



**IMMERSIVE PLAY**

# GEARS

*Gears is an aggressive steampunk push-your-luck card game for two players...To win; hire crew members, fight off your competitors and resolve for victory.*

## Dear Gamer,

*“The game you are about to play has been through a lot. It has been conceptualized, developed, written, tested, visualized, forged, backed, printed and ultimately unboxed by you. We believe that everyone at our studio plays an important role, bringing life to this game, regardless of job title or influence. This is why you won’t find a name on the box. Instead, we wish to give credit to all our amazing, creative and hard working people, united. We are proud of what we can accomplish together and we enjoy bringing games to life, so that you can experience immersive play and quality time from quality games.”*

**Special thanks goes to:** Jacob Lindborg, for concept. Andreas Barbesgaard, for interaction. Morten Fausing, for experience. Louise Bannebjere, for immersion. Jeppe Jelvin, for story. Andreas Sveistrup, for production. Stephanie Gustafsson for layout. Henrik Kemp, and all our backers and supporters, giving us strength, courage and momentum.

**We are Luudos Studio!**

# Components

## Trilogy Box contains:

- 3 x Gears Battle packs
- 1 x Rulebook
- 2 x Player playmats

## One Gears Battle Pack contains:

- 70 x Gears cards
- 20 x Kosmos (starter) cards
- 2 x Counter cards (optional)
- 2 x Reference cards
- 1 x Living Rules card



LIVING RULEBOOK

[luudos.studio/gears/rules/](https://luudos.studio/gears/rules/)

# How to win

When a player reaches one **Dominance**, that player wins the game and the game ends immediately.

*You get Dominance by resolving opposing Despair in the Status phase, and you give Despair by attacking your opponents in the Attack phase.*



*The optional Counter-card has numbers from zero to three. Use it to keep track of your wins; for a best out of three or first to three wins.*



# Setup

- 1 Deal 10 **Kosmos** (*starter*) cards to each player. This is their draw pile, placed in their play area.
- 2 Shuffle all Gears cards together and make a face-down deck, this is the top of the **Realm**. Place the deck at the center of the table.
- 3 Now, draw 5 cards from the top of the **Realm** and place them at the center of the table, face-up. This is the **Realm**.
- 4 Each player draws a card from the top of the **Realm**. The highest card-number is the active player (repeat if there is a tie). Destroy these cards. Destroyed cards are placed back in the box.
- 5 All players draw 5 starting cards into their hand from their draw pile (this is their hand limit).
- 6 The active player starts the game and takes their first turn.
- 7 If you are playing to best out of three place the Counter-card to the left near your Despair pile zone with the 0 at the top.

*Example: 2 player setup of Gears.*



# Card anatomy

**A** **Power:** When buying, power is your currency to overcome weakness. When attacking, power is your strength, to overcome weakness. Power icons are located to the left of the card name.

**B** **Weakness:** When buying, weakness is a cost to overcome. When attacking, weakness is a defensive-barrier to overcome. Weakness is also the only value counted when resolving a Despair pile. Power has no influence in the resolution of a Despair pile. Weakness icons are located to the right of the card name.

**C** **Effect:** Whenever a card is played to the table (except when swapping cards), the effect can be triggered. This trigger is optional.

**D** **Card Name:** The name of the card.

**E** **Card Number:** The card number.



**Reminder:** As the active player, power is your only means of measure. Weakness is never used by the active player. When you're the active player, weakness is a cost in the realm and your opponent's defence.



# Turn sequence

The active player takes their turn in full, then passes to the next player, as the new active player. Each turn has 4 phases and each phase has one or more steps.

Once you start a new phase, you cannot go back to the previous phase.

- 1 **STATUS PHASE**  
(Skip this phase on your first two turns.)
- 2 **BUY PHASE**
- 3 **ATTACK PHASE**
- 4 **REFRESH PHASE**

## 1. Status phase *(Skip this phase on your first two turns.)*

This is the phase that wins the game. If you act too fast you might not dominate your opponent. And if you are too cautious you end up getting dominated.



**Resolve:** You can choose to resolve the opposing players Despair pile.

The owner of the Despair pile reveals the cards from the Despair pile.

If the total weakness from the cards are 5 or more, the active player scores one **Dominance** and wins the game.

If you are playing a best of three game and there is less than 5 weakness in the Despair pile. The cards are destroyed and the game continues until **3 Dominance** is gained on the Counter-card.

## 2. Buy phase

*Use the Buy Phase to hire new crew members, develop a strategy and enhance your deck. Use powers to overcome weakness.*

**Refill:** Refill the Realm to 5 cards.





**Gain:** Play any cards from your hand, one by one, activating (optional) card-effects immediately when played.


*Using the card effect does not prohibit you from using the card for its power to gain new cards.*

Match powers from your cards in play, against weaknesses in the Realm, to gain a card. An icon on a card is only used once. If more of the icon type is needed, more cards must be played. Place the card gained in your discard pile.

*You can play your cards in any order (play, gain, play, gain...). Cards played, do not need to be used for purchase.*

**Discard:** Discard all your remaining cards in play.




*Weakness icons are listed to the right, and power to the left of the card name. Both weakness and power icons share the same 4 symbols ( Ingenuity , Finesse , Wealth  and Omnis ).*

- ★ *Omnis  will match all powers and all weaknesses. When you play a card with an Omnis power, you can match it against any weakness in the Realm incl. an Omnis weakness.*
- ★ *You can always substitute two powers for any other power in the Buy Phase.*





**JACOB**

**Example:** Jacob wants the Archibald's Gang card with two Finesse  weakness icons. He spends one Omnis  power and a Finesse  power, matching the same colors/shapes from his cards in play.

## 3. Attack phase

*Use the Attack Phase to play your powers against another player and overcome their weaknesses. If successful, they will suffer Despair.  
Use powers to overcome weakness.*

### **Struggle:**

- 1 Play a card from your hand (any card).
  - a) Activate the effect (optional).
- 2 The defending player can play a card from their hand (any card) to negate or pass. If they pass, they can no longer participate in this phase.
  - a) Activate the effect (optional).
- 3 Repeat this process or pass.

*You can not start an attack with a Kosmos card.*

**Despair:** After both players have passed, compare powers (all power icons) from your cards in play against weaknesses on the defending player's cards in play (all weakness icons). The defending player will suffer one Despair per unmatched power on your cards.

**Suffer:** Draw the amount of Despair suffered, from the top of your draw pile face-down and give these cards to the defending player. These cards are now considered Despair and should remain face-down and placed vertically on top of the defending player's Counter card, to form their Despair pile.

**Discard:** Both players discard all remaining cards in play.

**Example:** Jacob targets Louise in this attack. Louise is now the defender. If Louise chooses to pass, she can no longer play any cards. If Jacob chooses to pass, he will end the Struggle-step for both players and continue to the next step.

- ★ **Struggle Step (1):** Jacob plays Archibalds Gang with a ● power.
- ★ **Struggle Step (2):** Louise plays Goth'tanal card with 3 x ● weaknesses.
- ★ **Struggle Step (3):** Jacob plays Archibald with an ○ power.
- ★ **Struggle Step (4):** Louise chooses to pass and is no longer able to play any cards in this step.
- ★ **Struggle Step (5):** Jacob plays Ari-oth with a ✚ power.
- ★ **Struggle Step (6):** Jacob chooses to pass.
- ★ **Despair Step:** Jacob has a total of three powers in play (●, ○ and ✚). Louise has a total of three weaknesses in play (3 x ●). Jacob's ● and ○ power is matched by Louise's 2 x ●. Jacobs ✚ power is unmatched.
- ★ **Suffer Step:** Jacob gives Louise 1 Despair in total (one for each unmatched power), from the top of Jacob's draw deck.



- ★ Always match powers against weakness to the advantage of the defending player.
- ★ Once a player has passed, they can no longer play cards for the remainder of this phase.
- ★ If card effects are activated during this phase, follow the effect to completion immediately when the card is played.
- ★ Omnis (○) will match all powers and all weaknesses. If you play a card with an Omnis power, it can be negated by any weakness. Any opposing card, with an Omnis weakness, can negate any power.

## 4. Refresh phase

You are allowed to keep or discard any remaining cards in hand.

Then draw cards up to your current hand size, **subtracting any Despair given and remaining cards in your hand.**



*If your draw pile is empty and you need to draw the next card for any reason, shuffle your discard pile to form your new draw pile. Only shuffle and recreate your draw pile when needed.*

Then, the next player in clockwise order takes their turn as the new active player.



**Example:** Jacob gave Louise 1 Despair in Jacob's Power struggle. Jacob chose to keep 1 card in hand. Therefore he only drew 3 new cards, to a total of 4 cards in hand.



## References

- ★ **Destroyed**, will remove a card from the game. When a card is destroyed, return it to the game box.
- ★ **Discard**, will place a card in a discard pile face-up. The discard pile is public information and any card placed or cards swapped, must be revealed to the entire table.
- ★ **Draw**, is a reference to your draw pile. When allowed to “draw a card”, this card is drawn from your draw pile. If the draw pile is empty, shuffle your discard pile to form a new draw pile and continue drawing cards, if allowed.

## References [CONTINUED]

- ★ **Effect**, are activated when played. Activation is optional, but once an *effect* is forfeited, the *effect* can no longer be activated. The *effect* persists as long as the card is in play. If the card is discarded or destroyed, the *effect* is no longer active. If a card specifies a timeframe (.i.e. “current phase” or “until next turn”), the *effect* will persist throughout that timeframe.
- ★ **Gain**, allows a player to *gain* a new card from the Realm. When you *gain* a new card, discard it, if not otherwise instructed.
- ★ **Look**, allows you to see a specified amount of cards from a face-down card pile. This information is private. You can only look at the available cards in any particular pile.
- ★ **Omnis**, will match all powers and all weaknesses. It is equally the strongest and weakest icon in play depending on its application.
- ★ **Power**, is used as a currency to gain cards and to attack your competitor. In short, power is used to overcome weaknesses. Power icons are listed at the bottom of a card.
- ★ **Realm**, unless specified, refers to the face-up cards. If a player is instructed to gain a card from the Realm, they will take a card from the face-up, if available. If a player is instructed to take a card from the “top of the Realm”, they will take a card from the Realm draw pile.
- ★ **Swap**, is an exchange between two different cards. You can not swap a card with itself. Cards do not activate during an exchange.
- ★ **Weakness**. When buying, weakness is a cost to overcome. When attacking, weakness is a defensive-barrier to overcome. Weakness is also the only value counted when resolving a Despair pile. Power has no influence in the resolution of a Despair pile. Weakness icons are located to the right of the card name.













