Engineer Assistants

Contents: 10 Engineer Assistant tiles

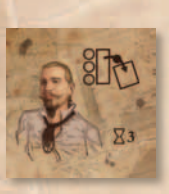
At the start of the game, each player is dealt one random Engineer Assistant tile. The players may look at the assistant tile they received, but the tile is kept secret from other players. The tiles are placed face-down on the table, with the 1VP scoring symbol facing up.

Each Engineer Assistant has a unique special ability that may be used only once during a game. The special ability can be used by turning the assistant tile face-up, thus revealing the assistant to the other players. An unrevealed Engineer Assistant is worth 1 VP at the end of the game.

An Engineer Assistant tile is always revealed before resolving a specific location, and a tile can be revealed only in locations indicated by the number or numbers next to the hourglass symbol.

The special abilities are:

The Professor *James Janik*
Reveal before resolving location 2. Immediately take one part from the Patent Office face-up parts. The Patent Office is then refilled with a New Part.



The Scoundrel *Timothy Geary*
Reveal before resolving location 3. Move one of your action tokens from the Back Alley's temporary holding area into the Holding Box.

The Tinkerer *William Hoffmann*
Reveal before resolving location 2. Choose any New Part from the discard pile and add it to your hand.

The Scrounger *Mateusz Bielski*
Reveal before resolving location 4. Choose up to 2 Junk Parts from the discard pile and add them to your hand.

The Trickster *Jonathan Er*
Reveal before resolving location 2, 3 or 4. Resolve one unresolved location in reverse order.

The Gambler *Sarinee Achavanuntakul*
Reveal before resolving location 2, 3 or 4. Draw and keep an additional tile when drawing blindly from any stack.

The Extortionist *Jerry George*
Reveal before resolving location 2. All players reveal their hands. You may then choose any one part and add it to your own hand.

The Blacksmith *Matthew Waterman*
Reveal before resolving location 5. Take one free build action. It is not necessary to have an Action Token in the Workshop location to use this ability.

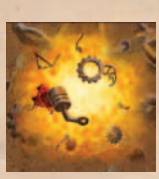
The Unionist *Bryn Edwards*
Reveal before resolving location 5. You immediately become the new first player for the next round.

The Machinist *André Buck*
Reveal before resolving location 2. You may rearrange any number of parts that are already built into your automobile.

Overheated

(recommended for games with fewer than 5 players)

Contents: 2 Explosion tiles, both with backs matching the Junk Parts deck.



The two Explosion tiles are shuffled into the bottom half (roughly estimated) of the Junk Parts deck. If an Explosion tile emerges from the deck when refilling the Junk Yard, the effect takes place immediately and the Explosion is resolved.

If a player draws an Explosion tile when drawing blindly, then the player may decide to do one of the following:

1. Resolve the Explosion immediately by showing it to all players and draw a new tile from the Junk Parts deck.

or

2. Keep the tile in hand for later use.

When a player decides to keep the tile in hand, the player may then decide to discard it or resolve it during the "Adjust Volatility and discard a Blueprint" part of the "II. Resolve Actions" phase. If the tile is not used during the game, then it has no effect.

If an Explosion tile is stolen from a player's hand (e.g. with the Back Alley espionage action), the player who stole it may keep it for later use or resolve it immediately. If the tile is resolved immediately following espionage a new tile is not stolen or drawn.

When an Explosion tile is resolved it is removed from the game permanently.

Resolving the Explosion

When an Explosion tile emerges from the Junk Yard deck or is revealed from a player's hand, an explosion occurs. Players having the automobiles with the most Volatility must discard a part from their automobile.

A player may choose the part to be removed, but a Junk Part must always be chosen, if there are any built into the automobile.

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