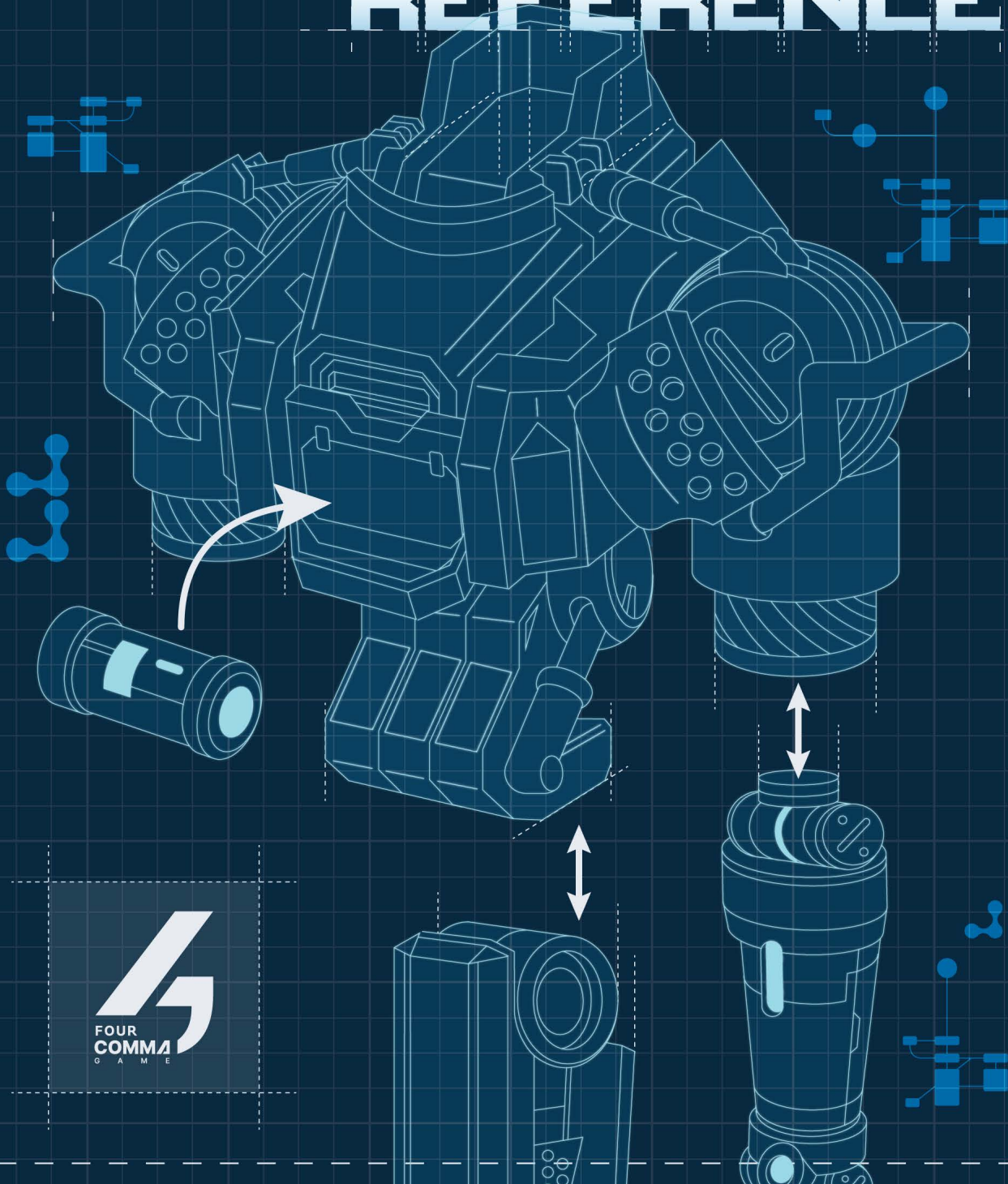


AGE OF AUTOMATON REFERENCE



MAIN BOARD

Prospect Track

Only for
The 1st Arrival

Equipment Bonus

R&D Bonus

Sale Bonus

Prospect Benefits

Prospect
Requirements

Prospect Bonus

Prospect Action

Worker Space

LV IV Worker Only

Phase and
End-Game Reminder

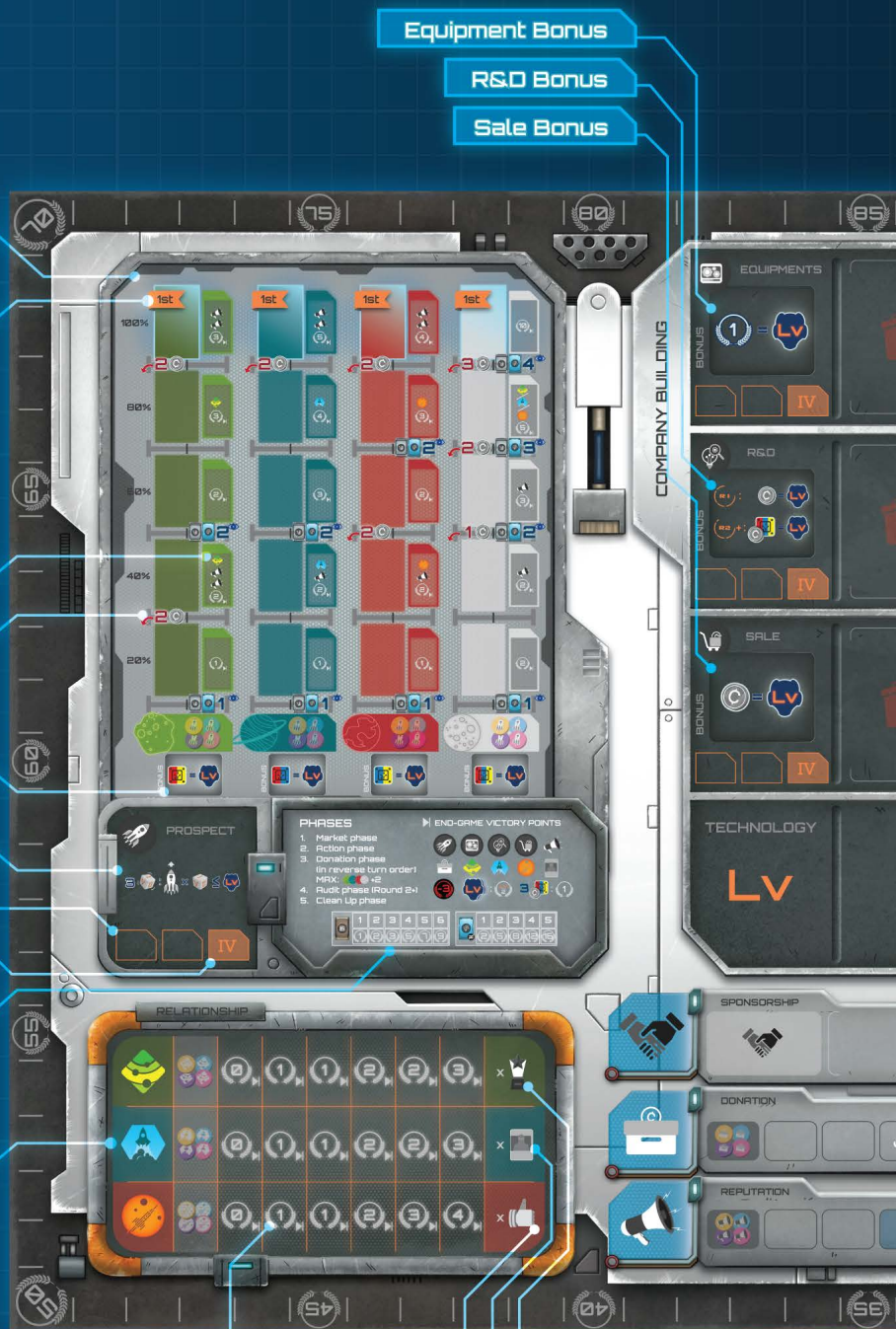
Relationship Track

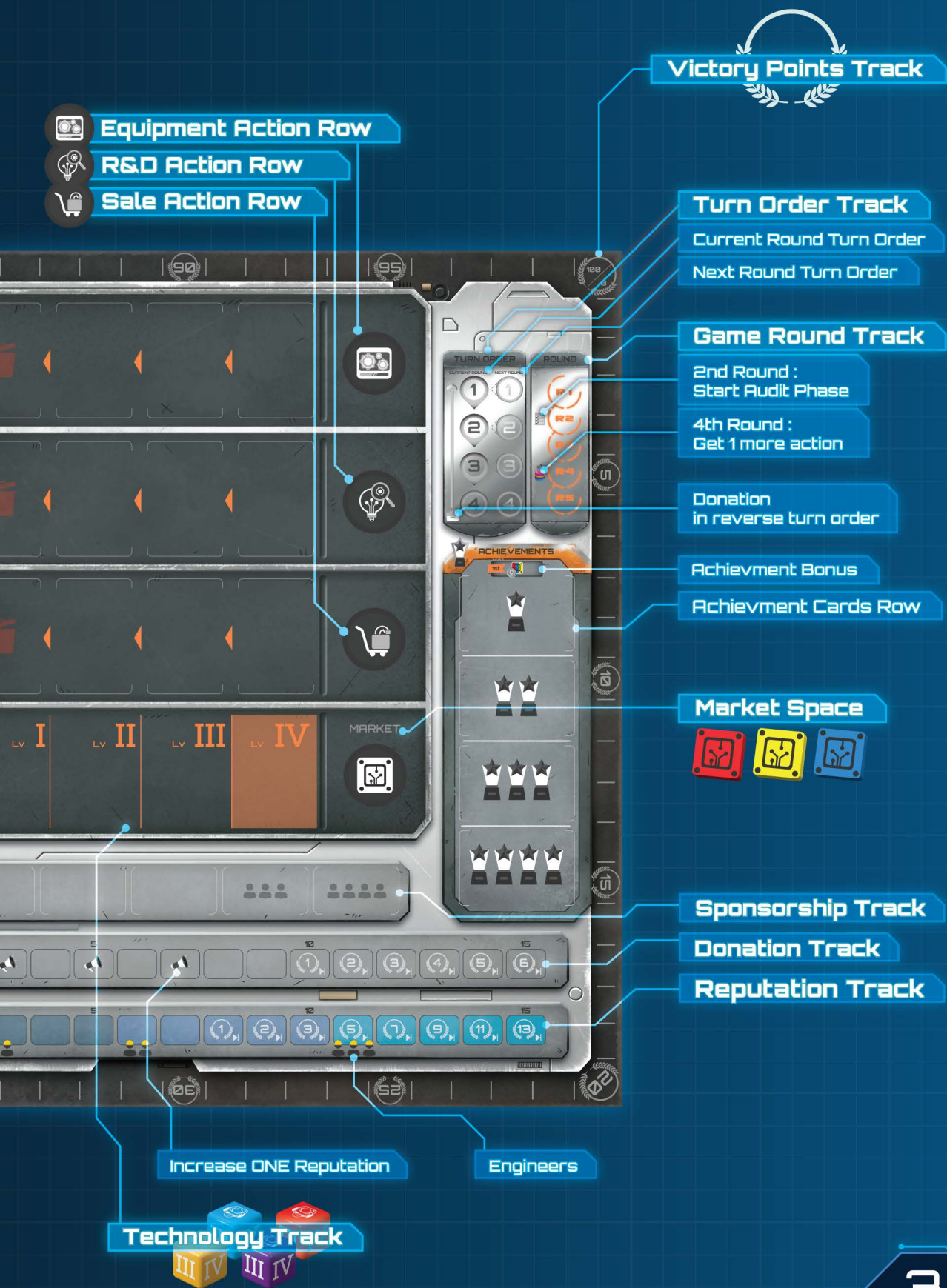
End-Game VP

Achived Achivement

Played Specialist Cards

Reliability





PLAYER BOARD

Main Action Spaces

Reliability Track

Special Action

Specialist Cards Area



Equipment Cards Area
(Maximum 2 Cards Per Column)

Free Action

SPECIALIST CARDS

Specialist's Requirement

End-Game VP

Specialist's Name



Specialist's Ability

Discard Ability

- **DO NOT** pay any resources when playing a card from a player's hand.
- Gain benefits at the bottom when discarding a card.
- Discarded cards go to the **Common Specialist** area.
- A card's ability can be used **ONCE** per round by rotating the card 90 degrees clockwise.
- Place a Contract token on a common specialist to play its ability.
- A player can place **ONLY ONE** contact token on each Specialist card per round.
- Used contact tokens will be **REMOVED** from the game at the end of each round.

NAME	ABILITY
PROF. YAKOV (Starter)	Discard ONE credit to the common supply and gain ONE resource token, or vice versa. This can be done ONCE per use.
PROF. ZION (Starter)	Discard TWO of the SAME resource token to the common supply and gain ONE resource token. This can be done MULTIPLE times per use.
PROF. ARGARD	Use this ability when playing Equipment action. The player's worker level PLUS ONE .
PROF. BRANDON	Gains ONE credit.
PROF. CHARLES	Use this ability when playing Prospect action. The player's worker level PLUS ONE .
PROF. DYLAN	Move the Audit token ONE space either to the left or right on the Audit track.
PROF. ERIC	Use this ability when playing Sale action. The player's worker level PLUS ONE .
PROF. FAITH	Use this ability when playing R&D action. The player's worker level PLUS ONE .
PROF. GAVIN	Swap any TWO adjacent cards on the same row (Equipment, R&D, or Sale Order).
PROF. HARPER	Roll ONE resource die and gain ONE resource token.
PROF. ISAAC	Move a player's Donation marker ONE space to the right. If that space contains Reputation icon, the player MAY NOT increase reputation.
PROF. JAY	Put a card at the bottom of its deck. Then, draw the top card of that deck and place it on that empty space.
PROF. KONGPOP	Discard TWO of the SAME resource tokens to the common supply and gain TWO credits. This can be done only ONCE per use.
PROF. LEON	Discard TWO credits to the common supply and gain TWO of the SAME resource tokens. This can be done only ONCE per use.
PROF. MAO	Discard TWO resource tokens to the common supply and gain TWO of the SAME resource tokens. This can be done only ONCE per use.
PROF. NOVA	Discard ONE credit to the common supply and score ONE VP. This can be done only ONCE per use.
PROF. ORION	Discard ONE resource token to the common supply and score ONE VP. This can be done only ONCE per use.
PROF. PEDRO	Lose ONE VP (move the Score marker one space backward) and gain either ONE credit or ONE resource token. This can be done only ONCE per use.
PROF. QUINN	Use this ability when playing a required-worker action. Receive the selected action's bonus PLUS ONE .
PROF. RAYDEN	Use this ability AFTER rolling Resource dice or Level dice. Reroll ONE of those dice.
PROF. SUMETHA	Choose one: decrease ONE reliability and discard ONE credit; or discard THREE credits to upgrade ONE worker ONE step. This can be done only TWICE per use.

EQUIPMENT CARDS



- Pay required resources, at the top of a card, to the common supply when purchasing a card.
- One-time extra action must be used **IMMEDIATELY** after purchasing a card.
- The extra action required **ANOTHER WORKER** from the **TECHNOLOGY** track.
- A purchased card must be placed in one of the four columns and it **MAY NOT** be moved for the rest of the game.
- A card's ability can be used **ONLY AFTER** a player selects a main action in the **SAME** column as the card.
- **DO NOT** forget to apply the **DISCOUNT** at the bottom of all purchased Equipment cards when purchasing a new Equipment card.

No.	ABILITY
01, 02:	Gain ONE credit. If a player plays Overtime on this column, gains ONE credit and scores ONE VP instead.
03, 04:	Move the Audit marker ONE space to the left or right.
05, 06:	IMMEDIATELY play ONE common specialist's ability WITHOUT using a Contract token.
07, 08:	Roll ONE resource die and gain ONE resource token. If a player plays Overtime on this column roll TWO resource dice and gain TWO resource tokens.
09, 10:	Roll ONE resource die and gain ONE resource token; or gain 1 credits.
11, 12:	Move a Donation marker ONE space to the right. If that space contains a Reputation icon, a player MAY NOT increase reputation.
13, 14:	IMMEDIATELY play either Overbuilt or Overclock action. While playing the action, instead of paying only credits, a player can pay a total of credits and resource tokens MINUS ONE .
15, 16:	Select ONE of the first two cards from the left, on the Equipment row. Use that card ability.
17, 18:	Discard TWO credits to the common supply and upgrade ONE worker ONE step. Can be done ONCE per use.
19, 20:	Discard ONE resource token to the common supply and gain ONE resource token from the common supply. This can be done TWICE per use.

R&D CARDS



- A card has **NO** cost.
- A set of automation parts provides a player VP at the end of the game.
- Multiple copies of the **SAME** part counts as **NEW** sets
- Upgrade workers and improve relationships must be done **IMMEDIATELY** after a card is taken. Otherwise, those benefits are **LOST**.
- Upgrading "one worker two steps" **MAY NOT** be splitted among multiple workers.
- Purchased cards are placed **face-down** in a player's play area. The cards' owner can see them anytime.

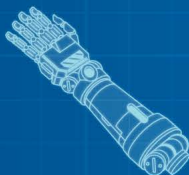
AUTOMATON PARTS



Head



Body



Arm



Leg



Core

UPGRADE WORKERS



Upgrade **ONE** worker
ONE step each.



Upgrade **ONE** worker
TWO steps each.



Upgrade **TWO** workers
ONE step each.

GAIN RELATIONSHIP



Advance  **ONE** space



Advance  upto **TWO** spaces



Advance  **ONE** space



Advance  upto **TWO** spaces



Advance  **ONE** space



Advance  upto **TWO** spaces

SALE CARDS



- Pay required resources, at the top of a card, to the common supply when purchasing it.
- A player increases relationship and reputation **IMMEDIATELY** after a card is purchased. Otherwise those benefits are **LOST**.
- End-game VP will be added at the end of the game.
- Purchased Sale Order cards are placed **face-down** in a player's play area. The cards' owner can see them anytime.
- While playing Assembling, upgrade **ONLY** the first added worker **ONE** step per purchased Sale Order card (maximum is **LEVEL IV**).

IMMEDIATE BENEFITS



Advance  **ONE** space



Advance  **ONE** space



Advance  **ONE** space



Advance a Reputation marker **ONE** space

SPONSORSHIP TILES

Immediate Benefits



Reference Number

- Whenever a player plays Sponsorship action, take **ONE** Sponsorship tile and places an unused Turn Order marker in the topmost empty space on the Next Turn Order track.
- If that player is currently the first player, that player cannot claim the first player in the next round again. place the token on the next available space instead.



- 01 :** Increase **ONE** reputation and gain **ONE** credit.
- 02 :** Increase **ONE** reputation. Then roll **ONE** resource die and gain **ONE** resource token.
- 03 :** Gain **TWO** resource tokens.
- 04 :** Gain **ONE** resource tokens and **TWO** credits.
- 05 :** Score **TWO** VP.
- 06 :** Score **ONE** VP. Then roll **TWO** resource dice and gain **TWO** resource tokens matching the dice results.
- 07 :** Take **ONE** worker die from a player's supply and add it to the **LEVEL I** space on the Technology track. Then roll **ONE** resource die and gain **ONE** resource token.
- 08 :** Take **ONE** worker die from a player's supply and add it to the **LEVEL I** space on the Technology track. Then gain **ONE** credit.
- 09 :** Take **ONE** worker die from a player's supply and add it to the **LEVEL II** space on the Technology track.



- 01 :** Increase **ONE** reputation Gain **TWO** credits.
- 02 :** Increase **ONE** reputation. Then roll **THREE** resource dice and gain **THREE** resource tokens matching the dice results.
- 03 :** Gain **THREE** resource tokens.
- 04 :** Gain **TWO** resource tokens and **THREE** credits.
- 05 :** Score **THREE** VP.
- 06 :** Score **TWO** VP. Then roll **THREE** resource dice and gain **THREE** resource tokens matching the dice results.
- 07 :** Take **ONE** worker die from a player's supply and add it to the **LEVEL II** space on the Technology track. Then roll **TWO** resource dice and gain **TWO** resource tokens matching the dice results.
- 08 :** Take **ONE** worker die from a player's supply and add it to the **LEVEL II** space on the Technology track. Then gain **TWO** credit.
- 09 :** Take **TWO** worker dice from a player's supply. Add **ONE** to the **LEVEL I** space and add another to the **LEVEL II** space, on the Technology track.

AUDIT CARDS



Requirement

Trigger Space

Reference Number



INCOMPLETE AUDIT

- Audit phase starts from the **SECOND** round.
- Whenever the Audit marker is moved onto or passes the trigger space, trigger the card **IMMEDIATELY** after the marker stops moving.
- If an Audit card is triggered while a player is resolving an action, wait until that player finishes resolving the action. Then, resolve the Audit card.
- If a player fails to meet the requirement in a card, that player receives **ONE** minus-3-VP token.
- A resolved Audit card is flipped. If the Audit marker is on the triggered space, put the token on the rightmost space of the card after the card is flipped.

COMPLETED AUDIT

AUDIT A

- 01: A player has at least **THREE** workers on the Technology track.
- 02: A player has at least **SIX** resource tokens in the player's play area.
- 03: A player has at least **FOUR** credits in the player's play area.
- 04: A player has at least **FIVE** credits in the player's play area.
- 05: A player has at least **FIVE** resource tokens in the player's play area.

AUDIT B

- 01: A player has at least **ONE LEVEL IV** worker on the Technology track.
- 02: If this card is triggered during the **FIRST** to the **FOURTH** round, A player has purchased at least **TWO** Equipment cards. Otherwise, A player has purchased at least **THREE** Equipment cards.
- 03: If this card is triggered during the **FIRST** to the **FOURTH** round, A player has advanced at least **TWO PROSPECT TRACKS**. Otherwise, A player has advanced at least **THREE PROSPECT TRACKS**.
- 04: If this card is triggered during the **FIRST** to the **FOURTH** round, A player has purchased at least **TWO** Sale Order cards. Otherwise, A player has purchased at least **THREE** Sale Order cards.
- 05: If this card is triggered during the **FIRST** to the **FOURTH** round, A player has purchased at least **TWO** R&D cards. Otherwise, A player has purchased at least **THREE** R&D cards.



ACHIEVEMENT CARDS



- During the game, whenever players achieve Achievement cards, those players put their Achievement markers on each achieved card and receive benefits.
- If players are the first who achieve a card, each player gains **ONE** additional resource token or **ONE** credit.
- An Achievement card can be achieved by multiple players.

ACHIEVEMENT	REQUIREMENT	REWARD
01:	Have at least SIX of the SAME resource tokens and at least EIGHT credits in the player's play area.	Score TWO VP. Then add ONE LEVEL I worker into the Technology track
02:	Have at least TWELVE credits in the player's play area.	Score TWO VP. Then add ONE LEVEL I worker into the Technology track
03:	Have at least SEVEN of the SAME resource tokens and at least THREE credits in the player's play area.	Score TWO VP. Then add ONE LEVEL I worker into the Technology track.

ACHIEVEMENT	REQUIREMENT	REWARD
01:	Have at least FOUR of the SAME resource tokens and at least TWO LEVEL III workers on the Technology track	Score TWO VP and increase ONE reputation
02:	Have at least ONE each of LEVEL II , LEVEL III , and LEVEL IV workers in the Technology track.	Score TWO VP and increase ONE reputation
03:	Have at least THREE credit in the player's play area and at least TWO LEVEL IV workers on the Technology track.	Score TWO VP and increase ONE reputation

ACHIEVEMENT	REQUIREMENT	REWARD
01:	Have at least FOURTEEN VP	Score ONE VP.
02:	Advance at least TWELVE spaces on the Donation track, play at least TWO Specialist cards, and score at least TWELVE VP.	Score ONE VP.
03:	Advance at least ONE Relationship marker to the last space on the right, have at least TWO UNUSED Contract tokens, and score at least ELEVEN VP.	Score ONE VP.

ACHIEVEMENT	REQUIREMENT	REWARD
01:	The total number of advanced Prospect tracks (no matter how many spaces) and purchased Sale Order cards, is at least SIX .	Score ONE VP.
02:	The total number of advanced Prospect tracks (no matter how many spaces) and purchased Equipment cards, is at least SIX .	Score ONE VP.
03:	The total number of purchased R&D cards and purchased Equipment cards, is at least SEVEN .	Score ONE VP.

PROMO SPECIALIST CARDS



- If you have these cards in your possession. That means you are a very special person. We would like to express our thanks to you for purchasing this copy of "AGE OF AUTOMATON". And thank you very much for deciding to buy this first lot. We would like to present these five promotional cards to deserving people like you.

PROMO SPECIALIST SETUP

- 1 Randomly deal ONE Promo Specialist to each player.
- 2 In Setup 23. (on Rulebook page 8), instead of draw **FOUR** Specialist cards to each player, draw **THREE** cards. Return the remaining Specialist cards to the box. Each player has a total of **FOUR** Specialist cards in hand.

NAME	ABILITY
PROF. TATARIGA	Discard ONE credit to the common supply. Then reroll ALL THREE prospect dice. This can be done ONCE per use.
PROF. UMI	Discard TWO credits or TWO resource tokens to the common supply. Then move the Audit marker ONE space to the left or right. This can be done TWICE per use.
PROF. VATCHARIS	Gains ONE resource token.
PROF. WALKER	If this card is a played specialist, swap it with a common specialist and remove all Contract tokens on that card from the game. That swapped card is ready for using. If this card is a common specialist, swap it with a played specialist and remove all Contract tokens on this card from the game. Rotate this card 90 degrees clockwise.
PROF. XENOS	Discard ONE credit to the common supply. A player can place LEVEL III worker on the LEVEL IV ONLY worker space. This can be done ONCE per use.