

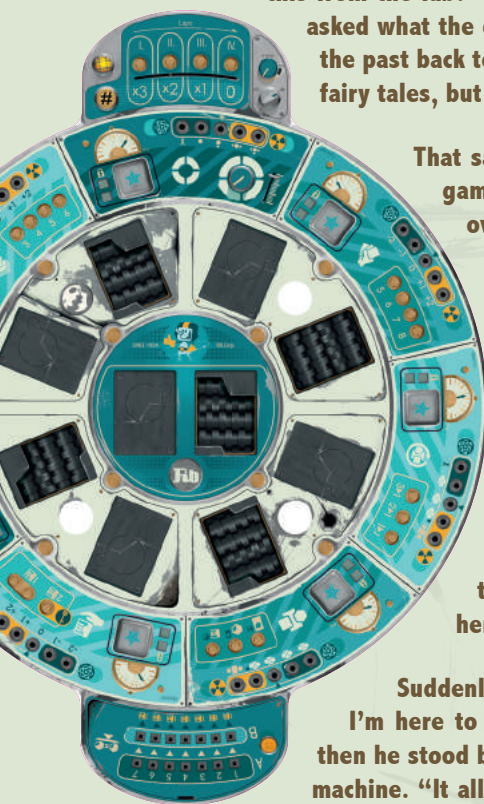


Rulebenders

A game by Tom Vandeweyer

Artwork by Naiade

I found it at a flea market. I'd never seen anything like it, a strange metal device, with an odd drawing at its center: a funny-looking little fella, awkwardly smiling up at me in fluorescent paint. I was instantly drawn to it, this mysterious object. The seller was an older gentleman. He saw me pick up the device and we got to talking. He told me he had found it when he was working as a janitor in a science lab back in the 1950s. "So, you stole this from the lab?" I asked. With a little laugh he replied, "Let's just say I forgot to take it back." I asked what the object was for, and with a little smirk he said, "The device has the power to bring the past back to life and even make wishes come true." I chuckled. Of course, I did not believe his fairy tales, but the object intrigued me nonetheless. I decided to buy it.



That same evening, my friends, a group of fellow adventurers, gathered for our weekly game night. As usual, we couldn't decide which game to play. My friend Nina, looking over my game shelves, spotted the mysterious device. "So, Tom, what kind of game is this?" she asked sarcastically. She took the device in her hands and started turning it around as if looking to open it. Just when I was about to relay the old man's story, we heard a click and the little fella painted in the middle began to light up. Everybody was startled. Nina almost dropped the device, but managed to hold on. The glow intensified, so much so that before we realized it, the whole room was enveloped by a bright light.

As the light faded, we found ourselves in a totally different world which seemed curiously familiar. Then it hit me. The device had transported us to one of my board games! At first, everyone panicked. "What just happened?" "Where are we?" "Is that a dinosaur?" We calmed down as we realized if the device had transported us here, it should be able to transport us back again.

Suddenly a voice called out to us from the device. "Hello, brave adventurers! I am Flexo! I'm here to answer any questions you may have. Are you ready to bend the rules?" And then he stood before us, this funny little fella, and explained that we held a Rulebending machine. "It allows you to experience gaming as never before. You're masters of your own adventure, as you can change the rules of the game as you play, bending them to your advantage. To do so you'll need to collect and spend energy cubes; and to control your fate you'll need to collect the precious Chips that power the machine. You can even move from one gaming universe to another if you play your cards right." In the end our mission was simple. To return home we needed to win a game by collecting Chips. Well, easier said than done. However, that night, I was the first to achieve it.

Since that extraordinary evening, we experience our game nights in a completely different way. We now call ourselves Rulebenders and return to this great adventure again and again. Won't you join us?



GAME COMPONENTS

14 Game Board Parts



6 Theme Tokens



50 Flexo Cards



35 Sci-Fi Theme Cards



35 Fantasy Theme Cards



35 Arabian Nights Theme Cards



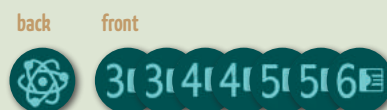
70 Chips



7 Nuclear Tokens



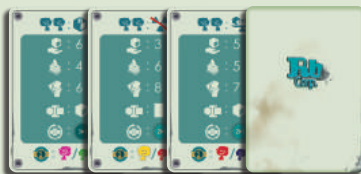
7 Electron Tokens



7 Multiplier Tokens



5 Setup Cards



35 Prehistory Theme Cards



35 Pirate Theme Cards



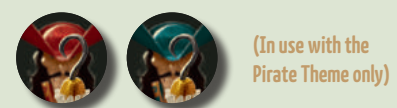
35 Zombie Theme Cards



60 Exchange Tokens



2 Captain's Hook Tokens



1 Round Marker



1 Theme Marker



5 Rule Panel Markers

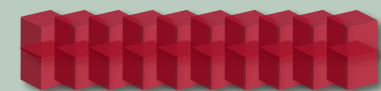


1 Rulebenders Die

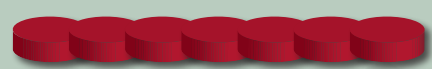


In each of the 5 player colors:

20 Energy Cubes



7 Evolution Discs



1 Player Order Disc



KEY CONCEPTS AND TERMINOLOGY

Rule Panels

The outer ring tiles of the board.

Rule Panel Container

The locked and open spaces where energy cubes are placed to vie for majority.

Locked Spaces

Cards allow players to claim these permanent spots in rule panel containers.

Open Spaces

Energy cubes are placed here to vie for majority.

Evolution Zones

Important for scoring Chips at the end of the game. The dark teal zone on the left is called the electron zone, the yellow one on the right is the nuclear zone.

Evolution Track








The symbols below each spot indicate if and how the rule for that panel is modified for each player, i.e. changed from the rule set by the rule setting marker.

Rule Setting

Defines the current value of the associated rule for all players, unless individually modified on the evolution track.

Rule

Indicates which of the 7 game rules is set and influenced here.







-  Theme
-  Card Hand Limit
-  Exchange
-  Currency
-  Start Player - Gain Chips
-  Take Energy Cubes
-  Draw Cards

Theme Panels

The inner ring tiles of the board that hold the draw and discard piles for the deck matching its theme token.

Theme Token

Indicates which of the 4 themes is in play here this game.

-  Sci-Fi
-  Fantasy
-  Arabian Nights
-  Prehistory
-  Pirate
-  Zombie


Draw Location

The corresponding theme deck of cards is placed here as a facedown draw pile.

Discard Location

As cards are discarded they will be placed faceup in the corresponding discard locations, separately for each theme.

Items

There are three types of items in the game: energy cubes, cards, and Chips. When you 'gain an item' , you may choose which type to take.

Currency

Whenever a cost is to be paid, the rule setting on the currency rule panel indicates which of the three items can be used to pay. Cards used as payment come from your hand and are discarded. Cubes and Chips used as payment come from your personal supply and are returned to the general supply.

Chips

Chips are important at the end of the game. The player with the most Chips at the end, wins. So try and collect as many as you can!

GAME SETUP

- 1 Select 4 theme decks. The themes you select will determine how friendly or confrontational your game will be. Refer to the chart below and choose 4 themes to create the type of game you want to play.

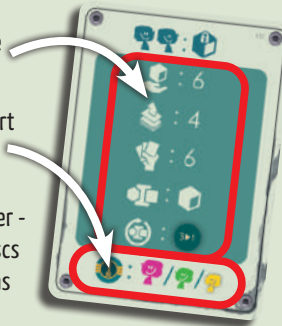


	Strategy	Items	Attack	Defense	Luck
Sci-Fi 🚀	★★★★★	★★	-	-	-
Fantasy 🐉	★★	★★★★★	-	-	★
Arabian Nights 🌙	★★	-	★	★★	★
Prehistory 🦖	★★	★★	★	★	-
Pirate 🏴‍☠️	★	★★	★★★★★	-	-
Zombie 🧟	★★	★	★★★★★	-	-

- 2 Assemble the board as shown, randomly insert the 4 previously chosen theme tokens in the available slots in the theme panels.
- 3 Shuffle each theme deck separately. All decks have the same back, so take care not to mix the decks. Place each deck facedown on the draw location of the matching theme panel.
- 4 Shuffle the Flexo cards and place them facedown on the draw location of the Flexo card panel. The space to the right is for the Flexo card discards.
- 5 Each player chooses a color and takes the 20 energy cubes, 7 evolution discs, and 1 player order disc of their color.
- 6 Randomly draw one of the setup cards.

Place the 5 rule panel markers on the appropriate locations as indicated on the setup card.

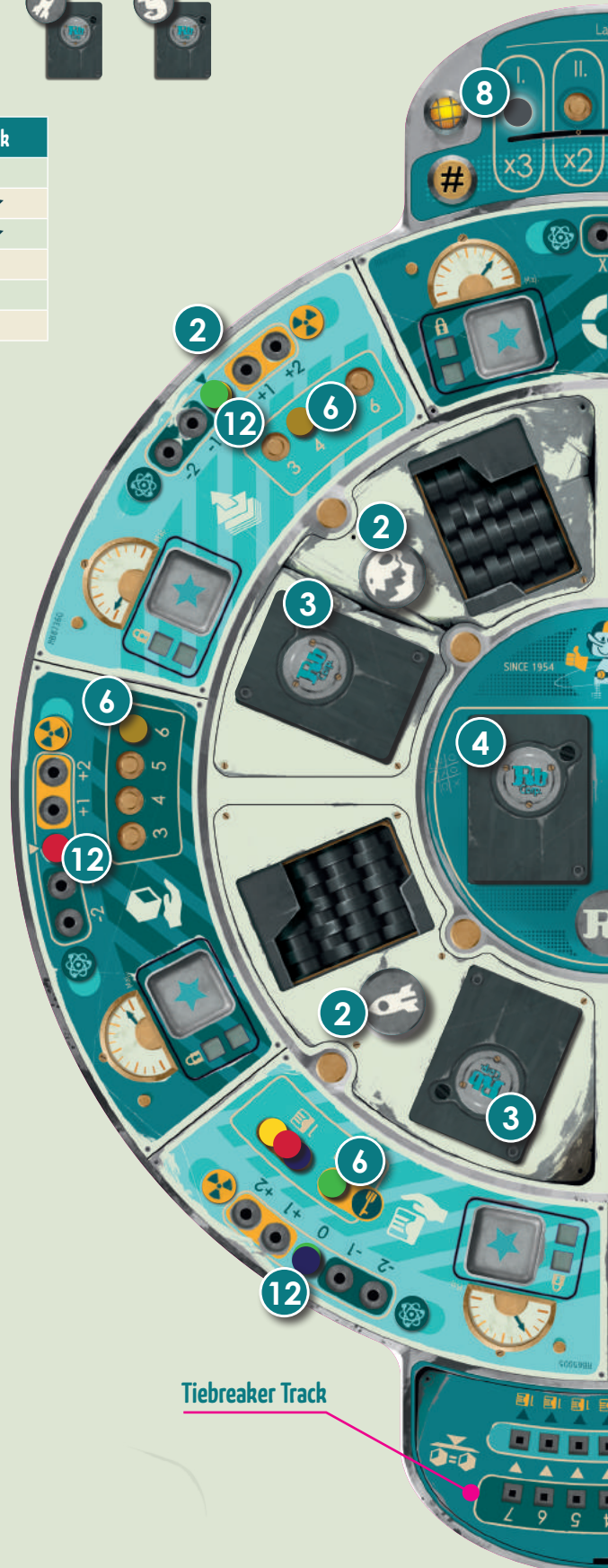
The setup card shows the playing color of the start player. If this color is not in use, skip to the next color that is depicted. Place this starting player's order disc on the "2 Chips" spot on the Start Player - Gain Chips rule panel. Place all other order discs on the "1 Chip" spot; the order is not important, as play will always proceed clockwise from the start player.



- 7 The start player places the theme marker on one of the 4 theme panels of their choice. This will be the active theme for the first round of the game.
- 8 Place the round marker on the 1st space of the round track. The numbers under the round track define the costs for certain cards (see page 7).



Hi, I'm Flexo! I'll be giving you some helpful tips for your Rulebending experience, so look out for me in the following pages!



GAME SETUP



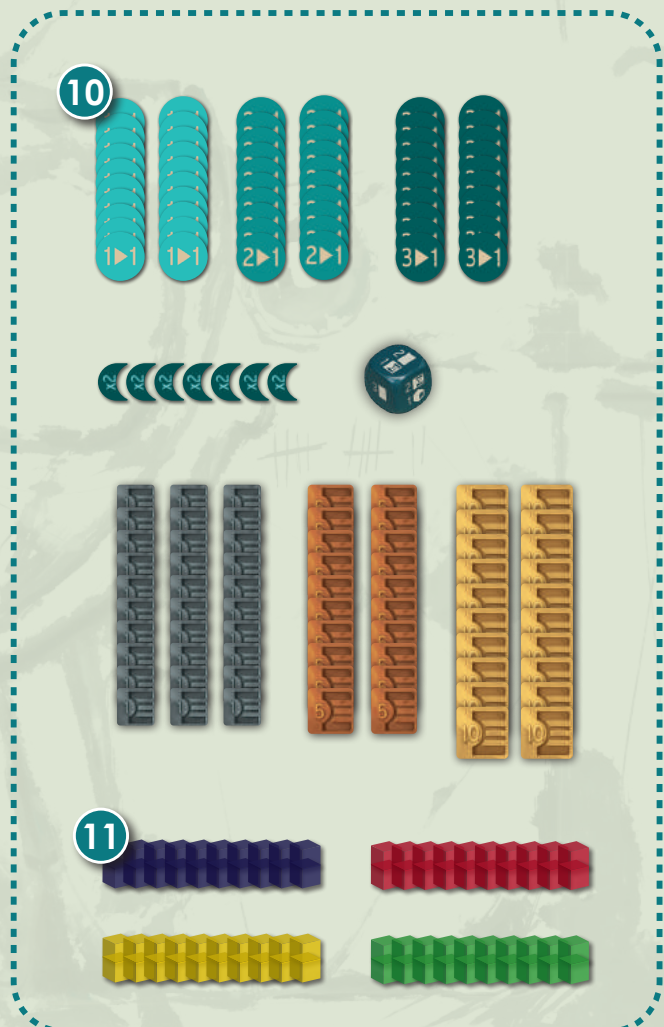
PERSONAL SUPPLY

The zone in front of each individual player where they store the energy cubes and Chips available for their use.



- 9 Shuffle the nuclear and electron tokens and randomly place one facedown on each of the matching locations on the rule panels.
- 10 Place the multiplier tokens, exchange tokens, Chips, and Rulebender die next to the board to form the general supply.
- 11 Place all the energy cubes in the general supply next to the game board.
- 12 On each of the rule panels, place each player's evolution disc on the track, in the center space indicated by the arrow.
- 13 Give each player 7 Chips which they place in their personal supply.

GENERAL SUPPLY



GAME OVERVIEW

Rulebenders is a game for 2-5 players played over 4 rounds. The rule adaptations for the 2-player variant are found on page 12. In each round, first receive income, then take turns performing one of these actions:

A. Place an energy cube on an open space or a tiebreaker spot OR

B. Play a card

If players can't or don't want to perform any more actions, they pass and are out of the round. Once all players have passed, each of the 7 rule panels are scored. In each panel the player with the majority will take control and choose how to bend that rule. At the end of round 4, players will count all their Chips. The player with the most Chips is declared the best Rulebender and **wins the game**.

ROUND OVERVIEW

1. Income Phase

Players receive items as determined by the current rule settings & evolution track modification on the following rule panels. On the Start Player - Gain Chips rule panel this may even cost you 1 Chip.



Exchange Token: Gain one exchange token of the current value. See exchange tokens on page 7 for more details.

Example: The rule panel marker currently indicates "3>1". Each player receives a "3>1" exchange token.



Start Player - Gain Chips: The player whose disc is on the start player spot receives 2 Chips. All other players receive 1 Chip.



Take Energy Cubes: Players receive as many energy cubes as indicated and place them in their personal supply.



Draw Cards: In player order, players draw as many cards as indicated, up to their current hand limit. Players draw cards from one or several different theme and/or the Flexo card draw decks.

While drawing, players may not look at any drawn cards until they have drawn all of the cards indicated or reached their hand limit, as determined on the hand limit rule panel. **If at anytime a deck is exhausted and a card needs to be drawn, shuffle the discard pile to make a new draw pile.** *Note: If you draw cards during a turn as a result of a card action, you may go beyond your hand limit, discarding down to the limit at the end of your turn.*

Don't forget to always draw a few Flexo cards, since these are a good way to collect Chips or other items!



Theme, Card Hand Limit, and Currency: Nothing is received directly from these panels during the income phase, though hand limit is referenced when drawing cards.

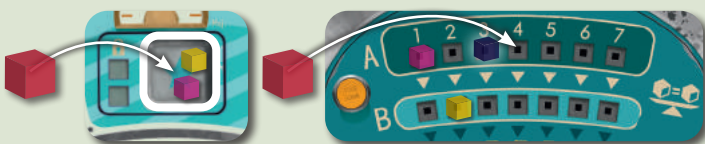
2. Action Phase

Players take turns in clockwise order, choosing one action per turn. **The two possible actions are:**

a. Place an energy cube


Place one energy cube from your personal supply:

- » On any of the 7 open spaces **OR**
- » On the tiebreaker track, in row A, in the lowest-numbered available column. "Available" means the whole column is empty, there are no cubes in that column in rows A or B.



b. Play a card

Play one card from your hand:

1. Based on the position of your evolution disc in the Theme rule panel , check to see which theme(s) you may play.



No theme cards.



Cards of the active theme only.



Cards of the active theme and of the theme opposite the active theme.



Cards of the active theme and cards of the neighboring themes (left and right of the active theme).



Any theme cards.

Note: Flexo cards are never restricted by the theme rule panel, but you may not play more than one Flexo card with the same rule panel icon in the same round.



2. Pay the cost of the card (top left corner) with the current currency as determined on the currency rule panel.

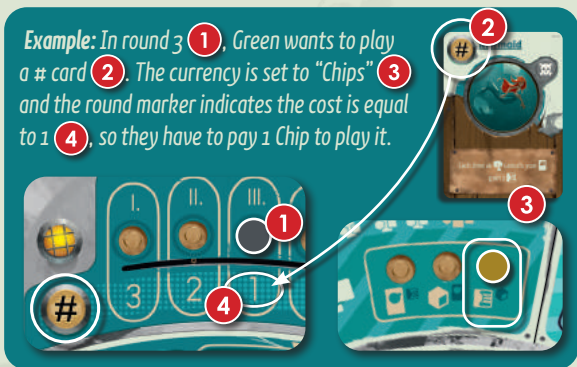
0	Free.
1	1 or more of the current currency.
2	
3	

Example: The currency marker is on the card as primary currency spot. Cards can be used to pay the cost of other cards this round. The darker icon indicates the secondary currency is Chips. This is available to players with evolution discs on that modifier.



A variable cost (#), in the current currency, defined by the current round.

Example: In round 3, Green wants to play a # card. The currency is set to "Chips" and the round marker indicates the cost is equal to 1, so they have to pay 1 Chip to play it.



Always pay close attention to the current currency in the game, this will have a big effect on your strategy to try and outsmart the other players!



3. Place the card in front of you. Please see page 13 for more information about all cards in the game.



Fuel Cards feature a **silver-colored title** and are played faceup in front of you **but** will be discarded at the end of the round.

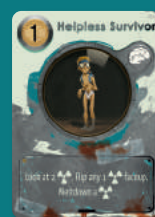
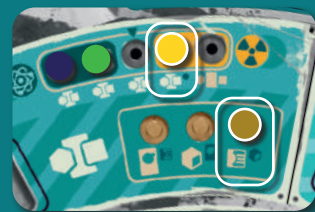


Dashboard Cards feature an **underlined, teal-colored title** and will be kept faceup in front of you, in your dashboard, until the end of the game. The dashboard is a row of cards in front of you that only contains dashboard cards. These cards feature ongoing effects and should remain visible to all other players.



Dashboard cards are always neat to have since they give you more options and make you more powerful as the game progresses!

Example: Yellow wants to play an Ice Age card. The current currency is set to Chips, but Yellow has their evolution disc on the modifier spot, meaning they can also spend the secondary currency, energy cubes, instead of Chips. Since Yellow would rather spend energy cubes than Chips, they spend 2 cubes and place the Ice Age card faceup in front of them. This is a fuel card and is placed next to their other two fuel cards. The card states: "No one but you may play prehistory cards as long as this card is in play." This is a fuel card so will be discarded at the end of the round. Yellow has now stopped any other player from playing Prehistory cards this round.



Tapping a card is not considered an action, you may tap a card in your dashboard at any point on your turn or on an opponent's if it is an attack or a shield card.

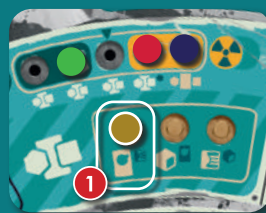
A tap card has an arrow on the lower left side of the center image. To tap rotate the card 90° and resolve the effect. You may tap multiple cards per turn, but each card can only be tapped once per round. Cards will be untapped (reset) before the next round.



Exchange Tokens 1>1 2>1 3>1

If your position on the exchange rule panel allows you to spend an exchange token, you may do so at any time on your turn. Tokens exchange 1, 2, or 3 items of the same type for one other item. You may do so as many times as you have sets of these items to exchange. What you exchange the items for is determined by the position of your evolution disc on the exchange token rule panel.

Example: Green has a 2>1 exchange token and wishes to exchange some of their energy cubes for Chips. The current currency is cards, but because their evolution disc on the exchange token track is on the position, they can also exchange any item type for Chips. So Green discards their exchange token and exchanges 4 energy cubes for 2 Chips.



3. Scoring Phase

Once all players have passed, starting with the theme rule panel and going clockwise around the board, each rule panel with energy cubes in its rule panel container is scored, and the rules are bent one by one.

The player with the majority of energy cubes in the rule panel container scores this rule panel. **If there is a tie**, check if anyone wants to break it, using the tiebreaker track.

Tiebreaker Track

Going from left to right, the first tied player that has an energy cube on the track, in either row A or B, may choose to move that energy cube to the open space of the currently contested rule panel container, immediately breaking the tie and claiming the majority. Normally there will only be 1 cube in any given column, but this rule can be broken by a card effect, so if there are 2 cubes in the same column the cube in row B can choose to break the tie first.

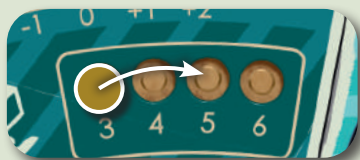


If they choose not to break the tie, the next tied player who has an energy cube on this track may choose to do so, and so on.

If no one breaks the tie, because they can't or don't want to, this rule panel is not scored and remains as it is.

Once the winner is determined, they **may** do one or both of the following:

- Depending on the panel, move the rule panel marker, theme marker, or player order discs in the rule setting box to any position of their choice (see [a. Rule changes](#) in the next text column), **thus changing this rule, or the setup for the next round.**



- Move their evolution disc **one** step in any direction (see [b. Evolution track movement](#) on the next page).

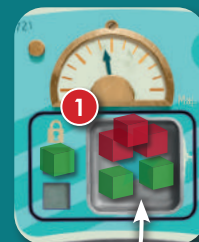


The player with the majority then discards their energy cubes from the open space back into the **general supply** and the next rule panel is scored.

Note: Energy cubes from the locked spaces are not removed.



Example: The currency rule panel is being scored. Both Red and Green have 3 energy cubes present in the rule panel container **1**, but they are tied for the majority. Both players also happen to have an energy cube on the tiebreaker track, but Green's energy cube is first in the tiebreaker order **2**. Green decides not to use their tiebreaker cube. Red decides to use their tiebreaker cube and places it on the open space **3**. Red scores and bends the currency rule to "cards" **4**. Red moves their evolution token 1 space to toward the electron token, and removes all 4 of their cubes from the rule panel container, thus completing this scoring.



a. Rule changes

By winning a rule panel, you may change the game rules for the next round:



Theme: Place the theme marker on one of the 4 themes. That theme is now the active one for the next round.



Card Hand Limit: How many cards may be held in hand at the end of a player's turn: 5, 6, 7, or 8.



Exchange Token: Which exchange token each player will receive during the income phase: 3>1, 2>1, or 1>1.



Currency: The type of item required for payment when playing a card. Can be set to energy cubes, cards or Chips.



Start Player - Gain Chips: The start player and how many Chips each player will receive during the income phase. One player order disc is placed on the "2 Chips" spot. All other player order discs are placed on the "1 Chip" spot.



Take Energy Cubes: How many energy cubes each player will receive during the income phase.



Draw Cards: How many new cards each player will draw, up to their hand limit, during the income phase.

b. Evolution track movement

By winning a rule panel, you may advance your evolution disc 1 step on that evolution track toward either side. If you played a Flexo card this round that matched the icon of the rule panel just scored, you may move your evolution disc 2 steps instead of 1.



rule panel icon

The evolution track modifies the preset rule for the individual player. The electron side modifies the rule not at all or negatively, but the electron tokens have a higher possible Chip yield. The nuclear side modifies the rule positively, but the nuclear tokens have a lower possible Chip yield. Some cards allow you to add multipliers to the electron tokens multiplying their yield value.

When an advancement on the evolution track would move the player's disc off the track and onto an electron or nuclear token space, that player immediately flips the token (if not already faceup), gains the Chips indicated, multiplying when applicable. Then they take the token, discard any multipliers, and leave their disc on the closest evolution track spot. Players may no longer advance beyond this end of the track, as there is no token left to claim.

At the end of the game, all player discs will receive Chips from unclaimed tokens in each evolution zone they are in.



Theme

This evolution track determines which cards you may play.

Note: You can always play Flexo cards.



No theme cards.



Cards of the active theme only.



Cards of the active theme and of the theme opposite the active theme.



Cards of the active theme and cards of the neighboring themes (left and right of the active theme).



Any theme cards.



Card Hand Limit

This evolution track modifies the amount of cards you may draw up to or hold in your hand at the end of your turn, + or - the indicated amount. You may get more cards in your hand during your turn, but at the end of your turn you must discard down to the rule panel limit taking in account your evolution disc's modification of this limit.



Exchange Token

This evolution track modifies what you may exchange items for when you use an exchange token.



You may not use any exchange tokens.



You may use an exchange token to exchange currency items (cards, cubes, Chips) of the same type and in the depicted amount for one item of the current currency, as indicated by the currency rule panel.



You may use an exchange token to exchange currency items of the same type and in the depicted amount for one item of the current currency or the secondary currency, as indicated by the currency rule panel.



You may use an exchange token to exchange currency items of the same type and in the depicted amount for one item of any currency type.



Currency

This evolution track modifies which currency you may use to pay for cards.



You must pay using the current currency.



You must pay using the current currency or the secondary currency.



You may pay using any item as currency.



Secondary Currency



Start Player - Gain Chips

This evolution track modifies the number of Chips you receive during the income phase, + or - the indicated amount. It can sometimes mean you must pay Chips.



Take Energy Cubes

This evolution track modifies the number of energy cubes you receive during the income phase, + or - the indicated amount.



Draw Cards

This evolution track modifies the number of cards you may draw during the income phase, + or - the indicated amount. Reminder: You may not draw more cards than your hand limit allows during the income phase.



Example: Pink has the majority in the exchange token rule panel **1**. They decide to move the rule panel marker to the 1>1 spot **2**, so all players will receive one 1>1 exchange token at the beginning of the next round. Then, Pink decides to move their evolution disc towards the electron token. They are 2 spots away from the electron token itself and since they played a Flexo card that matches the exchange token rule panel **3**, they can move their evolution disc 1 extra step, which would move them off the track and onto the electron token itself. They flip the token which indicates 5 Chips **4**. Since it also has a multiplier token attached to it **5**, Pink scores 10 Chips. They then discard the multiplier token, keep the electron token in their personal supply, and leave their evolution disc on the last evolution track spot **6**. They then remove their energy cubes from the open space, but their energy cube in the locked space stays in place **7**. Due to their position on the evolution track, Pink will not be able to use exchange tokens now, unless they win the majority here in a future round and move their evolution disc in the direction of the nuclear token.



In the first rounds, you may want to move your evolution disc towards the nuclear side of the track, since this will give you advantages early on. But you may want to move towards the electron token side in later rounds, since this could yield greater Chip rewards at the end of the game. It's all about timing and strategy!

4. Cleanup Phase

a. Discard all fuel cards

All players must now place all their fuel cards back onto their respective discard piles. Dashboard cards stay in place.



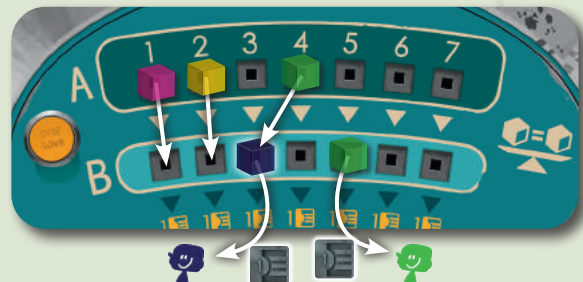
b. Untap any tapped cards

Untap (unrotate) any tapped cards.



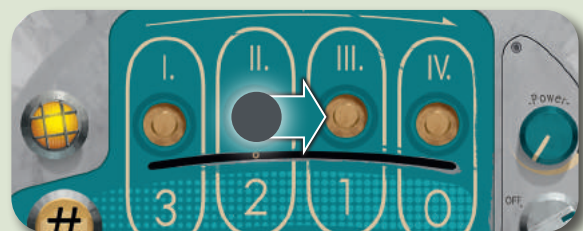
c. Move cubes on tiebreaker track

All players with a cube on row B return that cube to the general supply and take 1 Chip. All cubes in row A now move down to row B, and shift as far left as they can go, filling in any gaps.



d. Move the round marker

Move the round marker one step to the right. If this is the end of the 4th round, it's the end of the game. Proceed to the final scoring.



FINAL SCORING



At the end of the 4th round, players gain a number of bonus Chips:

1. Chips for set collection cards

Players gain 1/3/6/10 Chip(s) for each set of 1/2/3/4 differently named set collection cards they possess.



Example: Yellow has one full set of 4 set collection cards and a second set with 2 different cards. They receive $10 + 3 = 13$ Chips.



2. Chips for evolution discs

First, reveal all remaining facedown electron and nuclear tokens on the board.



For each evolution zone that contains at least one evolution disc and still has an electron or nuclear token at the end of the game:

- » The player whose evolution disc is closest to the nuclear or electron token gains Chips equal to the value of the nuclear or electron token, multiplied where applicable. In case of a tie, all tied players gain the depicted value in Chips.
- » All other players whose evolution disc is in the same zone, but not closest to a token, gain Chips equal to the depicted value, multiplied where applicable, minus 2. **If the result is negative, Chips must be paid instead of gained.**

Note: An evolution disc on the starting position of the track does not make you gain or lose any Chips.

Example: It's the end of the game and Pink ends up being the only one in the electron zone, so they score 5 Chips. In the nuclear zone, Red and Blue are closest to the nuclear token, and so they each score 1 Chip. Green, however, is also in the nuclear zone but is not the closest to the nuclear token. They score 1 minus 2, for a total of -1 Chip, so they actually PAY 1 Chip.



Add these to the Chips received in game. The player with the most Chips wins, and can declare themselves the ultimate Rulebender! In case of a tie, the player who is first in player order wins the game.



Congratulations! You survived mighty dinosaurs, traveled past a cosmic nebula, had encounters with an angry dwarf, found a magic lamp, shared a bottle of rum with Blackbeard, and survived a toxic zombie! But most of all... you bent the rules of the game better than anyone else. You won the game and can rightfully gloat about your exploits until... the next time you activate this machine. Until then!

CREDITS

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And special thanks to my wife Elke for her moral support and patience.

If there is any issue with this product, please contact the vendor where you purchased this game, or contact our customer service at gamebrewer.com/customer-service



TWO-PLAYER VARIANT



If you wish to play Rulebenders with 2, set up as you would for 3, but the 3rd color represents the AI, Flexo. Flexo will take turns each round, using the setup cards and the Flexo deck to take actions. Flexo may move evolution discs, add cubes to the board, win rule panel control, break ties, but Flexo cannot win the game.

Setup

Set up the game as you would for 3 players. Place all 20 energy cubes of the non-player color in a pile on the table, these are Flexo's personal supply. Flexo does not use Chips nor does he have cards in hand.

At the start of round 1, before any turns, but after the setup cards have been used by each human player, shuffle all 5 setup cards and then flip 3 of these cards faceup. The cards indicate 3 different actions Flexo immediately takes.

At the start of every subsequent round, draw and execute 3 new cards for Flexo's round preparation.



Flexo adds 1 cube to the tiebreaker track in row A in the first available column.



Flexo adds one cube on a locked space. Flip one Flexo card to determine which rule panel is affected. See clarifying rules.



Flexo removes one nuclear token. Flip one Flexo card to determine which rule panel is affected. See clarifying rules.



Flexo adds one multiplier token. Flip one Flexo card to determine which rule panel is affected. See clarifying rules.



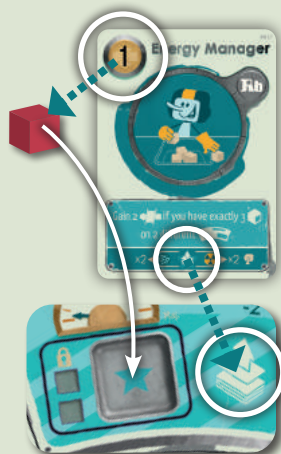
Nothing happens.

Flexo can start in any position of the player order, taking in account setup card changes, but when executing Flexo's turn be consistent with player order. The physical placement of the Flexo cubes on the table can help players remain consistent with Flexo's turn order.

Flexo's turn

When it is Flexo's turn, flip over a Flexo card. Place a number of Flexo's cubes, equal to the card's value, on the rule panel depicted at the bottom of the card. The card is then discarded.

Flexo's round is over when one player has passed as Flexo then also passes. Alternatively, if Flexo's personal supply is out of cubes, Flexo's round is over.



Scoring rule panels

When rule panels are scored, Flexo's cubes are in play and Flexo can win control of rule panels.

In case of a tie, when presented with the option, Flexo will always choose to use a tiebreaker cube, if available, to break the tie.

When Flexo wins a rule panel, flip a Flexo card and move the rule panel marker the number of steps equal to the value of the card, in the direction of the arrow on the card pointing to the opponent symbol. If the arrow indicates the rule panel marker should move in a direction that has reached the limit, or will do so in less moves than indicated, it will move as far as possible. On the start player rule panel, Flexo will always choose to be the start player.



Moving Flexo's evolution disc

- » If Flexo has not yet moved from the center starting position, flip a Flexo card and move the evolution disc one step in the direction indicated on the card.
- » If Flexo is already moving toward the nuclear or electron side, **continue in the same direction.**
- » If the token in the direction Flexo was heading has been removed from the board, **change to the opposite direction.**



Place all cubes in Flexo's color back into Flexo's personal supply, as you would with any other panel winner.

Clarifying rules

- » Whenever a location for Flexo's actions needs to be determined, flip a Flexo card and execute the action on the rule panel or in the direction indicated on that card. The arrow pointing at indicates the direction to move discs and markers. If the action cannot be executed, it is skipped. These cards are always then discarded.
- » If Flexo is to add or remove an item on an indicated rule panel, but it is not possible (because all locked spaces are full or the token has already been flipped/removed etc), nothing happens.
- » Flexo has no cards and no Chips. Any card effects or rule panel rewards that have an effect on cards or Chips, will never apply to Flexo.
- » However, for all intents and purposes, if a card refers to the Chips and cards your opponents possess, Flexo is considered to have an infinite amount of Chips and cards.
- » All Flexo cubes are kept in Flexo's personal supply. Flexo doesn't have any general supply cubes.
- » Cards that have an effect on cubes or evolution discs of every opponent, will also apply to Flexo.
- » Whenever you may choose one opponent, you may NOT choose Flexo.

CARD & RULE CLARIFICATIONS

- » You may exceed your hand limit during your turn, but must **discard down to your limit at the end of your turn**.
- » Whenever you **“steal” hand cards**, they are randomly selected, unless otherwise stated, and you may add them to your hand.
- » Whenever a card refers to you stealing something from an opponent who has **“the most of”** anything, and multiple players are tied, **you choose which player to steal from**.
- » Whenever a card tells you to **randomly choose a card**, shuffle those cards and randomly pick one.
- » Card effects are always executed **top to bottom**.
- » When a card action says **“may”** it is **optional**. When it **does not say “may”** it means **“must”**.
- » If a card action **can be executed, you must execute it** when the card is played.
- » Some cards reference having a certain number of items/conditions in order to activate that card, **if it is not stated as “exactly” it means “at least”**.
- » “All” or “any player” means everyone, **including you**.
- » Whenever a card says **“any”**, it means any of that type on the board and is not limited to those of that item already referenced this turn.
- » Whenever you need to **“remove”**, not discard, cards, remove them from the game by placing them back in the game box. Whenever you need to remove cubes or Chips, place them back into the general supply.
- » If **more than one** player needs to perform an action, **they do so in player order**.
- » **“Played fuel cards”** are fuel cards in front of a player that have been played this round.
- » **Energy cubes are limited to 20**. You cannot add substitutes.
- » Whenever a player **takes or receives energy cubes from the general supply**, they always take cubes in their color unless explicitly stated otherwise.
- » If ever there are 2 cubes in one column on the tiebreaker track as the result of a card action, **the one in row B goes first**.
- » **Attack Cards** : These cards will have a negative effect on one or more opponents. When playing an attack card you must immediately declare who the card will effect, if not all opponents. You must then give players time to decide if they will use a shield card to cancel your attack before activating any effects, if they all decline, you then activate the card’s effects. If an attack card is canceled by a shield card, its effect(s) are canceled for all players. When a fuel card attack is canceled it is immediately discarded, and is not considered played. When a dashboard attack card is canceled it remains tapped, without activating the effect, and will be untapped at the end of the round. After being canceled the player’s turn is over.
- » **Shield Cards** : These cards are used to cancel attack cards. If they are a fuel card they may be played on an opponent’s turn. If they are a tap card, they must have been played down on a previous turn in order to be tapped during an opponent’s turn. In either case you may play/activate the shield if you have passed for the round. Shield cards may be played/activated on your turn without blocking any attacks.
- » **Destructive Cards** : Each theme deck contains 1 special destructive card that has a significant effect on the game. Once played, the card is returned to the box for the remainder of the game. **Note: These destructive cards are not considered to be attack cards and therefore cannot be canceled by shield cards.**
- » **“Any attack card”** is an attack card played against any player.
- » A nuclear **“meltdown”** means to remove a nuclear token, put it back in the box, no one gains Chips.
- » If you score an electron or nuclear token during your turn, before the end of the game, **collect the token and keep it in front of you**.
- » **When quantifying cubes** on the game board this includes the tiebreaker track and the locked cubes. When placing cubes on the game board you must follow normal rules for placement, unless the card **specifically** instructs you to add to the locked spaces, or break any other rules.

The cards in the following pages contain specific clarifications :

Flexo Cards

	9-13: Your card hand limit and/or card draw amount are determined by the rule setting and your evolution discs.		29-30: If a nuclear/electron token is gone, you’re not next to it.
	15-17: You may have other cubes on other rule panels.		43-45: This includes locked cubes and cubes on the tiebreaker track.
	23-24: The nuclear/electron token still has to be present.		46-47: As cubes might be used for payment, the comparison is done after payment.

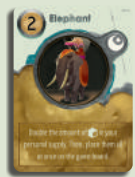
Arabian Nights



3-4: Snake Charmer: Each opponent (in player order) must give you 1 or more of their cards (from their hand). For every 2 cards they give you, they may take 1 of their cubes from the general supply.



5-6: Guru: Choose 1 opponent who has to play with an open hand (including any newly played cards) for the remainder of the round. Also, after their hand is revealed, steal 1 of their hand cards now.



14-15: Elephant: Double the amount of energy cubes in your personal supply by taking an equal amount of energy cubes from the general supply. If you do not have enough cubes in the general supply, take what you can. Then, place all your cubes from your personal supply at once on the game board, distributed wherever you want, following the normal rules for cube placement.



27-29: Peddler: Look at 1 electron and 1 nuclear token. Flip any 1 electron or any 1 nuclear token of your choice faceup. This does not have to be one of the tokens you looked at previously. Then, place a multiplier token next to any electron token OR meltdown any nuclear token. Again, neither of these has to be the token you looked at previously.

Sci-Fi



9-10: Stargate: Place a cube from the general supply above or below each cube already on the tiebreaker track. From now on, if there are two cubes in a column involved in the same tiebreaker, the one in row B goes first.



27-29: Halley's Comet: Look at 2 electron tokens. Flip any 1 electron token of your choice faceup. This does not have to be one of the tokens you looked at previously. Then, place a multiplier token next to any electron token. Again, this does not have to be one of the tokens you looked at previously.



35: Big Bang: Everyone (including you) discards all the cards in their hands and removes all cubes in their personal supplies. Restart the same round from the beginning, but with any rule panel settings as they are now (even if different from the start of this round). All players untap cards, take resources: cubes, cards, and/or Chips as normal for the start of the round, and begin it again.

Fantasy



3-4: Griffin: Take all your non-locked cubes on the game board back into your personal supply. This includes cubes on the tiebreaker track.



7-8: Magic Amulet: Give 4 of your cubes from the general supply to your opponents. You may choose how to divide the cubes. When they choose to place cubes on their turn, they must first place one of your cubes, until they no longer hold any of your cubes. They may only play 1 cube per turn. They may not pay with your cube as currency.



9-10: Cantrip: Discard up to 3 Fantasy cards from your hand. Draw twice as many cards from other theme decks. *Example: discard 2 Fantasy cards to draw 4 cards of your choice from the other themes, (e.g. 1 Sci-Fi, 1 Pirate and 2 Prehistory cards).*



16-18: Angry Dwarf: In addition to the # currency payment to play this card, you must also remove one of your existing untapped tap cards in your dashboard to replace with this one. If you do not have an existing untapped tap card to discard, you cannot play this card. When tapped, this card gives you 3 items.



19-20: Invisibility Ring: When placing your energy cubes, you may place them on this card. Before scoring the rule panels, move all the energy cubes on this card to 1 rule panel. This is a mandatory step, you cannot keep the cubes on here for a future round.



27-29: Ancient Wizard: Look at 2 electron tokens. Flip any 1 electron token of your choice faceup. This does not have to be one of the tokens you looked at previously. Then, place a multiplier token next to any electron token. Again, this does not have to be one of the tokens you looked at previously.

Pirate



3-4: Galleon: Steal 2 random hand cards from the opponents of your choice. You steal 2 cards in total, so either 2 from 1 opponent, or 1 from 2 different opponents. You must declare which opponent(s) before playing to allow either one to play a shield card.



27-29: Cutlass & Pistol: Look at 2 nuclear tokens. Flip any 1 nuclear token of your choice faceup. This does not have to be one of the tokens you looked at previously. Then, meltdown any nuclear token. Again, this does not have to be one of the tokens you looked at previously.



35: Gatling Cannon: Each opponent moves at least 1 of their dashboard cards to your dashboard and gains Chips equal to the cost of the transferred card(s). If the card was a # card, it is worth the current # value. If the card was tapped, it is placed untapped in your dashboard.

Prehistory



5-6: Mosquito Bite: Draw cards equal to the number of energy cubes on the rule panel with the lowest amount of energy cubes. This includes the locked cubes.



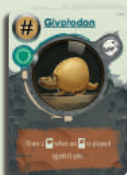
7-8: Smilodon: When you draw cards/take cubes from the general supply, you draw/take 2 more. Can only be executed when drawing cards during the actions phase and not during the income phase.



9-10: Ice Age: No one but you may play Prehistory cards as long as this card is in play. This card overrules the Alien Technology card (Sci-Fi theme), but can be overruled by the Fossil card (Prehistory theme).



19-20: Fossil: At the beginning of each round, draw a Prehistory card. You may always play Prehistory cards. This card overrules the Ice Age card (Prehistory theme) and Alien Technology card (Sci-Fi theme).



24-26: Glyptodon: Draw 1 card / Take 1 energy cube from the general reserve / Gain 1 Chip when an attack card is played against you. This applies even if the attack card would have no personal effect when played against all players. However, nothing happens if the attack card is canceled. This card can be paid for, played, and immediately tapped in response to an attack card, but as it is a dashboard shield card it can also be re-tapped in future rounds, on someone else's turn as you would any shield card.



27-29: Parasaurolophus: Look at 1 electron and 1 nuclear token. Flip any 1 electron or any 1 nuclear token of your choice faceup. This does not have to be one of the tokens you looked at previously. Then, place a multiplier token next to any electron token OR meltdown any nuclear token. Again, neither of these has to be the token you looked at previously.



35: Cataclysm: Remove all Prehistory cards from the game, including played fuel cards and dashboard cards. Replace the Prehistory theme token and deck with a new theme of your choice.

Zombie



1-2: Canned Food: Take 2 cubes from the general supply for each hand card that you give to one or more opponents. You choose the number of cards that you give away.



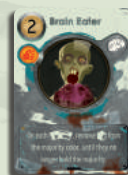
3-4: Riot Gear: Immediately adjust the rule on 1 rule panel of your choice. If the rule is considered during play, its effect is immediate. Keep in mind if you choose a rule panel that doesn't take effect until preparation for the next round, it may change again during scoring before taking any effect.



5-6: Baseball Bat: Take up to three played fuel cards from your opponents into your hand. Dashboard cards can't be taken. You steal 3 cards in total and you decide from how many opponents (e.g. 1 card from 1 opponent and 2 from another one).



7-8: Abomination: Randomly pick 2 hand cards from each of your opponents. During their next two turns, they must play these cards or discard them. Opponents may choose which one to play or discard first, but they may not do anything else (not even place cubes). If they choose to discard instead of playing one, that is their whole turn.



11-12: Brain Eater: On each rule panel, remove energy cubes from the majority color until they no longer hold the majority. If 2 or more colors are tied for the majority, remove from them in equal number. This may mean removing a player (or players) from a rule panel completely. This affects your majorities as well.



13-15: Chainsaw: When an opponent draws cards/takes energy cubes from their general supply/gains Chips, they must draw/take/gain 2 less until this card is untapped for the next round. You may tap this card during an opponent's turn to attack them when they are drawing cards/taking energy cubes/gaining Chips. They must then draw/take/gain 2 less for this action.



27-29: Helpless Survivor: Look at 2 nuclear tokens. Flip any 1 nuclear token of your choice faceup. This does not have to be one of the tokens you looked at previously. Then, meltdown any nuclear token. Again, this does not have to be one of the tokens you looked at previously.



35: Virus: All players gain 1 Chip for each of their played Zombie cards (meaning all Zombie fuel cards played this round and all Zombie dashboard cards). Shuffle all Zombie cards on the game board (both the draw and discard piles). Divide them into 3 equal piles and shuffle each pile into each other theme deck. No new theme is added to the board. Used zombie cards are discarded to the zombie theme panel. After there are zombie discards, any player who wishes to draw a zombie card may shuffle the discard pile to create a new zombie draw pile as normal.

ICONOGRAPHY

	A card (can be a Flexo card or any theme card)		Energy cube		Tiebreaker track
	Sci-Fi theme card		Energy cube of the implicated player from the general supply		First player
	Fantasy theme card		Locked space		Theme / Theme rule panel
	Arabian Nights theme card		An item (energy cube/card/Chip)		Hand card limit rule panel
	Prehistory theme card		Rulebenders die		Exchange token rule panel
	Pirate theme card		Rule panel		Current Currency/ Currency rule panel
	Zombie theme card		Evolution disc		Start Player - Gain Chips rule panel
	Flexo card		Evolution track		Energy cubes rule panel
	Attack card		Electron token		Draw Cards rule panel
	Set collection card		Nuclear token		Sci-Fi theme
	Tap card		Multiplier token		Fantasy theme
	Dashboard		Exchange token		Arabian Nights theme
	Card in your hand		You (the active player)		Prehistory theme
	Chip		One opponent		Pirate theme
			Your opponents		Zombie theme
			All players		