A-MAZING GAME OF GEARS'N GUFFAWS

Rules 'N Realms
Instructions for Surviving the Maze (Mostly)

Mini BadWolf games

A-Mazing Game of Gears 'N Guffaws
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Subject to change as the gears keep turning.

Step Into the Maze...

A hidden-role, asymmetric strategy game of shifting alliances, sabotaged plans, and steam-powered madness.

Beneath the cobbled streets of a sprawling steampunk metropolis lies a forgotten labyrinth of clockwork pathways and ancient machinery. Once a marvel of engineering, this subterranean system now teeters on the edge of collapse—its gears grinding, shifting, and threatening to unravel the fragile order above.

In the shadows, three factions clash for control of the maze—and the fate of the city itself:
Gizmologists – Loyal inventors and engineers striving to restore balance and uncover buried threats.
Rabblerousers – Anarchists and saboteurs determined to dismantle the infrastructure and plunge the city into chaos.
Opportunuts – Cunning survivalists who care only for the gears they can grab and the secrets they can sell.

As the city's pathways shift and alliances fray, players must navigate an ever-changing hex-tile maze, activate unique abilities, and bluff their way toward victory. Every faction has different goals. Every player has hidden motives. And every turn could be your brilliant move… or a spectacular bamboozle.

Game Components

- **24 Maze Tiles**
- **12 Character Cards**
- **12 Character Miniatures**
- **6 Double-Sided Reference Cards**
- **50 Gear Tokens**
- **3 Cogseal & 3 Gearnade Tokens**
- **18 Gizmo Cards** (from the "...'N Gizmos" modular expansion)
- **32 Gambit Cards** (from the "...'N Gambits" modular expansion)
- **1 Die** (for the "...'N Nobody Else" solo mode variant)

Game Start Layout

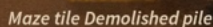*Maze tile pile*

3 random face-up maze tiles, available for placement

Maze tile Demolished pile

Gambit card pile

Gizmo card pile

Random Starting Tile with assigned player token

Gizmo card Junk pile

Initial "The Prime Gear" tile

Player cards

Token pool

Game Modes
Choose Your Favorite Flavor of Chaos

⚙ Semi-Cooperative – *"Faction First, Friends Maybe"*

Work with your hidden allies... Players on the same faction may work together toward a shared victory.

Cooperative mode adds additional scoring clarifications, especially for Opportunuts and tiebreakers. See relevant sections for details.

⚙ Fully Competitive – *"All Gears, No Mercy"*

Every inventor, pirate, and rogue for themselves. Outplay, outmaneuver, and outlast the rest.
Each player competes individually to achieve their hidden roles' faction objectives. Victory conditions still apply per faction, but tiebreakers and scoring consider the best individual performance.

⚙ Solo Mode – *"The Lone Tinkerer"*

Outwit mechanical foes controlled by the Automa deck in one of three unique solo challenges:

Maze It or Break It – Fix the entire maze before it falls apart.

Gear Gobbler – Collect more GearTokens than your clockwork adversaries.

Tinker's Triumph – Balance survival with precision-built paths and token hoarding.

Setup

Role Assignment

1. Separate Character cards by faction.
2. Shuffle each faction pile individually.
3. From each pile, create face-down pairs of Character cards.
4. Randomly assign one pair to each player.
5. Players now control two hidden roles from the same faction.
6. Set aside any remaining roles face-down and out of play. Players keep their roles hidden until they choose to reveal them.

Factions

Opportunuts 💰
(Junk Merchant, Sky Pirate, Alchemist, Chronomancer, Rogue, Bio-Machinist)

Gizmologists
(Inventor, Engineer, Airship Captain, Scholar)

Rabblerousers 💣
(Ex-Soldier, Saboteur)

Initial Maze Setup

1. Place the "The Prime Gear" tile at the center of the play area.
2. Randomly select a *Starting Tile*, connect it to the Prime Gear via a *Path* (⬆), and place the matching player token on it.
3. Reveal three maze tiles face-up into a common draft area.
4. Shuffle the remaining tiles into a face-down draw pile.

Wobbleway Maze Shortcut

Connected paths

Player Token Placement

⚙ Player tokens start off the board.
⚙ When a Starting Tile is placed, its corresponding player token enters play.

Player Tokens - The physical pieces (meeples, miniatures, cubes, or standees) that represent your characters navigating the maze.

Smuggler's Emporium
Put Junk Merchant into play

The Prime Gear
Maze Starts Here

Tiles that correspond to character roles are referred to as Starting Tiles.

Gear Token Pool

At the start of the game, place all Gear Tokens in a central, shared area - this is the Pool.
⚙ When a player gains a Gear Token, they take it from the Pool.
⚙ When a player spends a Gear Token, return it to the Pool.

Role Ownership and Visibility

Role ownership evolves over the course of the game based on revealed identities:
⚙ With 0 revealed roles and no roles have been revealed by any player, you may interact with any player token (none are proven to be owned).
⚙ With 0 revealed roles, but some players have revealed roles, you may interact only with player tokens of unrevealed roles not logically owned by another player *.
⚙ With 1 revealed role, you may interact only with its player token and with unrevealed roles' tokens from your faction not logically owned by another player.
⚙ With 2 revealed roles, you may interact only with your own player tokens.

A revealed role's player token is controlled exclusively by its owner.

The Deduction Directive: Revealing a role from a faction implies ownership of one of the remaining unrevealed roles from the same faction. This narrows down the possible hidden roles that other players can plausibly claim or control. Any remaining characters from that faction are assumed to be part of the revealing player's allegiance, limiting valid claims by others and restricting control accordingly. May be applied each turn by all players.

Deduction Directive Example

I've revealed the Ex-Soldier. Since the Rabblerousers faction only includes two characters, it's logically deduced that my unrevealed role is the Saboteur. So, even though the Saboteur hasn't been revealed yet, no other player may claim ownership of that character.

Overview

Players take turns in clockwise order. On your turn, you must perform at least one of the following actions in any order:
⚙ *Traverse the Maze* — according to standard movement rules and ownership.
⚙ *Reveal 'N Unleash* — reveal a character card and use its abilities.
⚙ *Place a Pathway* — place a tile face-up or face-down.

Traverse the Maze

⚙ On your turn, you may move one player token along connected paths (⬆) — As long as a continuous path exists between tiles, a player token may freely move across any number of connected tiles during a single movement action.

> *Occupied! - Movement Exception: A player token can move freely along connected paths, but cannot pass through a tile occupied by another player token. It may stop on that tile.*

⚙ You may move only player tokens in play that you are logically allowed to interact with. Revealed characters may be moved only by their owners. (Follow the *Deduction Directive* — If a Character's ownership can be proven through deduction, it is treated as claimed for your turn.)

Reveal 'N Unleash

Flip one of your hidden character cards. Upon reveal:
⚙ You may use its One-Time Ability (⬆) by paying its Gear Token cost. This ability cannot be used on future turns.
⚙ The Permanent Ability (🔄) may be used once per turn — either immediately (if you skip the One-Time Ability) or on any future turn.

Character's Name, Role   *Faction Symbol*

Action Cost

Dr. Augustus Fearnwell, Inventor
The mastermind behind the city's shifting machinery.

🎵 Double Trouble Tinkering 3 ⚙
Rotate any 2 unlocked tiles in any direction and collect ⚙, if a cascade occurs

🔄 Twist of Fate 1 ⚙
Rotate the current or an adjacent unlocked tile in any direction and collect ⚙, if a cascade occurs

The Gear Whisperer
Rotate any unlocked tile and collect ⚙, if a cascade occurs
"The world's a puzzle, and I've got the perfect wrench to solve it."

Automa Action

Character Card Example

Cost must be paid every use.
⚙ Some cards also have triggered abilities (↩) in response to events.
⚙ To reveal a character, their player token must be present in the maze.

Place a Pathway

Choose a tile from the 3 revealed ones, or draw a new tile.

Face-Up Tile Placement:
⚙ Must connect at least one path to an adjacent tile.
⚙ If gear edges meet, rotate the connected adjacent tile(s) 60° clockwise, unless otherwise stated.
⚙ Cascading rotations may occur.
⚙ Gain 1 Gear Token per rotated tile.

Face-Down Tile Placement:
⚙ Can be placed without connecting paths.
⚙ Does not earn Gear Tokens.
⚙ Remains face-down until a player token enters it.
⚙ When flipped, choose the tile's orientation. Resolve gear rotations, then apply its effects.

Rotation Example

1. Placing this tile here will trigger a rotation.

2. Rotate "Drop-O-Matic" 60° clockwise.

3. Because the tile's gears align with neighboring ones after being rotated, a cascading rotation is triggered. Rotate "Smuggler's Emporium" 60° clockwise.

4. Since there are no more adjacent gears, no further cascading rotations occur — the maze has stabilized. As a result of the rotations, gain 2 Gear Tokens.

Placement Restriction: All tile placements must be adjacent to a *"current"* tile:

You may only place tiles adjacent to player tokens you are logically allowed to interact with. Characters that are proven to be owned by another player (revealed or deduced) cannot be used for placement adjacency:

- ⚙ If a player has revealed a role, they may place adjacent to their current tile.
- ⚙ If a player has at least one unrevealed character, they may place adjacent to any tile with a player token that is not proven to be owned by another player.

> *This follows the Deduction Directive. If a character is logically claimed (e.g., a Rabblerouser with its pair already revealed), it cannot be used for adjacency by other players.*

Victory Conditions: Faction-Based Point System

At the end of the game, victory is determined by scoring points based on the final game state, not individual actions.

Scoring Breakdown

Scoring Element	Faction Awarded	Value (VP)
⚙ Each Demolished Tile (*)	Rabblerousers	5
⚙ Each Tile in Longest Contiguous Path (*)	Gizmologists	3
⚙ Each Gear Token Held by Opportunut Player	Opportunuts (player-specific)	1

> *(*) These points are awarded regardless of who caused the effect — the scoring reflects the board state at game end, not individual actions.*

Eligibility to Score

A player only scores points if at least one of their roles survived.

Calculating Points

1. Tally the number of:
   - ⚙ Demolished tiles. (for Rabblerousers)
   - ⚙ Tiles in the longest contiguous path. (for Gizmologists)
   - ⚙ Gear Tokens held. (per Opportunut player)
2. Assign points to each player.
3. Each player receives the total VP earned by their faction(s) or their personal bonuses.

Winning the Game

- ⚙ The player with the highest total VP wins.
- ⚙ Tiebreakers, in order:
  1. Player with the most completed but *unredeemed* Gambits.
  2. Player with the most Gear Tokens.

Cooperative Mode Clarifications

- ⚙ Opportunuts Victory:
  In cooperative play mode, if multiple players control Opportunut characters, only the Gear Tokens held by the single player with the most Gear Tokens among the Opportunut players count toward the faction's victory. Gear Tokens held by other players are not considered.
- ⚙ Tiebreakers in order:
  1. Most completed but *unredeemed* Gambits by any single player in the tied faction.
  2. Most Gear Tokens held by any single player in the tied faction.

  If the first tiebreaker fails to resolve the tie and the second is triggered, a different player from the same faction may be selected.

...'N Gambits - Modular Expansion

Explore the maze, interact with others, pull risky moves, or flex clever strategies-all for bonus Gear Tokens.

Caution: May cause grinning, scheming, and suspicious high-fives.

Setup

⚙ After roles are assigned but before gameplay begins, deal 3 random Gambit cards to each player, face-down.
⚙ Each player keeps at least 2 Gambit, returning others to the deck.
⚙ Shuffle the Gambits Deck and place it face-down within reach of all players.

New Action Available Each Turn

Draw a Gambit Card: Once per turn, a player may draw one Gambit Card for free (in addition to their normal actions).

Completing Gambits

⚙ When a player completes a Gambit Objective, they must immediately reveal it (even during another player's turn).
⚙ Gain Gear Tokens equal to the Gambit Value.
⚙ Players may hold any number of uncompleted Gambits.
⚙ Gambit success is individual and does not affect faction win condition.
⚙ Gambits marked with the *Veiled Cog* symbol (⚙) may be completed by unrevealed characters. All other Gambits may be completed using any revealed character the player controls.

End of Game

⚙ Each uncompleted Gambit causes the player to lose Victory Points equal to its Gambit Value.

⚙ For each completed Gambit, you may *redeem* its Gear Tokens (equal to its Gambit Value) for the same number of Victory Points, if you can afford the cost (Gizmologists and Rabblerousers only).

Gambit Card Example

Automa Symbol – Indicates the card is used in Solo Mode

Veiled Cog Symbol – Indicates the gambit may be completed by unrevealed characters

Gambit's Objective

Perfectly Balanced

End your turn on a hex adjacent to exactly three other tiles

Gambit Value: 1 ⚙

You're attempting to complete the 'Perfectly Balanced' Gambit, which has the Veiled Cog symbol. You've revealed one of your characters: an Opportunut. This implies — via deduction — that your second character is also an Opportunut. Player B has revealed both of their characters: the Rogue and the Sky Pirate, who are also members of the Opportunuts.

Since no other player has revealed an Opportunut character, you're allowed to complete the Gambit using either your revealed character's player token or any unrevealed Opportunut player token currently in play.

To complete a Gambit bearing the Veiled Cog symbol, you may use a player token you claim as your own — provided the claim follows the Deduction Directive principle.

...'N Gizmos - Modular Expansion

Draw gadgets during your turn, equip one per role, and activate them for wild new powers — if you can afford the Gear Token cost.

Caution: May include explosions, teapots, or teleportation mishaps. Tinker wisely... or hilariously. Either works.

Setup

⚙ Shuffle the Gizmo deck and place it face-down within reach.
⚙ Deal 2 random Gizmo cards to each player, face-down.

New Action Available Each Turn

Draw a Gizmo Card: Once per turn, a player may draw one Gizmo Card for free (in addition to their normal actions).
⚙ Players may have up to 2 Gizmos in hand. To draw a new one, you must first discard another.
⚙ A Gizmo card can be discarded at any time during your turn as a free action. Place it in the Gizmo Junk pile (discard), face up.
⚙ Cards are kept hidden until activated.
⚙ Gizmo cards may be traded between players for other Gizmos or Gear Tokens if not activated.

Activating a Gizmo Card

⚙ During your turn, activate 1 Gizmo Card by placing it face-up next to a revealed role and using its ability.
⚙ Role-restricted cards can only be used by the matching character.
⚙ If permanent or triggered, the Gizmo can be used again in future turns by repaying the cost.
⚙ Once activated and used, One-Time Gizmos are discarded.
⚙ Only 1 Gizmo may be active per character. Discard the current one before assigning a new.
⚙ When a character is eliminated, any assigned Gizmo cards are discarded.

Gizmo Card Example

Automa Symbol – Indicates the card is used in Solo Mode

Action Type - Either One-Time (⬆), Permanant or (🔄), Triggered (↩)

Ability

Wobblewing 3 ⚙

Move up to 3 tiles, ignoring paths - move up to 4 tiles if you are the

"Faster, more maneuverable, and far less likely to explode..."

Action Cost

Role Restriction or Bonus

Character-Specific Tweaks

Certain characters provide unique twists. These abilities apply only if the character is revealed and owned by the player:

⚙ *Nikolai Galloway, Alchemist* – Before drawing from any deck or the tile stack, you may shuffle it.

⚙ *Adeline Marrow, Chronomancer* – When drawing from any deck or the tile stack, you may glimpse the top 3 cards or tiles. Draw one and return the others in any order.

⚙ *Felix Goldbarrow, Junk Merchant* (Gizmo Expansion Only) – You may dig through the discard pile's junks to retrieve a Gizmo. Keep one, instead of drawing from the deck.

...'N Nobody Else - Solo Mode

Face off against a crew of automated adversaries — each with their own devious twist — and see if your wits are sharp enough to outmaneuver their mechanical menace.

When everyone else has fled the shifting maze and you're left with nothing but gears, shadows, and a whole lot of stubborn clockwork... it's time to go solo.

Setup

1. Choose 1 Gizmologist role to play: Inventor, Engineer, Airship Captain, or Scholar.
2. Choose your Starting Tile and place your player token there.
3. Shuffle all the remaining character cards into an Automa deck, face down.
4. Perform the Intial Maze Setup using your character's Starting Tile, plus any optional expansions.
5. Use only cards with the Automa symbol (⚒🗘).

At the start of the game, your selected character is placed face-down (inactive). While your character remains hidden, you may move any placed Automa player token as if it were your own.

Once you reveal (activate) your character, you gain access to its abilities but are restricted to moving only your own player token. All other Automa player tokens become off-limits to player control. Revealed Automa characters remain controlled only by their automated actions.

You always take the first turn. Then, alternate turns with the Automa.

Your Turn

1. Perform any valid action as in multiplayer.
2. If an Automa character enters play or you cross paths with one already in the maze:
   Draw their card from the Automa deck, resolve their Automa action (targeting your character/player token), then shuffle the card back into the deck. These "pop-up" Automa actions triggered during your own turn still count as your turn's effects, not the Automa's.

Automa Turn

1. Place 1 Gear Token from the pool near the Automa deck.
2. Draw the top card of the Automa deck.
3. Resolve its Automa action (targeting your character/player token) and place the card at the bottom of the deck.

Repeat steps until the game ends.

Automa Action Example

It's the Automa's turn. The next character is the Alchemist, and his Automa action (Volatile Reaction) must be resolved.
Roll the die, resolve the Random Tile, and rotate it. Lose Gear Tokens equal to the number of cascaded rotations that occur..

Powder of Chaos 3 ⚙
... top the position of any 2 meeples

Explosive Diarrhea 1 ⚙
... you or any adjacent meeple to collect ⚙, if a cascade occurs

Volatile Reaction 🔧
Rotate a random adjacent tile and discard ⚙ equal to any cascade

"Brew, boom, or bust - either way, it's going to be spectacular."

Some Automa actions refer to a "random" adjacent tile:
1. Use a die: Number "1" aligns with the hex edge that has text.
2. Count clockwise for edges 2–6.
3. If no tile is adjacent to the selected edge, the action has no effect.
4. Proceed to the next round.

Random Tile Example

3. So, this is the random tile.

2. You roll the die and get a 4.

1. This is your "current" tile. Your player token stands here.

Choose one of the following Solo Victory Modes:

⚙ **Maze It or Break It**
Win if, you survive and at the end of the game, the maze is fully fixed: All tiles in the maze, except demolished ones, must be interconnected to form one contiguous path.

⚙ **Gear Gobbler**
Win if, you survive and at the end of the game, you have more Gear Tokens than the Automa.

Gear Tokens remaining in the pool do not count for either side.

⚙ **Tinker's Triumph**
Win if you survive and meet the following conditions:
Collect X Gear Tokens, and
Construct X contiguous tiles forming a path
Difficulty Levels:
       10 = Tricky
       15 = Brutal
       20 = Impossible

End of Game

For each uncompleted Gambit, the player loses Gear Tokens equal to its Gambit Value. This penalty applies only in the **Gear Gobbler** and **Tinker's Triumph** solo variants. The game ends when all tiles are placed or no Gear Tokens remain in the pool.

Mechanics, Mistruths & Misunderstandings

Locked / Trapped Tiles

⚙ If allowed by a Character or Gizmo ability, you may lock or trap tiles by placing a Cogseal token (to lock) or a Gearnade token (to trap), respectively. Only tiles that are placed Face-Up are eligible.
⚙ Only one token (Cogseal or Gearnade) per tile is allowed.
⚙ Locked or trapped tiles cannot be rotated, moved, flipped, or demolished (unless stated otherwise), but may be passed through.
⚙ When/if unlocked, resolve all cascading gear rotations immediately if gear edges connect.

Demolish Tiles

⚙ Player tokens on demolished tiles must move.
⚙ If unable to move via a path or ability (paying any cost), the character is eliminated.
⚙ Demolished tiles are placed into the Demolished Pile.
⚙ If *The Prime Gear* tile is demolished, no cascading rotations may occur until it is restored via an ability.
⚙ When using the tile restoration mechanic, demolished tiles are returned to the standard tile pile. If the restored tile was a *Starting Tile* and the associated character had been eliminated, the player token returns to play. However, the corresponding character card remains in its previous state — if it was already revealed, its one-time ability cannot be used again.

Maze Anomaly

Sometimes, aligned gears may not have been rotated properly, resulting in two adjacent gears. This is considered a *Maze Anomaly*.
The first player to detect it must announce it during their turn and flip one of the involved tiles. The tile is now treated as face-down.

Special Tiles

⚙ *Drop-O-Matic*: From the Drop-O-Matic, you land on The Prime Gear. If The Prime Gear has been demolished, you're lost in the maze forever - eliminated.

⚙ *Wobbleway*: From Wobbleway, move to any other face-up Wobbleway tile.

Misc. Mechanics

⚙ Gear Tokens are tracked per player, not per character.

⚙ *Revival* (returning an eliminated player to the game) by ability requires the Character's *Starting Tile* to be in the maze. The player token returns to play; however, the corresponding Character card remains in its previous state — if it was already revealed, its one-time ability cannot be used again.

Terms Clarified

⚙ *Adjacent player token*: A player token on a tile adjacent to yours.

⚙ *Current tile*: The tile your player token is currently on.

⚙ *Eliminated*: Removed from the game.

⚙ *If you can*: Must be done if possible.

⚙ *Locked/Trapped tile*: A tile with a Cogseal/Gearnade token.

⚙ *Undo the last action*: Fully reverse the most recent action, including all effects and affected players.

⚙ *Just*: Refers to the immediately preceding action taken by any player.