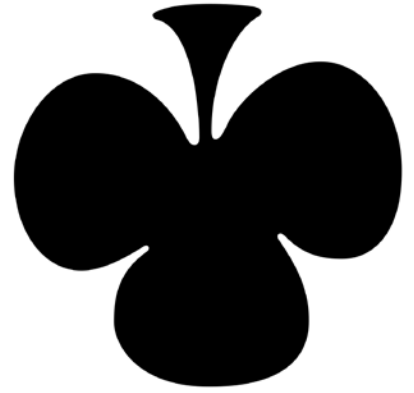


Born to a family of weapon-smiths and military officers of some repute in the British Raj, Lady Calibrette has proven herself the true heir to the genius of her father, a Knight Commander of the Indian Empire (KCIE), and the spirit of leadership possessed by her mother, a headmistress from Bombay. After surviving the Bombay plague outbreak of 1896, Lady Merchant took over unofficial management of her family's munitions factory, where some of her designs are now entering production.

## LADY CALIBRETTE MERCHANT



### 1ST POSITION

1. Collapsible
2. Sharpshooting
3. High-Yield
4. Long-Range
5. Rolling
6. Walking
7. Hulking
8. Sailing
9. Flying
10. Soaring

### 2ND POSITION

1. Single-Use
2. Spring-Loaded
3. Artillery
4. Clockwork
5. Steam-Powered
6. Armor-Plated
7. Fire-Breathing
8. Automated
9. Ray-firing
10. Scintillating

### 3RD POSITION

1. Pistol
2. Rifle
3. Cannon
4. Rocket
5. Drone
6. Tank
7. Battle-Platform
8. Battle-Fortress
9. Dreadnought
10. Sky Frigate



#### INVENTION EFFECTS:

##### **Queen—Capture Resources:**

Draw two cards from the top of the deck or draw one card from the top of the deck and one resource card at random from another player's hand.

#### EXHIBITION EFFECTS

**Queen—Intimidate:** Treat any one position on your invention as if its reliability was 2 points higher (to a maximum of 15 points).

**King—Impress:** Select one competitor's invention. Earn 1 Acclaim for each Club card in a position that didn't fail during exhibition.

This inventor and entrepreneur made his fortune facilitating telephonic operations in the vicinity of Lagos Island and helping to design railway stations and mechanized farm implements for the government. Since solidifying his reputation as an inventor, Mr. Kayin has turned his attention toward beautiful designs with practical applications to “push mundane life beyond Mundanity.” He often promotes a sometimes unpopular movement toward miniaturization and “incorporeal technologies” that would “take Song and Story beyond the Page.”

ABIMBOLA KAYIN



### 1ST POSITION

1. Industrial
2. Commercial
3. Remarkable
4. Chemical
5. Miniaturized
6. Electrical
7. Voltaic
8. Cerebral
9. Incredible
10. Astounding

### 2ND POSITION

1. Stereographic
2. Home-Cooking
3. Visual-Transmission
4. Sensation
5. Audio-Visual
6. Rehabilitation
7. Communication
8. Matter-Alteration
9. Mental-Projection
10. Trans-psyhic

### 3RD POSITION

1. Scope
2. Appliance
3. Array
4. Transceiver
5. Enabler
6. Device
7. Apparatus
8. Machine
9. Engine
10. Generator



#### INVENTION ACTION:

**Queen—Buy Resources:** Discard zero, one, or two cards; draw one more card from the deck than you discarded.

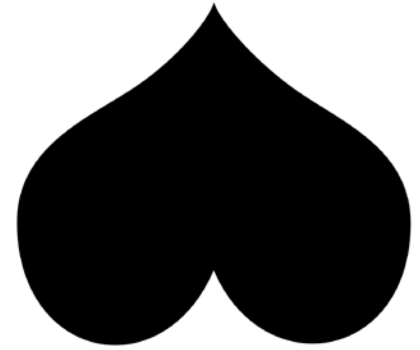
#### EXHIBITION ACTIONS

**Queen—Replacement Part:** You may exchange any one Diamond card currently installed on any invention for one resource card from your hand. This does not alter the descriptor used but it does alter the reliability for that position and thus potentially change the Acclaim earned.

**King—Showman:** Select one competitor’s invention. Earn 1 Acclaim for each Diamond card in a position that didn’t fail during demonstrations.

Marisol Chang first made a name for herself among the poets and literati of Lima before expanding her art into performance and installation works in Mexico City, Chicago, and Paris. Now she is known world-wide as a storyteller, singer, and designer of what Harper's Bazaar called "impossible art." Her vision brings provocative, multicultural tales to life via music and technology in public plazas and city squares. "All art speaks in a voice inherited," Chang said, "and thus the old forms flow into the new."

## MARISOL CHANG



### 1ST POSITION

1. Old-Fashioned
2. Classical
3. Reinvigorated
4. Imaginative
5. Life-like
6. Provocative
7. Walking, Talking
8. Visionary
9. Masterful
10. Breathtaking



### 2ND POSITION

1. Painted
2. Acid-Etched
3. Auditory-play
4. Motion-play
5. Bio-mechanical
6. Light-Emitting
7. Robotic
8. Audiovisual
9. Aeronautical
10. Gilded



### 3RD POSITION

1. Portrait
2. Landscape
3. Picture Show
4. Projection
5. Sculpture
6. Performance
7. Hall
8. Experience
9. Building
10. Palace



#### INVENTION ACTION:

**Queen—Finagle Resources:** Draw one card at random from another player's hand and two from the deck. Keep any two of those cards and give the remaining card to the rival whose card you drew. You may use this ability to give a rival a Joker.

#### EXHIBITION ACTIONS:

**Queen—Sway the Crowd:** You can change the value on any one of the demonstration dice by 1 or 2 points. Pick up and turn the die to a number that is within two points of the number rolled. (Thus a 6 may become a 5 or a 4 but cannot be made any higher.)

**King—Charm:** Select one competitor's invention. Earn 1 Acclaim for each Heart card in a position that didn't fail during demonstrations.

“Albie” Smithering is the adventurous youngest son of the Smitherings of Wellington, New Zealand — known explorers and pioneers. Albie himself has something of a notorious past, having been arrested for trespassing and grave-robbing in his youth. He later developed a reputation as a racing aficionado, having won races by sail and cycle as far away as Lake Michigan and France. His self-described “fondness for velocity” has led him to pursue efforts to fund and design the next generation of vehicular inventions.

## ALBERT “ALBIE” SMITHERING



### 1ST POSITION

1. Kinetic
2. Land
3. Deep-Sea
4. Walking
5. Gliding
6. Electrical
7. Lighter-than-air
8. Titanic
9. Indefatigable
10. Stellar

### 2ND POSITION

1. Lading
2. Auto-
3. Submersible
4. Expeditionary
5. Mechanized
6. High-Speed
7. Passenger
8. Exploratory
9. Clockwork
10. Luxury

### 3RD POSITION

1. Cycle
2. Carriage
3. Bathysphere
4. Sleigh
5. Ship
6. Rover
7. Airship
8. Explorer
9. Liner
10. Carrier



#### INVENTION EFFECTS:

##### **Queen—Beg, Borrow, and Steal:**

Draw one card from the deck and then either one card at random from the top five cards of the discard pile or one at random from another player’s hand.

#### EXHIBITION ABILITIES:

##### **Queen—Saboteur’s Gambit:**

Turn over one installed Spade card worth 7 or fewer points on any invention, leaving it face-down. That resource fails on the demonstration floor, reducing that position’s reliability.

**King—Exploit:** Select one competitor’s invention. Earn 1 Acclaim for each Spade card in a position that didn’t fail during demonstrations.