



GEARWORKS



1-4



30-45m



10+

Two steps forward, one step back. It seems your machines never work very well, or for very long, before they break. The workshop owner has given you one more chance to prove your worth by fixing his mysterious clockwork machine. Will the other tinkers sabotage your efforts or will you earn the owner's favor and become the master tinkerer?

COMPONENTS

[How to Play Video & FAQs](https://www.pieceskeepergames.com/games/gearworks)

[pieceskeepergames.com/games/gearworks](https://www.pieceskeepergames.com/games/gearworks)



45 Gear Cards
(numbered 1-9 in 5 colors)



25 Contraption Cards



1 Leviathan Card



4 Tinkerer Cards



4 Reference Cards

DIFFICULTY LEVELS

Difficulty	Sparks	Top Prize	Tinkerer
Very Hard	10	3 cards	4
Hard	9	3 cards	4
Medium	8	4 cards	4
Easy	7	4 cards	3
Very Easy	6	4 cards	3

1 Solo Reference Card

front

back



9 Gear Tokens



27 Parts
(3 each of 9 types)



20 Sparks

OVERVIEW

In Gearworks, you play as tinkers in a workshop fixing a mysterious clockwork machine. You play your gear cards in the machine grid, making sure you follow certain placement rules. At the end of a round, players who control one or more rows or columns in the grid claim parts of the corresponding types.

If you claim the right parts, you can build contraptions from blueprints that are lying around the workshop. At the end of the game, you score points for the contraptions you've built, your unused parts, and sparks.

CONTRAPTIONS

Throughout the game, you will be able to build contraptions at the end of a round if you claim one or both of the required parts during the same round.

For the contraption to the right, you will need a wheel (part A), an air canister (part 3), or both.

You receive 1 contraption card at the start of each round, and you can spend sparks to draw more. Building contraptions is the most efficient way to earn points, so play your hand of gear cards wisely to claim the parts you need!



TINKERERS

Players may agree to play with their tinkerers' unique special abilities. You may use the special ability of your tinkerer card once per round (at any time on your turn).

After you use the special ability, flip your tinkerer card over to indicate that it has been used.

If you do not use your special ability in a round, you gain 1 spark at the end of that round.



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GAME SETUP

1. Place the 9 *gear tokens* face down to form a 5x4 grid — 5 columns (A-E), 4 rows (1-4). Leave enough room for one card to be placed in each space of the grid.
2. Shuffle the *gear cards* into a face-down deck and place the deck beside the grid.
3. Draw the top 4 gear cards and place them face up in the grid in the order they were drawn, in these starting locations: **A2, B1, D4, E3** - as shown in Example A on the following page.
NOTE: *You may find it helpful to remember that the cards are placed in the spaces next to the top left and bottom right spaces.*
4. Separate the 27 *parts* into their 9 types and then stack each type next to the corresponding gear token beside the grid.
5. Pile the *sparks* to one side of the grid.
6. Shuffle the *contraption cards* into a face-down deck and place the deck beside the grid.
7. Give each player the following components:
 - ▶ 1 *tinkerer card*, face up.
 - ▶ 1 *reference card*.
 - ▶ 5 *gear cards*, face down.
 - ▶ 1 *contraption card*, face down.
 - ▶ 1 *spark*
(In a 4-player game, Player 4 gets 2 sparks.)
8. For the first round, the player who most recently fixed something broken plays first. Play then proceeds clockwise.



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2 PLAYER RULES

When playing with 2 players, setup is changed slightly (see below), and the grid is 4x4 instead of 5x4. The rest of the rules are identical for all player counts except solo.

1. Before you begin setup, return the following components to the game box:
 - ▶ Gear cards #8 and #9 (5 of each)
 - ▶ Contraption cards requiring “E” parts
 - ▶ Gear token “E”



2. When placing the top 4 gear cards face up in the grid (setup step #3), use these starting locations instead: **A2, B1, C4, D3**.

Example A: Setup for 3-4 players.



HOW TO PLAY

There are 3 rounds. In each round, the first player takes their turn, followed by the next player in clockwise order. This continues until all players have passed consecutively.

On your turn, you **must play a gear card** (or pass). Whether you choose to play or pass, you can also **gain sparks** (see p. 7), **spend sparks** to take additional actions (see p. 7), and use your **tinkerer ability** (see p. 9-10).

PLAYING A GEAR CARD

On your turn, you may play a gear card from your hand to any open space in the grid. (*It is possible to play on top of another gear card instead; see Replace Gear Card on pg 7.*) When you play a gear card, you must follow two placement rules:

- ▶ **Column Color:** In each *column* (A through E), there can only be 1 card of each *color*.
- ▶ **Row Order:** In each *row* (1 through 4), the cards must be in ascending or descending *numeric* order. However, cards of equal number may be next to each other in a row without breaking the order.

Example B: *In the row below, the gear cards are in descending numeric order, from left to right. The only cards that can now be played in the open space are #9, #8, or #7.*



After playing a gear card, flip the gear tokens for the corresponding row and column so they are face up (if not already). Rotate each of those 2 gear tokens so that your player color points toward the row or column where you played your card. This indicates that you currently **control** that row and column.

Finally, rotate any gear cards in the row (as needed) so that the arrows on the cards point from low to high. This serves as a visual reminder of whether the row is in ascending or descending numeric order.

Example C: *Emily (purple) just played the gray #3 gear card to A1. She now controls column A and row 1. She flips the A and 1 gear tokens face up and rotates them so that purple points toward the card she played. She also rotates the gear cards in A1 and B1 by 180 degrees so that the arrows point from low to high in row 1. This indicates that the cards played in the other spaces in this row must be equal to or less than 2.*



PASSING

You may pass instead of playing a gear card. If you do, on your next turn spend 1 spark if you would like to re-enter the round. Keep in mind that if all other players pass consecutively after you do, you will not get another turn this round, as the round will end!

NOTE: You may find it helpful to rotate your tinkerer card sideways when you pass and rotate it back vertically at the start of the next round or if you spend 1 spark to re-enter the round.

GAINING SPARKS

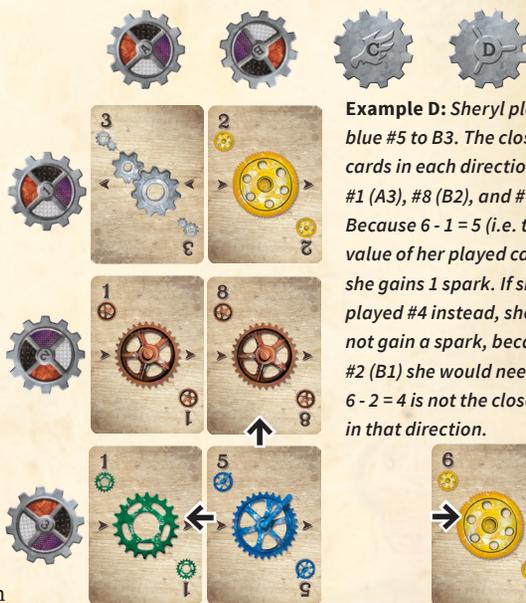
On your turn, you can gain sparks in 2 different ways: by **tinkering** and by **discarding**. You may never have more than 5 sparks at a time; any more you would gain are forfeited.

- ▶ **Tinker:** After playing a gear card, look at the gear card closest to your played card in each of the 4 directions.

NOTE: The closest card in a direction may be separated from your played card by empty spaces, and it may be further away than the closest card in another direction.

Then **add** or **subtract** any 2 of those cards' numbers. If the number on your played card equals the result of that calculation, gain 1 spark.

- ▶ **Discard:** You may **discard** 2 gear cards from your hand to the bottom of the gear deck to gain 1 spark. You may do this at any time during your turn and even multiple times per turn.



SPENDING SPARKS

On your turn, you may spend sparks (returning them to the supply) in several different ways. You may spend sparks on the same turn that you gain them.

- ▶ **Draw Gear Card:** Spend 1 spark to draw a gear card. You may do this at any time on your turn, and even multiple times per turn. You may never have more than 8 gear cards in your hand at a time.
- ▶ **Replace Gear Card:** Instead of playing a gear card to an open space, if you spend 2 sparks you can play a gear card from your hand on top of another card in the grid. Your gear card must follow both **placement rules**. You cannot tinker to gain a spark when replacing a gear.
- ▶ **Draw Contraption Card:** Spend 2 sparks to draw a contraption card. You may do this at any time on your turn, and even multiple times per turn.
- ▶ **Re-Enter:** Spend 1 spark to re-enter the round if you passed on your previous turn.

END OF ROUND

After all players have passed consecutively, the round is over. **Remember: Once this happens, no player may spend sparks to re-enter the round!** Players keep any remaining gear cards, contraption cards, and sparks for the next round.

Carry out these steps. (If it is the end of the third round, carry out steps 1-3 and go to **GAME END** on p. 9, skipping steps 4-7 below.)

- 1. Claim Parts.** Check to see who controls each row or column. For each, the controlling player claims one part of the corresponding type, placing it in front of them. As each row and column is checked, flip the corresponding gear token face down again.
- 2. Build Contraptions.** Each player may build any of their contraptions that require parts they claimed this round. To do so, reveal the contraption card and place one or both of the required parts on top of the card.

Place any contraptions you built this round and all remaining parts claimed this round to the side; you cannot interact with them in later rounds and they are worth points at the end of the game.

IMPORTANT: *You cannot use parts you claimed in a previous round when building a contraption! You also cannot add parts you claim in later rounds to contraptions built in previous rounds.*

- 3. Reset Tinkerers.** Each player who did not use their tinkerer's special ability gains 1 spark. Then each player resets their tinkerer card face up, to show their special ability.
- 4. Reset the Grid.** Remove all gear cards from the grid and shuffle them together with the gear deck, then place 4 new gear cards face up in the starting locations (as during setup).
- 5. Deal New Cards.** Deal 5 more gear cards (do not exceed hand limit of 8 cards) and 1 more contraption card to each player.
- 6. Determine Leader.** Whoever currently has the most collected parts, whether on contraptions or unused, is considered the leader. (In case of a tie, use the following tiebreakers: most sparks, then most gear cards in hand). The leader will be first player in the following round.
- 7. Gain Sparks.** Each player with fewer parts than the leader gains sparks from the supply (not to exceed hand limit of five sparks), based on how many fewer parts they have than the leader.
 - ▶ 1 fewer part = 0 sparks
 - ▶ 2 fewer parts = 1 spark
 - ▶ 3 fewer parts = 2 sparks
 - ▶ 4+ fewer parts = 3 sparks

VARIANT: *Veteran players may enjoy the additional challenge of playing without giving out sparks at the end of the round by skipping step 7.*

GAME END & SCORING

At the end of the third round, the game ends. **Remember: Do not give out sparks during END OF ROUND for round 3!** Calculate final scores (see below).

The player with the most points wins! In case of a tie, the tied player with the most different types of parts wins. If there is still a tie, the tied player with the most sets of three like parts (e.g., three propellers is one set) wins.

Completed Contraptions

- ▶ 4 points for each contraption card with only **one** part.
- ▶ 9 points for each contraption card with **both** parts.

Unused Parts

- ▶ 2 points for each part you did **not** use on a contraption.

Remaining Sparks

- ▶ 1 point for each spark you have at game end.

Example E: At the end of the game, Kirk scores 8 points for his 2 contraption cards with only one part, 9 points for his 1 contraption card with both parts, 6 points for his 3 unused parts, and 2 points for his 2 remaining sparks.



Kirk's final score is $8 + 9 + 6 + 2 = 25$ points.



TINKERER ABILITIES

Bartleby

His calling card reads, “Creating Objects of Refined Amusement for Discerning Gentlefolk,” but Bartleby knows he is destined for more than mere playthings. The workshop owner has the necessary resources to bring his greatness to the fore. How best to impress him? Bartleby wonders, stroking his moustache. How indeed?

Draw 3 gear cards, choose 1 to keep, and place the other 2 at the bottom of the gear deck, face down.





Victoria

Victoria opened the monogrammed envelope — another edict from the Duchess. Why couldn't they accept everything was different now, SHE was different now? Securing that coveted position in the workshop would prove her worth to everyone, especially herself. Folding the letter away, she gathered her tools. There was no going back.

You may play a gear card in a column that already has the gear color you are playing. You may not use this ability when spending 2 sparks to replace a gear card.



Wyatt

After the accident twelve years ago, it's been a long road to recovery. Even as recently as last month, Wyatt doubted his ability to ever regain his form as a renowned machinist. But now, with quickening certainty, he knows how much he wants it back. His chance is now; it's time to go to work.

You may slide a gear card across any number of empty spaces in its row, as long as the new location follows both *placement rules*. If the card you slide is on top of any other cards, slide those cards as well. After sliding the gear card, do not tinker or rotate any gear tokens.



Jade

Jade stared beyond the jumbled workbench, ideas clicking into place. She could visualize the function and beauty in every gear, every cog. Years of isolation and training had honed her skills and her nerve. They'd never learn at what cost. She was ready. She'd bet her goggles on it.

You may modify the number value on your gear card by 1 or 2 in either direction (lower or higher). However, you may not wrap back around (e.g., modify a 9 to a 1). You may not use this ability when spending 2 sparks to replace a gear card.

Rotate your gear card sideways to show it should not be used for determining ascending or descending numeric order. For the purposes of tinkering (i.e., adding or subtracting to gain a spark), use the *printed number* on the gear card, rather than the modified number.

SOLO PLAY

You only have yourself to blame. An overly ambitious tinkerer, you set out to create the most fantastical contraption of all. You found an old, faded piece of paper with blueprints for a creature of incredible power and cunning...

But once you built the Mechanical Leviathan, it took on a mind of its own and set out to destroy the very clockwork machine you're trying to fix! Now you must race against time to fix the machine before the Leviathan ruins your chance to become the master tinkerer once again.



In solo play, you play against the Mechanical Leviathan. As the human player, follow all rules, except do not gain sparks during **END OF ROUND**. Choose 1 of 4 difficulty levels.

Solo Setup

When playing solo, setup is changed slightly (see below), and the grid is 4x4 instead of 5x4.

1. Before you begin setup, return the following components to the game box:
 - ▶ Gear cards #8 and #9 (five of each)
 - ▶ Contraption cards requiring “E” parts
 - ▶ Contraption cards with a dot on the bottom right 
2. When placing the top 4 gear cards face up in the grid (setup step #3), use these starting locations instead: **A2, B1, C4, D3**.
3. Place the *Leviathan card* and the *solo reference card* to the side.
4. Place the gear token “E” face up next to the Leviathan card. Choose a color for the Leviathan by rotating the gear token to point its color toward you.

Difficulty Levels

It is recommended that you learn solo play on the Easy or Medium difficulty before you attempt to play on the Hard or Very Hard difficulty.

Difficulty Level	Sparks			Leviathan Flip Limit	Points / Part	Tinkerer Ability
	Round 1	Round 2	Round 3			
<i>Easy</i>	7	7	8	4 gear cards	3	Yes
<i>Medium</i>	7	8	8	4 gear cards	4	Yes
<i>Hard</i>	8	8	9	4 gear cards	4	No
<i>Very Hard</i>	8	9	10	5 gear cards	4	No

Leviathan Scoring

At the end of the game, the Leviathan scores 3 or 4 points per part and 2 points per spark. As a reference, flip the Leviathan card to the side showing the number of points it will score per part.



Leviathan Gameplay

The Leviathan gains a number of sparks at the start of each round. You will be the first player each round. On each of the Leviathan's turns, carry out the following actions. If the Leviathan controls at least **5 row and/or columns**, it will pass. Shuffle the gear deck and contraption deck during a round, as needed, and between rounds.

- 1. Spend Spark.** Spend 1 spark to take a turn. If the Leviathan has no sparks left, it must pass.
- 2. Determine Location.** Determine where the Leviathan will attempt to play a gear card based on the **letter** (column) and **number** (row) shown on contraption card(s). It can play in a location **except** when that location is already occupied by a gear card and there are **more than 4 empty spaces** in the grid **-OR-** the Leviathan already controls both the row and column.
 - ▶ **Determine Column.** Flip over the top card of the contraption deck. The **letter** shown on the card indicates the column where the Leviathan will attempt to play a gear card. If it can play in any location within this column, proceed to **DETERMINE ROW**. Otherwise, flip over additional contraption cards until you reveal a column where it can play. (The flip limit does not apply for this step, see **DETERMINE GEAR CARD**.)
 - ▶ **Determine Row.** On the contraption card that determined the column, if the Leviathan can play in the location indicated by the **number** (row) shown on the card, proceed to **DETERMINE GEAR CARD**. Otherwise, in the selected column, if there is **1 row** where the Leviathan can play, it will attempt to play in that location, but if there are **2 or more rows** where the Leviathan can play, flip additional cards until you find a location where it can play.

If the location is occupied by a gear card and there are **4 or fewer empty spaces** in the grid, the Leviathan will attempt to replace the gear card. Spend 1 more spark. If the Leviathan has no sparks left, it must pass.

- 3. Determine Gear Card.** Determine which gear card the Leviathan will play into the location. Flip over the top card of the gear deck and determine whether the card can be played according to placement rules.
 - ▶ **If the gear card can be played,** play it and resolve the placement normally: rotate both of the gear tokens to show the Leviathan's color, rotate gear cards to point from low to high, and the Leviathan gains any spark earned by tinkering.
 - ▶ **If the gear card cannot be played,** flip over additional gear cards until you reveal a gear card that can be played **-OR-** until you reach its **flip limit** (specified by its difficulty level). If the Leviathan reaches the flip limit, it may not play this turn.