2-4  45 min  12+

# CLOCKWORKER
### クロックワーカー

In the year 2XXX, mankind's overdeveloped scientific technology totally devastated Mother Earth.

Resources were depleted and all habitable areas were destroyed. Mankind is doomed and must abandon Earth, hoping to find a new planet to inhabit. All kinds of robots are left behind, waiting for their batteries to deplete.

Several years later, a few autonomous robots found a way to survive in this ruinous world and started to operate the machines and factories that mankind left behind...

# Aim of the Game

Clockworker is a tableau building card game.
Use workers to operate abandoned factories and cities to acquire resources.
Use these resources to restore human artifacts and gain victory points.
The player with the most victory points will be the leader of the new era of Earth!

## Contents

**72 Cards** 44 Location Cards & 28 Artifact Cards

**Location Cards**

Back   Front

**Artifact Cards**

Back   Front

**20 Record Tiles**

Back   Front   "End" Tile

**1 Start Player Marker**

**4 Summary Tiles**

**1 +1 Resource Marker**

**1 -1 Gear Marker**

### Card Anatomy

- Cost
- Name
- Spaces for Workers
- Victory Point(s)
- Ability
- Unique ID number & Icon for 2-players
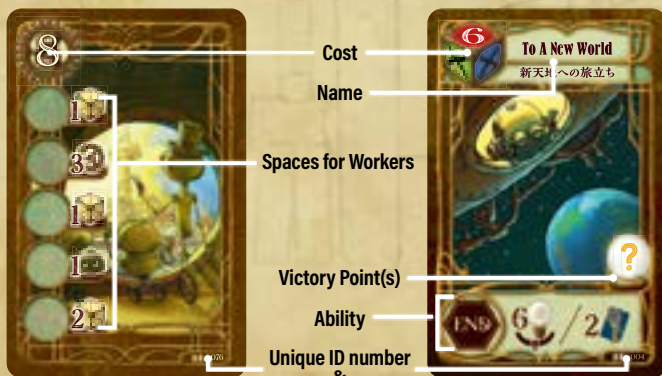
### Resources

**80 Pellets**
(20 each in Red, Blue, Green and Gold)

**80 Gears**
(40x "1", 40x "5")

**80 Victory Point Tokens**
(40x "1", 40x "5")

**50 Workers**

### About Resources

- All resources in this game are considered unlimited. If any resource runs out during the course of the game, use any suitable tokens as a replacement.
- Whenever you gain a resource, take the corresponding resource from the supply.
- Whenever you pay a resource, return the corresponding resource to the supply.
- Whenever you pay a resource, you may pay a Gold Pellet instead of a Red, Blue or Green Pellet.
  In other words, a Gold Pellet can be used as any kind of Pellet.

There are 4 extra standees from the punch board. These standees are not used in the game.

## Game Setup

### Junkyard Setup

During the setup of the game, you will be placing several items at the middle of the table to enable easy access for all players.

This will be known as the **Junkyard (1)**.

> **Card Setup for 2 Players**
> Use only all cards with the **2 player icon**
> and return all cards without the icon to the box.

### Artifact Cards

Lay out all **Artifact Cards (2)** and stack the cards with the same name, facing up.

There is only one copy each of "**Robotic Government**", "**Pick Up Ship**", "**To A New World**" and "**Clockwork God**", while all other cards will have 2 copies each.

### Location Cards

Remove the 4 **Starting Location Cards** and shuffle the rest facing down. This form the **Location Deck (5)**.

Take the top **5** cards from the Location Deck and place them to the right of the deck, facing up.

Then, place the **-1 Gear Marker (6)** above the 2nd card from the right and the **+1 Resource Marker (7)** above the rightmost card.

### Record Tiles

Shuffle all **Record Tiles (3)** and place them in a stack, facing down. Take the top **5** tiles from the Record stack and place them to the right of the stack, facing up.

Count **10** tiles from the top of the Record stack facing down and place the **End Tile (4)** below the 10th Record Tile.

**(For 2 players)** Count 6 tiles instead of 10 tiles and place the "End" Tile (4) below the 6th Record Tile.

**(For 3 players)** Count 8 tiles instead of 10 tiles and place the "End" Tile (4) below the 8th Record Tile.

### Supply

Place all **resources (Red Pellets, Blue Pellets, Green Pellets, Gold Pellets, Workers, Gears and Victory Point Tokens)** within reach of all players.

This forms the **General Supply (8)**.

## Player Setup

### Starting Location Cards and Summary Tile

Each player takes a **Starting Location Card (9)** and a **Summary Tile**, placing them face up in front of them.

Return all unused Starting Location Cards and Summary Tile to the box.

### Determine the starting player

The player who most recently repaired a machine will be the starting player. Alternatively, choose a player randomly.

The starting player takes the **Start Player Marker (10)**.

### Initial Resource

Each player takes **6 Workers** and **fills all of the empty spaces** on their **Starting Location Card** by placing 1 Worker on each space. Keep the remaining Workers in front of you.

Next, all players take their initial resources, beginning with the starting player.

The first and second players both receive **3 Gears** while the 3rd player receives **4 Gears**, and the 4th player receives **5 Gears**. Put all Gears in front of you.
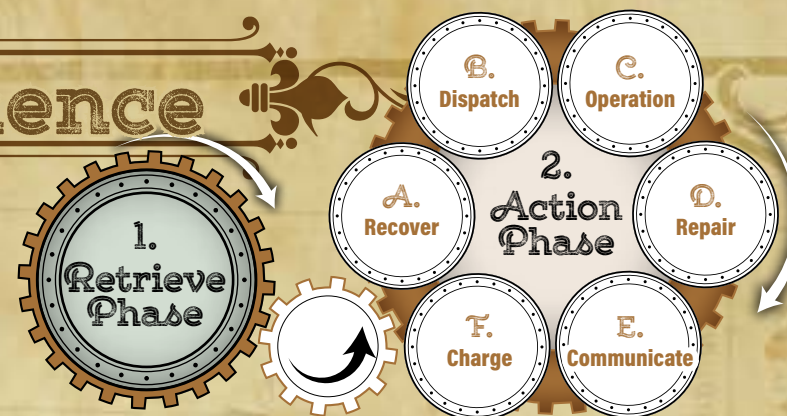
**(For 2 players)** Each player takes **4 Gears** instead.

Players take their turn in clockwise order.

Each turn consist of two phases:

**[1. Retrieve Phase]**

**[2. Action Phase]**



1.
Retrieve
Phase

2.
Action
Phase

B. Dispatch    C. Operation

A. Recover    D. Repair

F. Charge    E. Communicate

## 1. Retrieve Phase

Check all of your **Locations** in front of you.

**Take back all topmost Workers** from **all of your Locations** and **gain the resource** shown in the space where the Worker was placed.

If none of your Location has a Worker on it, nothing happens.

After retrieving Workers from all Locations, proceed to the next phase, the **2. Action Phase**.

## 2. Action Phase

Choose and perform **1** of the following **6 actions**. You may only select an action that you can completely perform.

> Some Artifacts enhance the action you can perform. Refer to page 8 for a list of all Artifact Cards and their effects. If any ability on an Artifact contradicts any rules, ignore the rules and follow the effect on the card instead.

### A. Recover

**Select a Location** with at least 1 **Worker on it**.

Take back the **topmost Worker** from that Location and gain the resource shown in the space where the Worker was placed.

### B. Dispatch

**Select a Location** with at least 1 **empty space** on it.

Place any number of Workers on that Location Card.

Each space can only be occupied by a single Worker. You may place as many Workers as you wish as long as there is an empty space.

**You must place Workers beginning from the topmost empty space without skipping any empty spaces or placing on lower spaces.**

> **[Redevelopment of Civilization]**
> If you have 6 or more (Artifacts, Locations and Starting Location) cards,
> you may select another extra Location whenever you perform B. Dispatch.

*Example:* You choose to perform Dispatch to the Location Card shown on the left.
There is a Worker on the 2nd and the 3rd space, leaving a total of 3 empty spaces. Thus, you place a Worker on the 1st, 4th and 5th empty space on the Location Card.

*Example:* You have acquired 6 cards (combination of Location and Artifact) from previous rounds. When you perform Dispatch, you may choose to place workers on 2 Locations instead of 1 Location. There are a total of 10 empty spaces on the 2 Locations you chose but you only have 5 Workers available. So you placed 2 Workers on the 1st Location and place another 3 Workers on the 2nd Location.

### C. Operation

Select a **face up Location Card** from the **Junkyard** to acquire.

Pay the **cost shown on** the Location with Gears and place the Location in front of you, facing up.

**You may place any number of Workers on the empty spaces on this Location.**

**You must place Workers beginning from the topmost empty space without skipping any empty spaces or placing on lower spaces.**

Finally, move the remaining Locations in the Junkyard one position to the right, closing the gap. Reveal a new Location Card from the Location Deck and place it on the leftmost position of the Junkyard.

When you acquire a **Location positioned below the [-1 Gear Marker]**, the cost of the Location is **reduced by 1 Gear**.

When you acquire a **Location positioned below the [+1 Resource Marker]**, immediately gain 1 resource indicated on the top most space of the Location acquired.

### D. Repair

Select a **face up Artifact Card** from the **Junkyard** to acquire. Pay resources equivalent to the **cost** of the Artifact, and take the Artifact Card and place it in front of you, facing up.

Artifact Cards have abilities that could be resolved as shown as the icons at the bottom of the card. The player who acquired the Artifact Card may activate the Artifact's abilty in later turns. Refer to page 8 for a list of abilities of all Artifact Cards.

**Players are not allowed to purchase Artifacts of the same name.**

The quantity of each Artifacts is limited. If any player purchased the last copy of a certain Artifact, no player can purchase that Artifact anymore during this game.

1/2/1

*Example:* You choose to perform the Repair action on the Artifact Card shown on the left. The cost to repair it is 1 Red Pellet, 2 Green Pellets and 1 Blue Pellets. Since you only have 1 Green Pellet, you choose to pay a Gold Pellet in exchange for the second Green Pellet required.

1/2/1

### E. Communicate

Select a **face up Record Tile** from the **Junkyard** to acquire.

Pay resources equivalent to the cost of the Record Tile, then take the Record Tile and place it in front of you, **facing down**.

Reveal a new Record Tile and place it into the Junkyard.

**If the revealed tile is the "End" Tile, remove the "End" Tile and reveal another Record Tile to place into the Junkyard.**

If the "End" Tile was revealed, the game will end when this round ends.

*Example:* After your Communicate action, you reveal a new tile from the Record Tile stack. The revealed tile is the "End" Tile, so you simply remove the "End" Tile from the Junkyard and reveal a new tile from the Record Tile stack. Since the "End" Tile was revealed, the game will end when this round ends.

### F. Charge

Gain **2 Gears**.

If any of the following conditions is met, the game ends after all players have completed the same number of turns.

**(1) A player has acquired a total of 12 cards, including the Starting Location Card.**

**(2) The "End" Tile is revealed when replacing a Record Tile.**

Each player calculates their Victory Points by adding up their **Victory Point Tokens and Victory Points on their Artifact Cards and Record Tiles.**

The player with the most Victory Points wins. In case of a tie, the tied player with the most Location Cards wins. If there is still a tie, the tied players share the victory.

## Credit

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## Location Cards
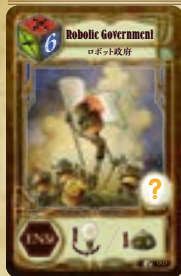
# Artifact Cards

### [Clockwork God]
At the end of the game, if you have 12 or more cards, gain 10 extra Victory Points.

### [Pick Up Ship]
At the end of the game, gain 1 Victory Point for each Location you own.

### [Robotic Government]
At the end of the game, gain 1 Victory Point for each Worker you own.

### [To A New World]
At the end of the game, gain 6 Victory Points for every 2 Artifacts you own. (Including this Artifact)

### [Additional Robotic Arm]
Whenever you gain Gears during the Retrieve Phase, gain an additional Gear.

### [CPU Replacing Tech]
Whenever you gain 1 Worker or more, gain 1 Gold Pellet.

### [Emergency ToolKit]
Immediately gain 5 Gears.

### [Emotion Studying Device]
Whenever you gain a Record Tile, gain 3 Victory Points.

### [Extended Memory]
Whenever you gain an Artifact, gain 2 Victory Points.

### [Instant Duplicate Device]
During the Retrieve Phase, you may pay 1 Gear and choose a type of resource you gained. If you do, gain 1 extra resource of the resource chosen.

### [Megaphone Advertisement]
Whenever you gain a Location, gain 3 Victory Points.

### [Parabolic Antenna]
When performing the Communicate action, you may pay 1 resource less of your choice.

### [Product Administration AI]
Whenever you gain a Location, gain a Worker too.

### [Self-Vending Machine]
Pay 2 Gears to gain 1 Gold Pellet. You may use this ability at any time during your turn..

### [Steam Locomotive Network]
When performing the Dispatch action, you may place Workers on any number of Locations.

### [Synchronization Tech]
When performing the Dispatch action, you may place your Worker on any empty space instead of the topmost space. (Not during C. Operation.)

# Icon List

| | | |
|---|---|---|
| Gear | Red Pellet | Green Pellet |
| Blue Pellet | Gold Pellet | Worker |
| Victory Point | Location Card | Artifact Card |
| Record Tile | Gain | Gain additional |
| Pay | Place on | When do |
| Any Resource | During your turn | End of the Game |
| Immediately | Once / Any number | |