

KICKSTARTER EXCLUSIVES

These four Kickstarter Exclusive add-ons for *Transmissions* can be used together or separately to add new strategy to the game.

Transformers — During set up, place the green (idea) transformer in the **MEADOW** and the red (item) transformer in the **LAKE**. It doesn't matter which side is face up. Put the victory points in a supply near the game board.

During play, when a robot moves to the **MEADOW** or **LAKE**, you may instead of taking engrams use the transformer. A transformer converts components (ideas, items, and electricity) into victory points. When you use the transformer, gain the indicated victory points from the supply.

You may either use the top or bottom of the transformer, but not both. *After using a transformer, flip it over to the other side!* Depending on which side is up, the scoring will change.

If there are not enough victory points in the supply, take what is available. If the supply of victory points runs out, remove the transformers from the game.



Discard any idea from your player board to gain 2 pts



Discard 3 electricity to gain 2 pts.

Discard any item from your player board to gain 7 pts



Discard 2 electricity to gain 1 pt.

Wild Items — During scoring, a wild item counts as a duplicate of one item of a set on your player board. It must match the count of items in the set — either 2 or 3. If a wild item does not have a match, it does not score.

For example, if you have collected the paint brush from the art supplies set and two wild items, the brush and wild items are each worth 6 pts for a total of 18 pts.



The salt shaker and magnet match the 3 count of art supplies.

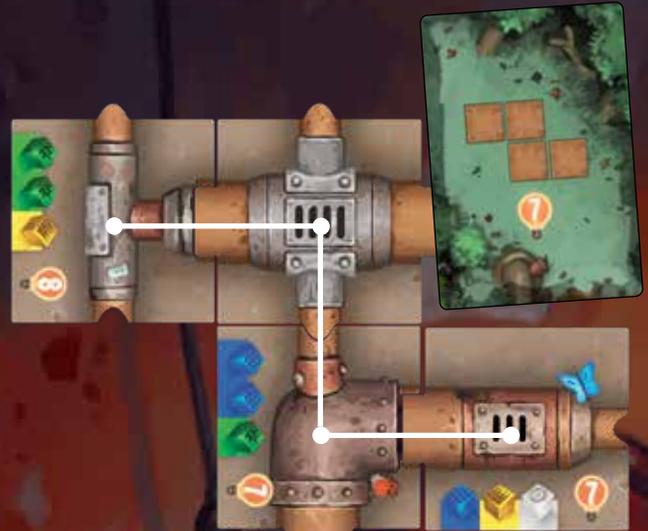
Birds and butterflies are not duplicated. For example, if you have collected one toothbrush and one wild item, the toothbrush and wild item would both be worth 4 pts, but the bird would not be duplicated.



If you have completed a set, you may not use the wild item as a duplicate. For example, if you have collected both the coffee mugs, you may not duplicate either of these items.



Pipe Forest Cards — During set up, layout the 7 pipe forest cards face up next to the game board near the **FOREST**. When a robot moves to the forest, you may instead of taking two forest cards take *one* of the pipe forest cards from the display. You may take the card *only* if your pipes are connected as shown on the card. You may rotate the card if necessary. The layout may include your starting pipe.



This forest card scores 7 pts with this layout of pipes.

Scoring Ideas — During set up, put the victory points in a supply near the game board. During play, you may use scoring ideas to discard engrams to gain victory points. When you use the idea, gain the indicated victory points from the supply. If there are not enough victory points in the supply, take what is available. If there are no victory points left in the supply, the idea does nothing.

