

Reference Card

1. Play card to the leftmost spot of your assembly line
2. Trigger all effects on cards in your assembly line from left to right
3. Discard the rightmost card in your assembly line
4. Draw a card to your hand
5. Play passes to the left

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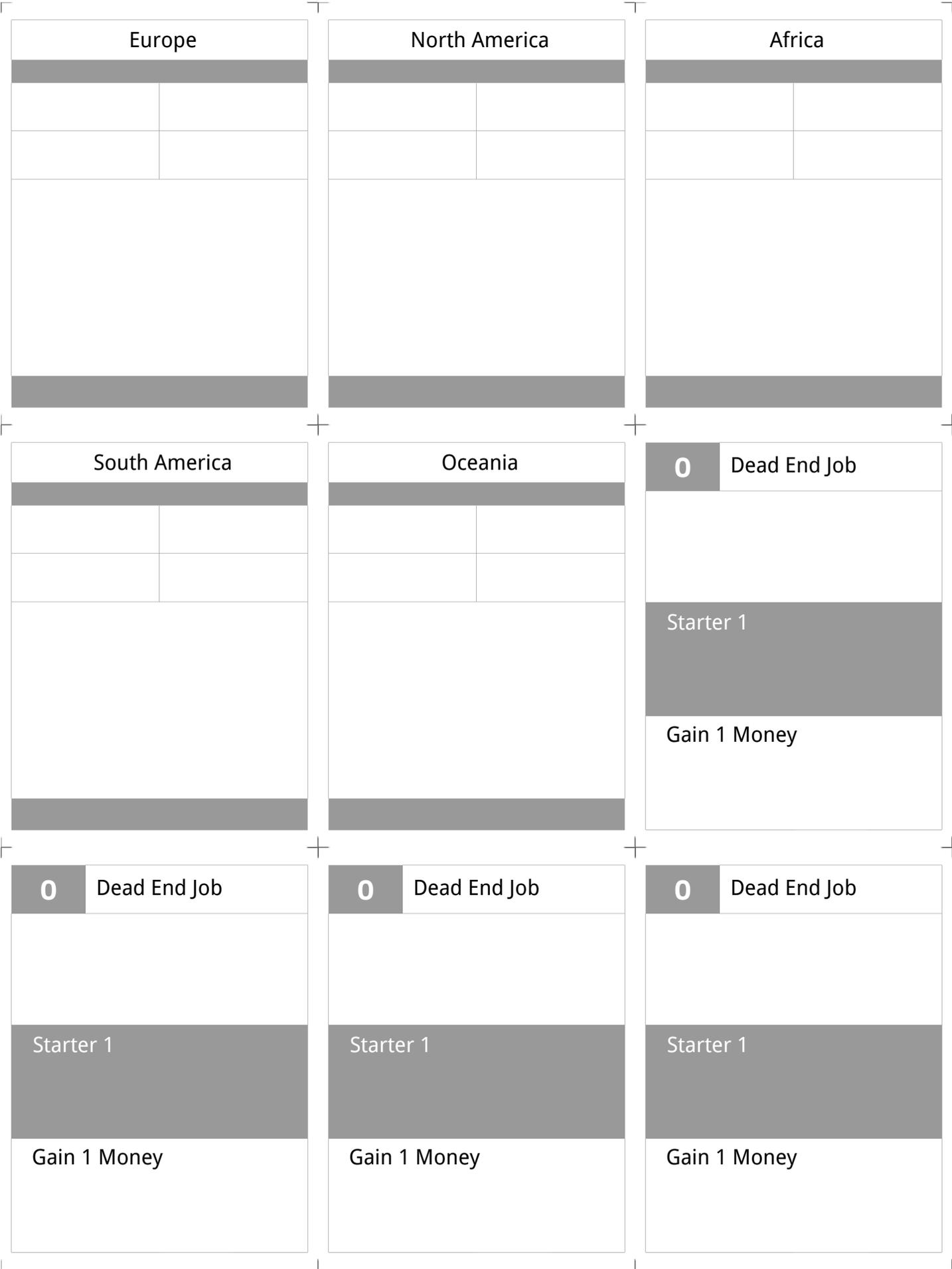
Recharge Card

Recharge Card

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Asia



0	Dead End Job
Starter 1	
Gain 1 Money	

0	Dead End Job
Starter 1	
Gain 1 Money	

0	Dead End Job
Starter 2	
Gain 1 Money	

0	Dead End Job
Starter 2	
Gain 1 Money	

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Gain 1 Money	

0	Dead End Job
Starter 3	
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Starter 3	
Gain 1 Money	

0	Dead End Job
Starter 4	
Gain 1 Money	

0	Dead End Job
Starter 4	
Gain 1 Money	

0	Dead End Job
Starter 4	
Gain 1 Money	

0	Dead End Job
Starter 4	
Gain 1 Money	

0	Dead End Job
Starter 4	
Gain 1 Money	

0	Dead End Job
Starter 4	
Gain 1 Money	

0	Build a Robot
3 Plastic or 3 Steel	
Starter 1	
Gain 1 Plastic Robot or Gain 1 Steel Robot	

0	Build a Robot
3 Plastic or 3 Steel	
Starter 2	
Gain 1 Plastic Robot or Gain 1 Steel Robot	

0	Build a Robot
3 Plastic or 3 Steel	
Starter 3	
Gain 1 Plastic Robot or Gain 1 Steel Robot	

0	Build a Robot
3 Plastic or 3 Steel	
Starter 4	
Gain 1 Plastic Robot or Gain 1 Steel Robot	

0	Purchase Plastic
2 Money	
Starter 1	
Gain 1 Plastic	

0	Purchase Plastic
2 Money	
Starter 2	
Gain 1 Plastic	

0	Purchase Plastic
2 Money	
Starter 3	
Gain 1 Plastic	

0	Purchase Plastic
2 Money	
Starter 4	
Gain 1 Plastic	

0	Purchase Resources
2 Money or 4 Money	
Starter 1	
Gain 1 Plastic or Gain 1 Steel	

0	Purchase Resources
2 Money or 4 Money	
Starter 2	
Gain 1 Plastic or Gain 1 Steel	

0	Purchase Resources
2 Money or 4 Money	
Starter 3	
Gain 1 Plastic or Gain 1 Steel	

0	Purchase Resources
2 Money or 4 Money	
Starter 4	
Gain 1 Plastic or Gain 1 Steel	

0	Purchase Steel
4 Money	
Starter 1	
Gain 1 Steel	

0	Purchase Steel
4 Money	
Starter 2	
Gain 1 Steel	

0	Purchase Steel
4 Money	
Starter 3	
Gain 1 Steel	

0	Purchase Steel
4 Money	
Starter 4	
Gain 1 Steel	

1	Buy Batteries
2 Money	
Africa	
Recharge 1 Robot	

1	Buy Batteries
2 Money	
Africa	
Recharge 1 Robot	

1	Buy Batteries
2 Money	
Africa	
Recharge 1 Robot	

1	Buy Batteries
2 Money	
South America	
Recharge 1 Robot	

1	Buy Batteries
2 Money	
South America	
Recharge 1 Robot	

1	Buy Batteries
2 Money	
South America	
Recharge 1 Robot	

2	Rapid Deployment
Africa	
Place a Robot of any type. Then you may either pay 2 Money to place a Plastic Robot or 4 Money to play a Steel Robot.	

2	Rapid Deployment
Africa	
Place a Robot of any type. Then you may either pay 2 Money to place a Plastic Robot or 4 Money to play a Steel Robot.	

2	Rapid Deployment
South America	
Place a Robot of any type. Then you may either pay 2 Money to place a Plastic Robot or 4 Money to play a Steel Robot.	

2	Rapid Deployment
South America	
Place a Robot of any type. Then you may either pay 2 Money to place a Plastic Robot or 4 Money to play a Steel Robot.	

2	Rapid Deployment
Oceania	
Place a Robot of any type. Then you may either pay 2 Money to place a Plastic Robot or 4 Money to play a Steel Robot.	

2	Rapid Deployment
Oceania	
Place a Robot of any type. Then you may either pay 2 Money to place a Plastic Robot or 4 Money to play a Steel Robot.	

2	Build Plastic Robots
3 Plastic	
Africa	
Gain 2 Plastic Robots	

2	Build Plastic Robots
3 Plastic	
South America	
Gain 2 Plastic Robots	

2	Build Plastic Robots
3 Plastic	
Oceania	
Gain 2 Plastic Robots	

2	Build Plastic Robots
3 Plastic	
Europe	
Gain 2 Plastic Robots	

2	Build Plastic Robots
3 Plastic	
North America	
Gain 2 Plastic Robots	

2	Build Plastic Robots
3 Plastic	
Asia	
Gain 2 Plastic Robots	

2	Bank Robbery
Africa	
Gain 2 Money	

2	Bank Robbery
Africa	
Gain 2 Money	

2	Bank Robbery
South America	
Gain 2 Money	

2	Bank Robbery
South America	
Gain 2 Money	

2	Bank Robbery
Oceania	
Gain 2 Money	

2	Bank Robbery
Oceania	
Gain 2 Money	

2	Bulk Order
Africa	
Place a Robot of any type. While this is in your Assembly Line: Reduce the Activate cost of Purchase cards by 1 and Wholesale cards by 2.	

2	Bulk Order
Africa	
Place a Robot of any type. While this is in your Assembly Line: Reduce the Activate cost of Purchase cards by 1 and Wholesale cards by 2.	

2	Bulk Order
South America	
Place a Robot of any type. While this is in your Assembly Line: Reduce the Activate cost of Purchase cards by 1 and Wholesale cards by 2.	

2	Bulk Order
South America	
Place a Robot of any type. While this is in your Assembly Line: Reduce the Activate cost of Purchase cards by 1 and Wholesale cards by 2.	

2	Bulk Order
Oceania	
Place a Robot of any type. While this is in your Assembly Line: Reduce the Activate cost of Purchase cards by 1 and Wholesale cards by 2.	

2	Bulk Order
Oceania	
Place a Robot of any type. While this is in your Assembly Line: Reduce the Activate cost of Purchase cards by 1 and Wholesale cards by 2.	

3	Wholesale Plastic
3 Money	
Africa	
Gain 2 Plastic	

3	Wholesale Plastic
3 Money	
South America	
Gain 2 Plastic	

3	Wholesale Plastic
3 Money	
Oceania	
Gain 2 Plastic	

3	Wholesale Plastic
3 Money	
Oceania	
Gain 2 Plastic	

3	Wholesale Plastic
3 Money	
Europe	
Gain 2 Plastic	

3	Wholesale Plastic
3 Money	
North America	
Gain 2 Plastic	

3	Build Steel Robot
2 Steel	
Africa	
Gain 1 Steel Robot	

3	Build Steel Robot
2 Steel	
South America	
Gain 1 Steel Robot	

3	Build Steel Robot
2 Steel	
Europe	
Gain 1 Steel Robot	

3	Build Steel Robot
2 Steel	
North America	
Gain 1 Steel Robot	

3	Build Steel Robot
2 Steel	
Asia	
Gain 1 Steel Robot	

3	Build Steel Robot
2 Steel	
Asia	
Gain 1 Steel Robot	

3	Solar Panels
Europe	
Recharge 1 Robot	

3	Solar Panels
Europe	
Recharge 1 Robot	

3	Solar Panels
North America	
Recharge 1 Robot	

3	Solar Panels
North America	
Recharge 1 Robot	

3	Solar Panels
Asia	
Recharge 1 Robot	

3	Solar Panels
Asia	
Recharge 1 Robot	

4	Wholesale Steel
6 Money	
Oceania	
Gain 2 Steel	

4	Wholesale Steel
6 Money	
Oceania	
Gain 2 Steel	

4	Wholesale Steel
6 Money	
Europe	
Gain 2 Steel	

4	Wholesale Steel
6 Money	
Europe	
Gain 2 Steel	

4	Wholesale Steel
6 Money	
North America	
Gain 2 Steel	

4	Wholesale Steel
6 Money	
North America	
Gain 2 Steel	

4 Diamond Heist

Europe

Gain 3 Money

4 Diamond Heist

Europe

Gain 3 Money

4 Diamond Heist

North America

Gain 3 Money

4 Diamond Heist

North America

Gain 3 Money

4 Diamond Heist

Asia

Gain 3 Money

4 Diamond Heist

Asia

Gain 3 Money

5 Focused Production

1 Money

Europe

Activate both cards in your Assembly Line (unless Production is in their title)

5 Focused Production

1 Money

Europe

Activate both cards in your Assembly Line (unless Production is in their title)

5 Focused Production

1 Money

North America

Activate both cards in your Assembly Line (unless Production is in their title)

5	Focused Production
1 Money	
North America	
Activate both cards in your Assembly Line (unless Production is in their title)	

5	Focused Production
1 Money	
Asia	
Activate both cards in your Assembly Line (unless Production is in their title)	

5	Focused Production
1 Money	
Asia	
Activate both cards in your Assembly Line (unless Production is in their title)	

5	Accelerate Production
3 Money	
Oceania	
Discard this card from your Assembly Line to draw 1 card and move 1 card from your discard pile to your trash pile. Play 2 cards next turn.	

5	Accelerate Production
3 Money	
Oceania	
Discard this card from your Assembly Line to draw 1 card and move 1 card from your discard pile to your trash pile. Play 2 cards next turn.	

5	Accelerate Production
3 Money	
Oceania	
Discard this card from your Assembly Line to draw 1 card and move 1 card from your discard pile to your trash pile. Play 2 cards next turn.	

5	Accelerate Production
3 Money	
Europe	
Discard this card from your Assembly Line to draw 1 card and move 1 card from your discard pile to your trash pile. Play 2 cards next turn.	

5	Accelerate Production
3 Money	
North America	
Discard this card from your Assembly Line to draw 1 card and move 1 card from your discard pile to your trash pile. Play 2 cards next turn.	

5	Accelerate Production
3 Money	
Asia	
Discard this card from your Assembly Line to draw 1 card and move 1 card from your discard pile to your trash pile. Play 2 cards next turn.	