

The player who placed the Invention gains X Eng resources; all other players gain Y Eng resources.

Inventor

Draw the top face down Inventor Card from the deck.

Any3

Select any combination of 3 scientific resources from the common supply. You could choose, for example, Eng2 and Phy1, or Chem3, or any combination you want. You may not choose Ideas as it is not a scientific resource.

Invention Invention

Draw the top 2 face down Invention Tiles from the stack.

X Reactivate X Switches

This ability enables you to immediately reset X of your switches. If you do not have enough switches to reset, reset as many as you can.

-X Place Invention with - X Cost

You may immediately use one available switch to place one extra Invention from your hand at a reduced cost. You get to select which X resources you will not pay. If the resource reduction is equal to or greater than the number of required resources, you place the Invention for free. There is no limit to how many Inventions you can place in one round with this ability. Normal placing rules still apply.

X Activate X Lab Equipment

You may activate X different pieces of equipment in your Lab as if you had placed a Lab Assistant on it. You may even activate equipment that has already been activated by your Lab Assistant. If you do not have X Equipment in your Lab, activate as many as you can.

Steal X Funds

All players that are below you on the Ingenuity track must give you X funds. They reduce their funds by X and you increase your funds by X. If someone does not have enough funds to reduce by the full amount, they reduce their funds to 0.

Steal Switch

Each player below you on the Ingenuity track must use a switch with no effect, if able to. Reset one of your switches for each switch that another player used.

Innovative Ideas

The player who placed the Invention gains Ideas according to their position in Ingenuity. They gain a number of Ideas equal to 1 + the number of players below them on the Ingenuity Track. For example, in a two-player game, the person who is first on the Ingenuity Track would gain 2 (1 + 1 player below). If you were second, you would only gain 1 (1 + 0 players below). In a four-player game, the person in second on the Ingenuity Track would gain 3 (1 + 2 players below).

Gain Experiment

Gain the top face down Experiment on the pile.

Industrial Invention

An Invention that gives bonus to the Industrial Track.

Economic Invention

An Invention that gives bonus to the Economic Track.

Academic Invention

An Invention that gives bonus to the Academic Track.

Engineering Invention

An Invention off orange colour that can be placed adjacent to an Inventor of the Engineering Field (orange colour).

Chemistry Invention

An Invention off green colour that can be placed adjacent to an Inventor of the Chemistry Field (green colour).

Physics Invention

An Invention off blue colour that can be placed adjacent to an Inventor of the Physics Field (blue colour).

Breakthrough Tokens

Draw one Breakthrough Token from the pouch.

Time when you place Inventions to gain the most out of the milestone bonuses on the three tracks.

THE THREE TRACKS:

The Industrial, Economic, and Academic Tracks represent humanity's advancement in the respective fields. After placing an Invention, you immediately get to advance on the appropriate track based on the icon on the right side of the Invention. When you reach or cross a Milestone Bonus, you get that bonus immediately. All players who cross a Milestone Bonus gain the bonus.

If, after advancing on a track, you are now the player who has advanced the farthest on that track, take the corresponding Track Medallion. Track Medallions grant a unique passive effect that is effective immediately.

- The Industrial Medallion allows you to use Engineering Resources as any other scientific resource when paying to place Inventions.

- The Economic Medallion allows you to use Chemistry Resources as any other scientific resource when paying to place Inventions.

- The Academic Medallion allows you to use Physics Resources as any other scientific resource when paying to place Inventions.

The three medallions offer their bonuses only when placing Inventions. You cannot use this substitution on a conversion or in any other circumstance.

It is common for Medallions to frequently swap between players during the game as players compete on the three tracks.

It is important to climb the tracks in order to win victory points. At the end of the game, the player who has advanced highest up a track wins 8 victory points. Once a player has reached the top spot on a track, they are locked in and cannot be passed. 2nd and 3rd place could be locked as well if enough people are playing. The second highest player wins 4, third highest wins 2, and lowest wins 1. Note that in order to gain victory points from a track, your token must have made it onto the track at some point during the game.

"Focus on securing first place at least at one track. Then you can fight for the second one and win the game."

RETIRING AN INVENTOR:

When an Inventor is completely surrounded by other tiles, they are considered Retired. Three things happen when an Inventor is retired:

- The player who owns this Inventor must remove the book base from that Inventor. Lab Assistants can no longer be assigned to that Inventor's tile.

- The player who owned that Inventor must also discard the matching Inventor Card from their Lab if able. They can no longer use the Inventor's ability.

- The player who placed the last tile and retired the Inventor gets to take the pouch and randomly select a Breakthrough Token from it. Look at it, then place it face down next to your lab. Do not show it to the other players. These are hidden victory points!

Thus, to retire an Inventor has threefold importance. You deny your opponent the resources gained from Inventor conversions, you deny them access to the Inventor ability, and you gain hidden victory points.

ADDITIONAL FREE ACTIONS

Additionally, during each player's turn, they can do the following actions as many times as they want:

Instant Conversions

There are three different resource conversions you can do for free. You can convert…

- …any 3 matching scientific resources into 1 Idea

- …any 2 matching scientific resources into any 1 scientific resource

- …any 1 scientific resource into 1 Fund

"Gathering your resources wisely will protect you from needing to use instant conversions, and thus lose resources."

Retire your opponents Inventors to gain hidden victory points but also to deny them of their Inventor Abilities.

You will use Instant conversions when you need them. Plan ahead so you do not have to.

Make sure that a round does not pass by without you taking advantage of your Inventors ability.

"Select your Lab according to your play style. Each has its own strengths and weaknesses but all are balanced"

Inventor Abilities

As soon as you place an Inventor's tile on the hex grid, also place that Inventor's card below your Lab. While an Inventor's card is in your Lab, you can automatically benefit from that Inventor's ability. Some abilities are automatically activated when a certain condition happens.

For example, Charles Wheatstone's ability states, "You may place Phy Inventions next to any Inventor." This ability automatically takes place when you are placing an Invention and negates the placing restriction of all Physics Inventions (for you). You can now place Physics Inventions next to Inventors of any type.

However, some Abilities must be activated, or triggered, in order to be used. You can spot which Inventors' abilities require them to be triggered by this symbol ⊕ at the beginning of the Inventor's ability. You can trigger any number of your Inventors, but only during your turn. When you trigger an Inventor rotate the Inventor's card to the vertical position. You cannot use them again until they are reset, usually at the next Upkeep Phase.

For example, Henry Ford's ability states: "Trigger: Choose either Eng Inv or Industrial Inv. Use a switch to draw the first one for free." When you trigger Henry Ford, state if you are searching for an Engineering Invention or an Industrial one. Then draw the top Invention from the stack. If it is of the type you are searching for, you get to conceive it for free. If it isn't, put it at the bottom of the stack and draw until you find an Invention of the correct type.

END OF THE ROUND

When you do not have any actions left (you placed all your Lab Assistants and used all four of your switches) or you do not want to take any more actions, you pass your round. This means that you flip your reference card to the Upkeep Phase and wait for everyone else to end their Player Phase. Be careful, however, because if you pass, you cannot change your mind and return to the Player Phase even if something in the game changes in a way that enables you to perform an action that you could not do earlier. When all players have flipped their reference cards to the Upkeep Phase, the new round begins.

GOVERNMENT LAB

Choose the Government if you like to break ties and influence the rules of the game. You can benefit from the success of others or prevent their progress by playing a Government Lab in the Age of Inventors!

Government Liberal

Progress: Whenever someone moves you on (!) [Ingenuity], you ↘↙ [Steal] 🔵🟢🟠 [Any1]. You may pay 💰 [funds] instead of 💡 [Ideas] in (!) [Ingenuity].

Government Authoritarian

Deep State: When resolving a Breaking News card, ↘↙ [Steal] 💡 [Idea1] from any player who voted differently than you. Before selecting Equipment, you may rearrange the offer.

CORPORATION LAB

Choose a Corporation Lab if you want to be in control of the money supply and the hiring. Corporations in the Age of Inventors grew dramatically as more people found it profitable to work there rather than toiling in the fields in traditional jobs.

Corporation Trading Firm

Entrepreneurship: When placing an ⬡ [Invention] receive 💰 [Funds] equal to the ⚙️ [Eng] or 🧪 [Che] or ⚛️ [Phy] consumed.

Corporation Manufacturing Co

Contracting: Whenever a new 👤 [Inventor] enters the offer, you may immediately pay the cost to recruit them without paying a 🛠 [Switch].

UNIVERSITY LAB

Choose a University Lab to gain access to the most scientific resources and the brilliance of Inventors working together in synergy. This is where all the magic of the Age of Inventors took place.

University Metropolitan

Open Thesis: When assigning a 🧍 [Lab Assistant] to one of your ▱ [Equipment] you also gain the conversion of one available 👤 [Inventor] you select.

University Polytechnic

Dissertation: When using a 🛠 [switch] to place an 👤 [Inventor] you may also pay the cost to place an ⬡ [Invention] adjacent to that 👤 [Inventor] by paying its cost.

INNOVATORS LAB

Choose the Innovator's Lab if you want to avoid the bureaucracy of big institutions and simply believe in the value of your own ideas. Make things your own way because in the Age of Inventors, some of the greatest achievements did not require the backing of rich patrons but came to life from people who knew how to make something out of nothing!

Innovator Resourceful

Adaptive: You may use any number of 💡 [Ideas] instead of ⚙️ [Eng], 🧪 [Che], ⚛️ [Phy], or 💰 [Funds].

Innovator Visionary

Eureka: When conceiving ⬡ [Inventions] you may additionally pay 💡 [Ideas1] to gain one additional ⬡ [Invention].

1: VP 8
2: VP 4
3: VP 2
4: VP 1

Do not neglect to gain at least one point in each track. Not placing your Meeple on the Track means 0 points.

EDUCATIONAL VARIANT

You may if you want play a variant of this game by introducing a special rule.

Any player placing an Invention has the option of stating who invented it. If they correctly recall the inventor then they pay one less Scientific Resource.

Alternatively, if you are really up for a challenge, they must state also the year the Invention was invented.

The previous player may check the last page of the rulebook to see if they are right.

While checking, they might sneak a peek at the inventor and date of one of the inventions they plan to place next. However, they must put the rulebook away immediately after checking the other player.

This variant not only adds more fun to the game, but also teaches the players a few interesting facts about the Age of Inventors.

PLAYING SOLO

Setup

- Select the Corporation: Trading Firm

- This solo mode is played as a two-player game in terms of mechanics. You are the first player.

- Place the second player's Ingenuity Meeple at the top position of the Ingenuity Track.

- Place the second player's Track Meeples in Position 8.

- This player will not act but it is considered to have infinite Resources, Inventions, and Inventors in their possession when resolving other rules.

- Follow the rest of the rules for setting up normally.

Special Rules

- When drawing Equipment, draw 3 like in a two-player game.

- When gaining the bonus of an Invention that grants you Innovation or Steal, resolve normally for a two-player game.

- Do not gain Breakthrough Tokens when placing Inventions.

Scoring

To calculate your victory points, add the following:

- Victory Points from the Tracks.

- Victory Points from any Experiment Tokens that you fulfilled.

- Victory Points from Funds at the end of the game. Gain 1 VP for every 5 Funds.

- Test your score with friends or online to see if you managed to score higher or simply try to beat your own high score!

END OF GAME SCORING

Each player receives a score from the following four sources. Your final score is a sum of all of them and the player with highest score wins.

1. Score VP from tracks. On each of the 3 tracks (Industrial, Economic, Academic), players receive the following points based on position:

- 1st player: 8 points

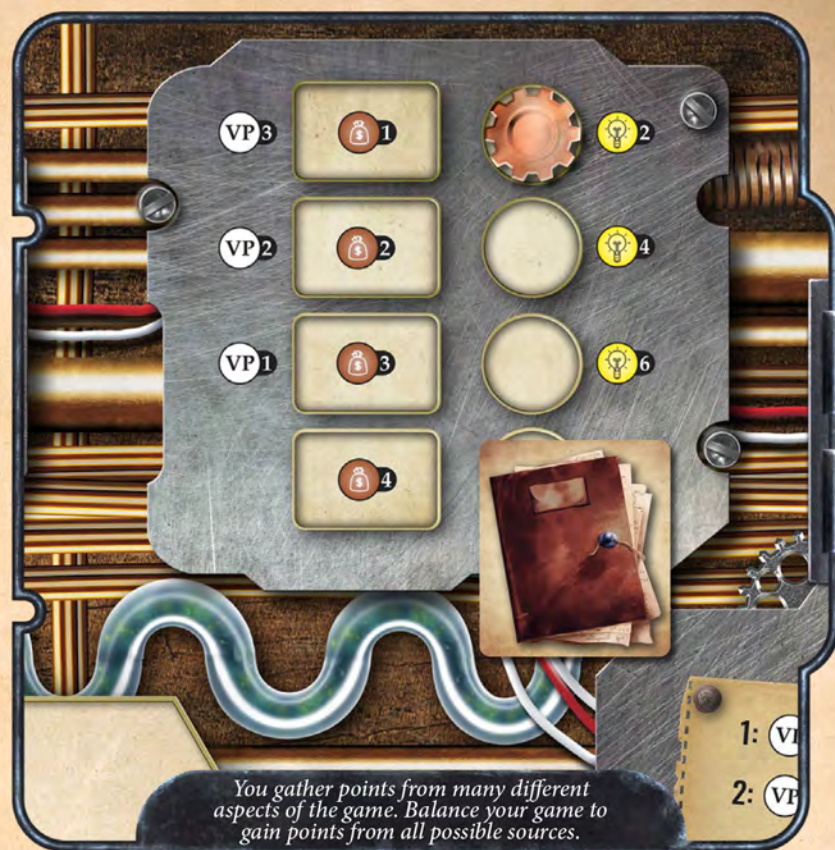- 2nd player: 4 points

- 3rd player: 2 points

- 4th player: 1 point

- Any player that did not enter the track receives 0 points.

2. Score VP from Ingenuity. Players receive the following points based on their position on the Ingenuity track:

- 1st player: 4 points

- 2nd player: 2 points

- 3rd player: 1 point

- 4th player: 0 points

3. Score VP from Breakthrough Tokens

- Add all the points you gained from all the Breakthrough Tokens you collected.

4. Score VP from successful Experiments

- You may assign leftover resources to experiments you have at the end of the game. If you are able to achieve the experiments, gain the number of victory points indicated on the experiment. Any resources allocated to one experiment cannot be shared with any other experiment you have available.

- Add all the victory points you collected from successful experiments.

In the case of an overall tie in the final score, the player higher on the Ingenuity track is declared the winner.

You gather points from many different aspects of the game. Balance your game to gain points from all possible sources.

"This is not a game of Luck. Learn from your mistakes and get back there. It took more than one try to get a plane in the air."

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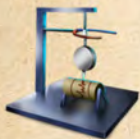1862
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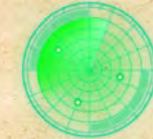
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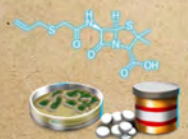Harry Brearley

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