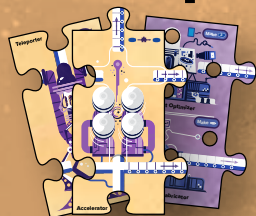


You can play with the **Inventions**, **Overlords**, or both expansions at once

# MECHANICA

INVENTIONS & OVERLORDS

## Components



Inventions (10)



50-Money Coins (5)



Overlord Cards (12)

Dear human employee,  
please play the base game  
at least once before  
adding in the expansions!



## Overlords

### Setup

Shuffle the **overlord** cards and deal 2 to each player. These are your two bosses that oversee your work; look at them and think about which one you want to make happy (you will only use 1 of your 2).

### Scoring

At the end of the game, choose 1 of your **overlords** to discard and reveal the other to get its bonus (usually based on the highest level of its special request that you achieved). A few **overlords** say “Any time” and can be played during the game—you may reveal the card for its effect, then discard your **overlords**.

### Single Player

In Single Player mode, put **20** in **ARMAND-O**'s vault at the start of the game if you're playing with **Overlords**.



**Note:** in Single Player mode, the **AVER-E** overlord can take an improvement that **ARMAND-O** has purchased.

# Inventions

## Setup

After setting up the base game, (and dealing out **overlords**, if you're playing with them) randomly select a number of **inventions** equal to the number of players plus 1 and lay them out on the table.

Each player will have several chances to buy a single **invention**. The cost to buy an invention starts at ④. Starting with the last player and proceeding in reverse play order, each player can either Buy an Invention—by paying the current cost and installing it in her factory—or Pass.

- After anyone buys an **invention**, the cost for others to buy future inventions goes down ①
- If everyone passes in a row, the cost to buy **inventions** goes down ①
- Players who have already bought an invention must pass

Continue until all players except one have bought an **invention**. The remaining player buys an **invention** for free. Then the game begins.

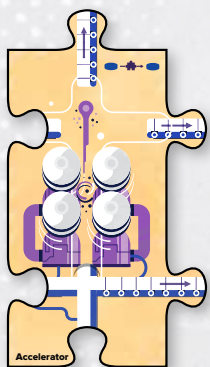
## Single Player

In Single Player mode, choose any of the **inventions** to start with. Put money in ARMAND-D's Vault as shown below. Try to beat him on hard difficulty with each invention.

| Invention           | Difficulty |      |
|---------------------|------------|------|
|                     | Easy       | Hard |
| Teleporter          | 100        | 200  |
| Laser Charger       | 70         | 200  |
| Shopaholic          | 70         | 150  |
| Blueprint Optimizer | 100        | 150  |
| Back to Basics      | 50         | 100  |
| Sunblotter          | 50         | 150  |
| Mobile Factory      | 100        | 250  |
| Accelerator         | 100        | 270  |
| Monogrammer         | 50         | 150  |
| Nanobot Converter   | 50         | 100  |



# Invention List

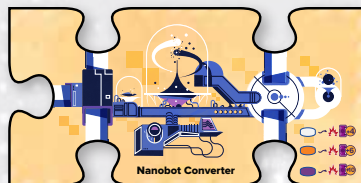


## Accelerator\*†

After passing through the Accelerator, the next improvement a bot stops in **activates immediately**, then the bot(s) continue to move

Bots can leave from any of the **Accelerator's 3 exits**. Bots don't stop when passing through the **Accelerator**.

**Example:** if a bot goes through the Accelerator and into a Duplicator, it is duplicated and then both bots leave the Duplicator immediately.

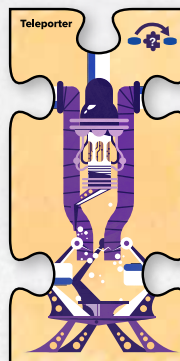


## Nanobot Converter

Converts **bots** that enter it into **money** for your **Vault**:

- 4 for a Basic
- 6 for a Plus
- 10 for a Deluxe

Bots that enter the Nanobot Converter are destroyed.

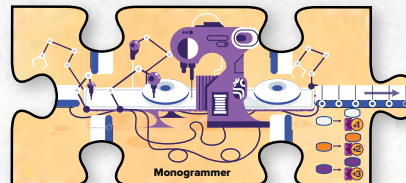


## Teleporter\*

Teleports bots to any improvement in your factory

Treat teleported bots as if they had just entered the **improvement** from a conveyor belt.

**Bots** can be teleported directly into **Trucks**. Bots don't stop when passing through the **Teleporter**.



## Monogrammer\*

Gives **money** to your **Vault** whenever a **bot** passes through it:

- 1 for a Basic
- 2 for a Plus
- 3 for a Deluxe

**Bots** don't stop when passing through the **Monogrammer**.

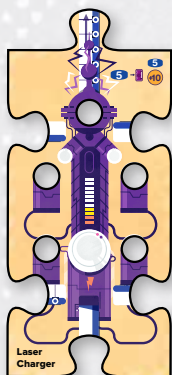


† If a bot is created by an improvement **from** a bot that went through the Accelerator this turn, and the bot that was created would go into the Accelerator this turn, destroy it.

Example: A bot goes through the Accelerator, then through a Duplicator. One of the duplicated bots is looped back into the Accelerator and gets destroyed.



\* If a bot would enter the Monogrammer, Accelerator, or Teleporter for a second time in the same turn, that bot is destroyed.

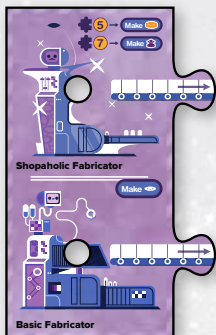


## Laser Charger

Gives 10 to your **Vault** when it has 5 bots in it

Bots stay in the Laser Charger until it's full. Get 10 immediately when the 5th bot is placed into the **Laser Charger**.

At the start of the workday, if the Laser Charger is full, all 5 bots leave must leave and continue through your factory as normal.



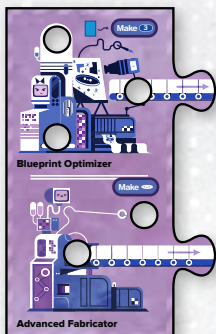
## Shopholic Fabricator

Makes a **Deluxe** or a **Plus** bot whenever you buy an improvement that costs 7

Makes a **Plus** when you buy an improvement that costs 5.

Makes a bot regardless of whether you choose to install the improvement you buy in your factory or recycle it.

The bottom half is a **Basic Fabricator**.

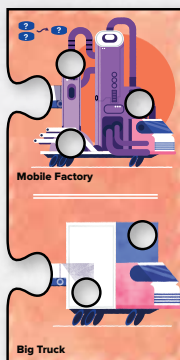


## Blueprint Optimizer

Reclaims up to 3 of the bots you spend on each blueprint

When you complete a blueprint, take up to 3 of the bots spent on the blueprint and put them in the Blueprint Optimizer. They'll all release at the start of the next workday.

The bottom half is an **Advanced Fabricator**.

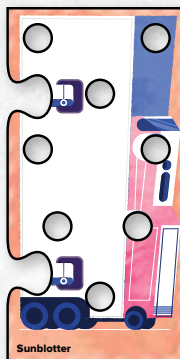


## Mobile Factory

Combines 2 bots in it into any 1 bot

At any point during your turn, you may combine any 2 bots in the **Mobile Factory** into any 1 bot of your choice.

The bottom half is a **Big Truck**.



## Sunblotter

Holds up to 8 bots



## Back to Basics

Sells **Basic** bots for 3 instead of 2