


## EXPAND



### ROUND 1 – 4:

-  DETERMINE MAP MODULES
- ONLY UNITS THAT AUTOMA CAN AFFORD
- EXPANSION GOAL: hex priority due to support card



Port



Min Hex Costs




Max Settlements



Max Neighb. Bonus

- UNIT TYPE (if not determined in step 2 due to available funds or landscape of best hex)

-  NEUTRAL MEEPLE, skip any unit's column automa cannot deploy
- If choosing between both types of workers and one type is upgraded, deploy the upgraded type. Otherwise, choose randomly.

### ROUND 5:

- ALL MAP MODULES ALWAYS
- ONLY UNITS THAT AUTOMA CAN AFFORD as usual
- EXPANSION GOAL: AT LEAST +1 SETTLEMENT TO THE TOTAL # OF CONNECTED SETTLEMENTS (draw support card for tiebreakers only)
  - IF IMPOSSIBLE → NEXT ACTION
- UNIT TYPE as usual

### NEIGHBOURHOOD BONUS

WHEN AUTOMA EXPANDS IN NEIGHBORHOOD AND HAS AVAILABLE MERCHANTS:

- if the price is in the middle range – buy up to 2 units
- if the price is in the bottom range – buy up to 4 units

If several types of goods are available, it may buy goods that maximizes money. Automa receives neighborhood discount as usual and money according to trade action. Automa will trade a good if in bottom or middle range even if it has already traded the good in the current round.

## TAKING CONTRACTS



### ROUND 1 – 3:

- COSTS LEAST MONEY
- MOST MEAT – if the meat scoring tile is current or future
- HIGHEST MONEY PAYOUT

### ROUND 4:

- RAREST GOOD – count human player's contract box as fulfilled
- MOST MEAT – if the scoring tile is current or future
- COSTS MOST MONEY

### ROUND 5:

- TAKES ONLY CONTRACTS IT CAN FULFILL – it fulfills contracts immediately  
IF NONE AVAILABLE → NEXT ACTION
- RAREST GOOD – count human player's contract box as fulfilled
- MOST MEAT – if the scoring tile is current
- COSTS MOST MONEY

## UPGRADE TECHNOLOGY



- HAS AT LEAST 3+ NOT UPGRADED WORKERS OF ONE TYPE
- IF 3+ NOT UPGRADED WORKERS OF BOTH TYPES, BUT MORE DEPLOYED WORKERS OF ONE TYPE – upgrades this type of worker; otherwise random

## TRADE



- IF AVAILABLE MERCHANTS  
IF NONE AVAILABLE → NEXT ACTION
- PRICE AND GOODS DIE, AUTOMA NEVER TRADES GOOD IT HAS ALREADY TRADED IN CURRENT ROUND
- AUTOMA PAYS OR RECEIVES MONEY  
SALE: (Received Price - Baseline Price) \* number of units traded  
PURCHASE: (Baseline Price - Paid Price) \* number of units traded