

LEVELING UP

All players begin the game at Level 1, and should aim to Level Up their Characters as soon as possible. Leveling Up increases resilience, speed, combat effectiveness against Monsters or Drones, and may even grant **Advanced Actions** that can help the party win the game.

LEVEL 1 Each player starts with a unique feral Ability, specific to each Character. These abilities can be passive or need activation, and they cannot be lost or "turned-off".



LEVEL UPS 2-4 These levels are earned throughout the game by spending cards you own, or through special cards or events. Leveling Up can be done anytime, except during Combat or while resolving an Encounter. When you Level Up, select one of the 4 LevelUps you own and put it "face up" in the next available spot on your Character card. You may then use its power when appropriate.



DEVOLVE! Feral Levels are 'dark-side up' versions of your Level Ups. They are either less effective or even detrimental to gameplay. A Feral Level usually occurs when a player gets "Devolved" (see S.I.M.O.N. Brain p.6). Once placed, Feral Levels are permanent, unless reversed inside the REACTOR room (see p.7). In rare cases, a player may intentionally acquire a Feral Level, which can also be achieved inside the REACTOR.



HOW TO CRAFT A BOMB...

CRAFTING

During the game, players can make BOMBS (and other effects - see below) using items they've collected. Crafting is an instantaneous process that occurs when the player announces the recipe and discards the required ingredients. However, crafting can only be done during the player's turn, and cannot take place during Combat or while resolving an Encounter. All ingredients must be in player's Inventory before crafting begins.

Bomb-Making: One way players can destroy Fusion Core rooms to win the game is by arming a BOMB inside them. There are 2 BOMBS available in the game, but only one BOMB can be armed per Fusion Core at a time.

1 LOCATION: You must be inside one of the 4 Fusion Core rooms (Factory, EMP, Lab, Reactor).

2 INGREDIENTS: You must have all the necessary ingredients in your Inventory before you begin crafting:



3 ACTION: When you're ready, spend 1 Action to arm the Bomb – Place the bomb in the room, add necessary (based on BOMB type above), and discard required ingredients.

4 COUNTDOWN: 1 is removed during each Tick-Tock phase. BOMB explodes when last is removed.

CRAFTING OTHER STUFF... (NO ACTION REQUIRED)

TO GET...

+1 Action



DISCARD...

