

# AUTOMA RULEBOOK

You can play with up to 3 other Automa players. If you are playing with more than one Automa, all the Automa players will share the same deck of tiles. The rules explained here refer to the Medium level of difficulty. You can adjust the difficulty of the Automa players from *Easy*, to *Hard* or *Very Hard* (see below).

## AUTOMA GENERAL RULES



Instead of spending or earning credits, Automa players will **always** pay or earn **Victory points** (VP). (It's VP can go below zero).



Automa don't use **Executive Officers** (*Exception: Use for Very hard difficulty with adjustments – see below*).



Automa players don't take **Contract tiles**. Automa directly fulfil available face-up Contracts in the Contract Office.



Automa can buy **Advanced Technology tiles**, but they will use only the basic effect (i.e. the construction of a structure).

(*Exception: Use special effect for Hard difficulty with adjustments – see below*).



Automa will take a turn as long as they have **at least 1 Engineer left** in their supply, even if the action requires more Engineers (i.e. it will use only one Engineer and perform the action even if the action requires 2 Engineers).

### Powerhouse bonuses:

Automa will not use the Company special ability activated by the construction of the 3<sup>rd</sup> powerhouse.



It will only use the production bonuses activated by building the 2<sup>nd</sup> and 4<sup>th</sup> Powerhouse.

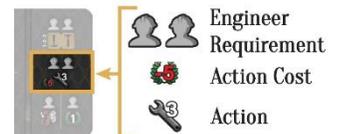
(*Exception: Use special abilities on Hard difficulty*).

(*Exception: No income/bonuses for Easy difficulty*).



If an Automa player has the most elements according to the **Objective tile** condition, they score 20 VP, 15 VP for second and 10 VP for third place.

**Automa Management actions:** When Automa players perform a Management action, they will follow the icons on the Automa action tile (number of Engineers + cost) and ignore the number of Engineers required and potential extra cost on the filled action space. Place the Automa Engineers on the first free action space (i.e. without Engineers) of the relevant section of the Management Board, Patent Office or Extra Management Board. The Engineers will fill the action spaces starting from the top to the bottom of the left column and then from the top to the bottom of the right column. If there are no available action spaces on the relevant section and the Automa is able to perform the action indicated on the Automa tile, just place the required Engineers next to the corresponding section.



**Automa construction:** There is no limit to the number of structures Automa can build in a single round (*human players are restricted to the 4 action spaces on their board*). When an Automa player performs a construction action, it will place the number of Engineers indicated on the Automa action tile on the Company board.

## SETUP

Follow the standard setup instructions with the chosen number of players.

- Choose a Company as usual, then randomly assign the remaining Companies to the Automa players.
- Do not assign Starting Contracts and Executive Officers\* to the Automa players (\*Exception: **Overpowered**).
- Set the Automa as first player at the beginning of the game (1-3 Automa players go first / second / third).
- Automa begins the game with 16 VP.
- Shuffle the Automa tiles and place them on the table to form a pile showing the Actions side.

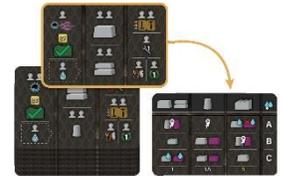
# INCOME AND HEADSTREAMS

This phase is played with normal rules. Automa players will collect activated income according to their Company boards.

## ACTIONS

During the Actions Phase, Automa and human players take turns as usual.

At the beginning of each Automa turn, flip the top Automa tile (Actions side - left) over and place it onto the discard pile, revealing the Criteria tile (right). Reshuffle when the Action tile pile is empty.



The Actions side will be used to determine which action the Automa will perform. As long as Automa has at least 1 Engineer left, it will try to perform one of the actions, starting from the first column on the left and from top to bottom until the end of the last column (the last action illustrated at the bottom of the right column (8) can always be performed). The actions illustrated in the dashed frame (2) are the only ones that don't end the turn when performed.



The actions generally appear on the tile in the following order: production related on the left column, Water management/Contract Office in the dashed box, structures related on the central column, other actions on the right column.

### Production Action

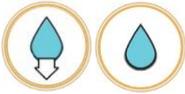
If one of the following conditions is not satisfied, Automa won't produce:

- 
**Production System Ready** - There is at least one complete structure connection (i.e. an own/neutral Dam containing at least 1 Water Drop + Conduit + own Powerhouse) allowing Automa to produce.
- 
**Energy Track** – Automa's Energy maker is not yet in the section of the current round bonus to get the Full Reward from the Bonus tile OR Automa is not currently the first player on the Energy Track (at least one of the two conditions must apply).
- 
**Contract Requirement** - Automa can produce an equal or greater amount of Energy (incl. production bonus/malus indicated on the tile) than the energy requirement of at least one available Contract of the type shown on the Action tile (Green, Yellow or Red).

If Automa can produce Energy, it will use the best available production system (i.e. the one producing the highest amount of Energy).

- Apply all the bonuses/malus indicated on the Automa tile and the bonus activated on the Company board.
- Move the Water Drops and update the Energy Track as usual.
- Then, the Automa will immediately fulfil the highest value Contract available in the Contract Office, not only among those checked as a condition (in case of tie, the contract on the right space) and receive the corresponding reward. Flip the fulfilled Contract upside down and place it next to the Automa player board, then replace the tile with a new one as usual. The Automa can fulfil National Contracts like a human player (in case of tie, the rightmost one).

### Water Management Action



The Automa will perform this action only if at least one of the indicated Water Drops can reach one of its own Dams, either immediately (downward arrow) or in the upcoming Water Phase, taking into consideration the current map status. (This can mean filling someone else's dam with the first Water Drop).

The Automa will always try to place the highest amount of Water Drops. The Dam (or Dams) must have enough capacity left to store the Water Drop(s); any exceeding Water Drop will not be placed.

If there are two or more eligible Headstreams, use the tiebreaker indicated on the current Criteria tile's side. If the first letter on the top refers to one of the possible Headstreams, place the Water Drops there, and so on.



If at least one Water Drop was placed with this action, the Automa must place one Engineer on the first available action space on the Water Management section.

Regardless of whether or not the Automa performed a Water Management action, if it has at least 1 Engineer left, the Automa turn continues (check the next action on the tile).

### Contract Office Action



Place the indicated number of Engineers in the Contract Office. The Automa removes the indicated Contracts from the Contract Office. Then, it moves its Energy marker on the Energy Track.

Place 2 new Contract tiles in the empty spaces from the related pile.

If the Automa has at least 1 Engineer left after performing a Contract Office action, its turn continues. Check the next action on the Action tile.

### Construction Action

The Automa will build the indicated Structure if all of the following conditions are satisfied (Check the following conditions in the indicated order):

- **Structure Available** - The Automa has the indicated structure piece available on its Company board.
- **Technology Tile Available** - The Automa has at least one Technology tile (basic or advanced) that allows it to build the indicated Structure.
- **Machineries Available** - The Automa has the minimum required number of Machineries for the construction of the depicted structure. Some tiles indicate also a specific type of structure (e.g. *a Base to be built in the Mountains area / 5 Excavators required / a Conduit of value 3 or more / at least 6 Excavators required*)
- **Building Space Available** - There is at least one available building space on the Map for the indicated Structure.

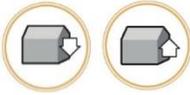
If all the above conditions are verified, Automa will build the structure, placing Engineers on its Company board and using its Construction Wheel as usual (remember that the Automa doesn't follow the standard rules of construction action spaces and that the construction action spaces are not limited).

If there is only one possible space on the Map for the placement of the structure, the Automa will place the structure in that space.

If there are more possible spaces, follow the rules described in **Structure Placing Procedure** (see below or page 9 of the rulebook) in order to determine where the structure will be placed.

Like for a human player, if an income is revealed on the Automa Company board after building the structure, Automa will receive that income immediately.

### Leeghwater Project (Expansion) specific Construction Action



If all the construction conditions are met for placing a building on the **Private building** section, Automa will build on the first available spot (skip action spots that are too expensive and where Automa has already build). The building site will be chosen either starting from the top (downward arrow), moving down or from the bottom (upward arrow), moving up.

Automa will never use the Private Building special action. However, when a Private Building has been activated by an Automa, the corresponding action space on the left (the cheaper one) will no longer be available for any other player for the rest of the game.

### Workshop Action



Automa will only perform this action if it has Machineries and/or Technology Tiles inside the Construction Wheel. Automa must place the indicated number of Engineers on the next free action space in the Workshop section and pay the number of VP indicated by the tile.

Automa will rotate its Construction Wheel by the indicated number of segments and must immediately take back any Machineries and/or Technology tiles that appear in the wheel's entry segment after each individual rotation.

### Machinery Shop Action



If the current round is not the 5th round (the last one), place the indicated number of Engineers on the first available Machinery Shop action space and pay the number of VP indicated on the Action tile. Then take the Machineries indicated on the Action tile.

### Patent Office Action



Automa will not perform this action if neither the indicated Technology tile nor a wild Technology tile are available in the Patent Office.

Automa will place 1 Engineer, pay 2 VP and take the indicated Advanced Technology tile (if available) or a wild Advanced Technology tile. In case two tiles for the same structure are available, Automa will take the higher level tile.

### Leeghwater Project (Expansion) specific Patent Office Action



Check if the Automa has enough Machineries to complete at least one available **External Work**. If it can fulfill more than one External Work, Automa will choose which one to fulfill according to the preference order listed on the Action tile: the number refers to the tiles position on the Management board (1 at top, 2 in the middle, 3 at the bottom).

Automa places the indicated number of Engineers on the corresponding action space and discards the required number of Machineries.

Particular effect: If the Automa must fulfill a Contract as effect of an External Work, it must fulfill the higher Private Contract available in the Contract Office (in case of a tie, the one on the right; if the effect is a 4-value Contract, the higher between those valued 4 or less).

## Single Maintenance / Bank Action

Automa will perform one of the following actions.



If the Automa Construction Wheel is not empty (i.e. without any Machineries and/or Technology tile), Automa places 1 Engineer in the Workshop to rotate it by one segment. Otherwise Automa places 1 Engineer in the Bank and scores 1 VP.

## Wild Machinery Shop Action / Bank Action

Automa will perform one of the following actions.



If the current round is not the 5th, Automa places 1 Engineer in the Machinery Shop, pays 3 VP to takes the type of Machinery of which it has less available (i.e. out of the Construction Wheel). In case of tie, Automa takes 1 Excavator.

In the 5th round, Automa places 1 Engineer in the Bank and scores 1 VP.

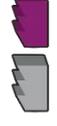
## STRUCTURE PLACING PROCEDURE

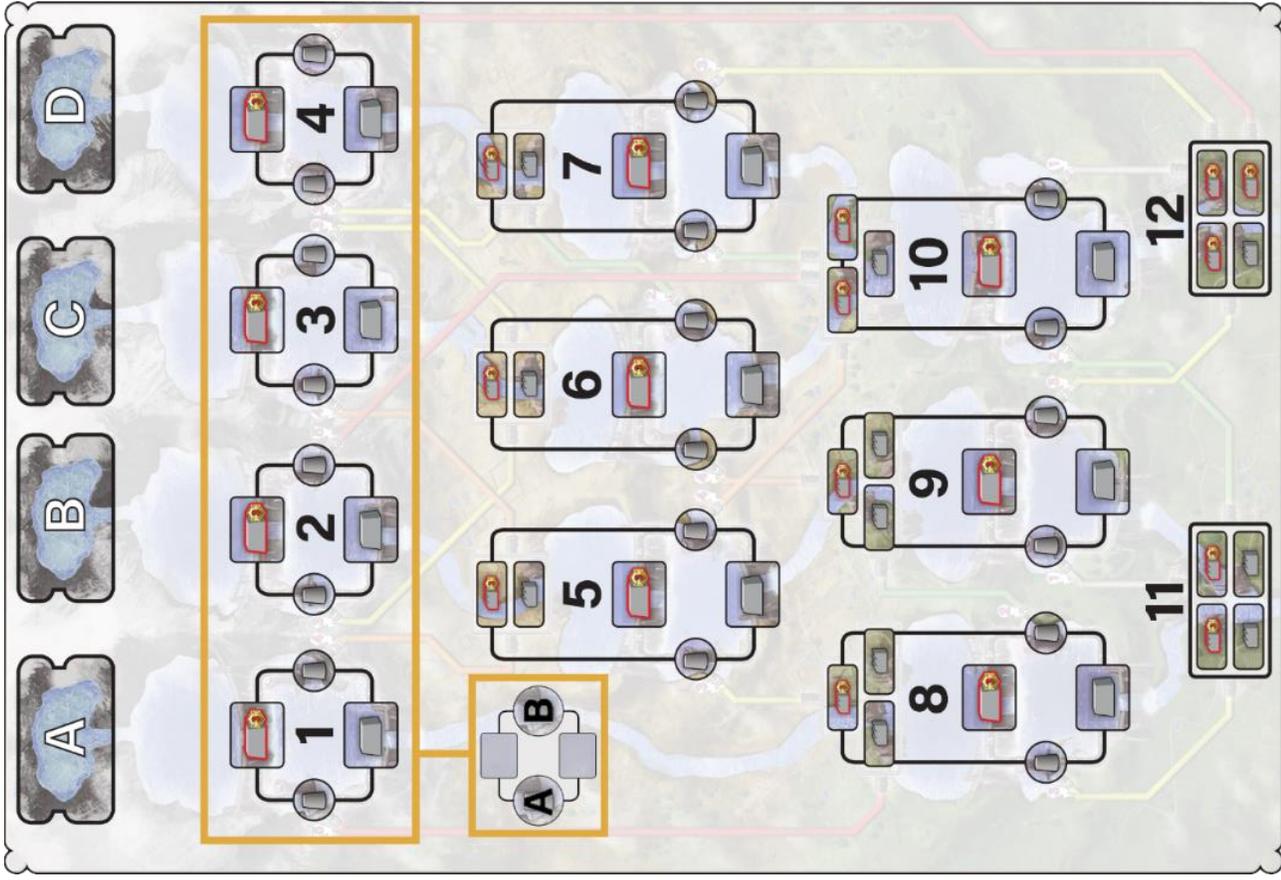
If there is more than one single position eligible for placing the structure Automa is set to build, follow this procedure to narrow down Automa's choices.

- 1) **Third structure of a system:** If there is one single system (i.e. a set including a Dam - neutral or owned - a Conduit, and an owned Powerhouse) that would be completed by placing the structure, Automa will build in this position. If there are more than one system, check the first criterion on the Criteria tile.
- 2) **Check the Criteria tile to narrow down the choices:**
  - I. Look at the column relevant to the structure on the Criteria tile (Dam Bases and Elevations / Conduits / Powerhouses) and check the first criterion. If the criterion defines a single eligible position where Automa can build, choose this position. If there are two or more eligible positions or the criterion doesn't match with any position, check the next criterion to narrow down the choices.
  - II. Continue with the second and third criterion and check if they help to define a single eligible position to build. If there are still two or more eligible positions after the progressive application of all the three criteria shown on the tile, use the code and Reference Map to determine which one will be chosen.
- 3) **Use the code on the Criteria tile:** At the bottom of the relevant column is a number that indicates a specific basin on the Map. Check the Reference Map to identify the position.
  - I. Dam Base and Elevation codes are from 1 to 10: basin 1-4 are in the Mountains, basin 5-7 in the Hills, and basin 8-10 in the Plains.
  - II. Conduit codes are from 1 to 10 and are in the same basins as Dams and Elevations. The letter "A" indicates the left Conduit of each basin and the letter "B" indicates the right one.
  - III. Powerhouse codes are from 5 to 12, with basin 5-7 being in the Hills, 8-10 in the top part of the Plains, and 11-12 in the bottom part of the Plains.

Start from the position indicated by the **code** and **proceed** following the basin order (1-12) until you identify an eligible position. If you reach the end of the positions (at the bottom of the map), continue at the first position (1 for Bases, Elevations and Conduits; 5 for Powerhouses). Once you identified the **first eligible position**, Automa will **build** its structure there (if possible, Dams and Powerhouses are preferably built in the regular space (without red outline)).

### Structure Placing Criteria: Tiebreakers Explanation

Dam Bases and Elevations	Conduits	Powerhouses
 A Dam linked to the most powerful Conduit already built (owned or opponent). <b>Tiebreaker: owned Conduit.</b>	 The most powerful Conduit among the eligibles.	 A Powerhouse linked to the most powerful Conduit already built (owned or opponent). <b>Tiebreaker: owned Conduit.</b>
 A Dam linked to an owned Powerhouse.	 The second most powerful Conduit among the eligibles, if any <b>OTHERWISE</b> The most powerful one.	 A Powerhouse linked to an owned Dam.
 A Dam able to receive the most Water Drops in the current Map condition. <b>Tiebreaker: Headstream order.</b>	 A Conduit linked to an owned / neutral / opponent Dam. <b>Tiebreaker: owned, neutral, opponent.</b>	 A Powerhouse in the Plains.
 A building space with a red outline Dam among the eligibles.	 A Conduit linked to an owned / opponent Powerhouse. <b>Tiebreaker: owned, opponent.</b>	<b>5 / 6 / 7</b> A Powerhouse in the indicated Hills basin (follow the Reference Map).
 A Dam linked (through basins without other Dams) to an upstream Powerhouse.	 A Conduit linked to an opponent / neutral / owned Dam. <b>Tiebreaker: opponent, neutral, owned.</b>	 A Powerhouse feeding an owned Dam (through basins without other Dams) <b>OTHERWISE</b> A Powerhouse not directly feeding (through basins) an opponent Dam.
 A Dam linked (by a Conduit link) to a downstream basin with an owned Dam <b>OTHERWISE</b> A Dam not linked (by a Conduit link) to a downstream basin with an opponent Dam.	 A Conduit linked to an opponent / owned Powerhouse. <b>Tiebreaker: opponent, owned.</b>	 A Powerhouse not directly feeding (through rivers) an opponent Dam <b>OTHERWISE</b> A Powerhouse directly feeding an opponent Dam (through rivers without other Dams).





“Low Voltage” Automa - *Easy*

**No income and production bonus**

Automa players never receive income from their own Company board (activated by building Bases, Elevations and Conduits) and neither use the Company production bonus (activated by building Powerhouses).



“High Voltage” Automa - *Hard*

**Advanced Technologies**

Automa players will use the special effect of the used Advanced Technology tiles following some special behaviour rules.

If Automa has more tiles available related to the same structure (including wild tiles), they will always use the higher level tile (III II I). In case of a tie, Automa will prefer a specific structure tile to a wild tile.

		<b>Automa special rules</b>
		In case of a <u>tie</u> among eligible positions, Automa will always choose a <u>Conduit of value 3 or higher</u> .
		Automa will activate the <u>best available production</u> .
		If Automa is building a <u>Base</u> , it will choose a <u>building space with a red outline</u> .
		Automa will <u>use the Machineries usually required</u> for the structure they are building before using the other type.
		Automa <u>immediately scores</u> the connected <u>Private Building's VP</u> . <i>(Automa does not activate the connected Private Building).</i>
		Automa only use the type of <u>Machinery</u> of which they <u>have less in their supply</u> . In case of a <u>tie</u> , Automa will use only <u>Excavators</u> .

**Special Ability of the third Powerhouse**

Automa players can use the special ability of their Company board, activated with the construction of the 3rd Powerhouse, following some special behaviour rules as follows.

		In case of <u>tie</u> among eligible Headstreams for a Water Management action, Automa will choose the one <u>generating more steps on the Energy Track</u> .
		No particular effect.
		The second production, if available, is always the <u>most productive</u> one among those eligible.
		<u>Apply the discount</u> both when <u>checking</u> the production action conditions AND when <u>fulfilling the Contract</u> .
		The Water Drop is placed on the Dam connected to the <u>most productive system</u> (except the one just used). If there is <u>not</u> an eligible dam which is part of a <u>complete productive system</u> or there is <u>more than one</u> , use the first column of the <u>Criteria tile</u> to determine which Dam will be filled.



**“Overpowered” Automa – Very Hard**

**Executive Officers**

Automa players receive an Executive Officer tile during the setup and use the corresponding special ability during the play, following some special behaviour rules as follows.

 WILHELMA ADLER		<p>When checking for <u>Dam positioning</u> criteria, Dams on the <u>Mountains</u> are always preferred, with <u>Hills</u> being second.</p>
 GRAZIANO DEL MONTE		<p>When checking the Action tile for the <u>structure construction</u> action, Automa will always <b>prefer</b> to perform an <b>Elevation</b> construction action, <u>ignoring the structure suggested</u> by the Automa tile.</p>
 VIKTOR FIESLER		<p>When Automa perform a production action using a <u>Conduit of value 1 or 2</u>, Automa will produce using <u>only 1 Water Drop</u>.</p>
 JILL MCPowell		<p>When building a Conduit, Automa will <u>always prefer to take Concrete Mixers</u> instead of Excavators.</p>
 SOLOMON P. JORDAN		<p>Automa will always <u>prefer to use Machineries</u> to spending VP and will only use a <b>maximum of 3 VPs</b> instead of 1 Machinery. <u>Remember this ability when checking the Machinery availability</u> condition to perform a construction action.</p>
 ANTON KRYLOV		<p>Automa will always <u>prefer Advanced and Basic Technology</u> tiles to this Special tile. <u>When used</u>, the tile will always <u>copy</u> the Technology tile of the <u>highest level</u> (i.e. in this order: 3, 2, 1, basic). In case of a <u>tie</u>, Automa prefer a <u>specific structure</u> tile to a wild tile.</p>
 MAHIRI SERIBO		<p>Automa <u>don't use this special ability!</u> Instead, <b>human players</b> must perform their <b>first action</b> during <b>each round as if they were an Automa</b>. Draw a new Automa tile and follow it to “decide” which action to perform.</p>
 SIMONE LUCIANI		<p>When a production is performed, Automa will fulfil <b>as many Contracts as possible</b> <u>instead of choosing the highest valued one</u> among those available. In <u>case of tie</u>, the <u>higher value Contracts (the one on the right)</u> are chosen. If a <u>National Contract</u> is eligible to be fulfilled, it will <u>always be chosen</u> first.</p>
 TOMMASO BATTISTA		<p>If an action listed on the <u>Automa tile</u> that will <u>end the turn</u> (i.e. not the actions in the dashed frame) <u>requires 1 single Engineer</u>, Automa will <u>use the “Architect”</u> (if available). After the resolution of the action, Automa will <u>immediately start a second turn</u>, using a new Automa tile.</p>
 LESLIE SPENCER		<p>If this <b>Special Technology</b> tile is <u>available</u> when Automa checks requirements for a <b>construction action</b>, check if Automa can perform an <u>External Works</u> action. If it can, Automa will <b>use 1 Engineer</b> to <b>perform the External Works “construction”</b> and will <u>ignore the structure</u> on the Automa tile. Otherwise resolve the construction action as usual.</p>
 MARGOT FOUCHÉ		<p>Automa <u>don't use this special ability!</u> If it's <u>possible</u> for Automa <u>to build a Building</u> when Automa checks requirements for a <b>construction action</b>, it will <u>ignore the structure</u> indicated on the <u>Automa tile</u> and <b>use 1 Engineer</b> to <b>build the Building</b>. Otherwise resolve the construction action as usual.</p>





EION AUDIA



When carrying out a construction or an external work action, Automa will always prefer to use the Excavators and Concrete mixers before using the Excamixers.



GENNARO GRASSO



1) Modify the order Automa checks the columns on the Action tile as follows: **Start** with the **second column** to check for a Construction action, then the first and third column.

2) The **first construction action** of each round **costs 1 Engineer less**. Put the used engineer on the XO special spot as a reminder.

In case of the construction of a Personal Building, put just 1 credit coin on the spot as a reminder (get from supply; Automa don't use credits).

