

AGE OF AUTOMATON

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AGE OF AUTOMATON

In the late 21st century, robotic technology is at its peak. The demand for robotic workers is sky-high. However, using intelligent robots in hazardous environments or even for simple tasks costs a fortune. That's where automatons come into play. Due to rapid depletion of materials, many companies start sending these automatons into space to search for new sources of materials. The prospect of being among the first to claim those sources is highly lucrative!

As an automaton factory owner, you are a new player in this business. In these first 5 years, you must build up the Victory points. There are many ways to gain Victory points, for instance: sell automatons; get new equipment to upgrade your factory; send your automaton into space for prospecting new sources of materials; build relationships with famous companies; make donations; achieve goals; and build up your reputation. The more Victory points, the higher position on the "World Best Automaton Factories" ranking!

However, you are not the only player in this business. It's fiercely competitive and being the best automaton factory is no easy task!



COMPONENTS

Common Components



1 Main board



20 Equipment cards



20 R&D cards



20 Sale Order cards



19 Specialist cards



2 Starter Specialist cards



10 Audit cards (5 As, and 5 Bs)



12 Achievement cards (3 for each level, 1 to 4)



6 Blocked Action cards



18 Sponsorship tiles (9 R1-R2s, and 9 R3-R5s)



1 Round marker



1 Audit marker



90 Resource tokens
(30 for each colour)



40 Credit tokens
(10 5-cells, and 30 1-cells)



2 2-VP tokens



2 1-VP tokens



16 Minus-3-VP tokens



4 Blocked Action markers



3 Resource dice



3 Level dice



1 Audit die

Player's Components



4 Player boards



16 Action markers
(4 for each colour)



4 VP markers
(1 for each colour)



8 Turn Order markers
(2 for each colour)



4 Donation markers
(1 for each colour)



4 Reputation markers
(1 for each colour)



12 Relationship markers
(3 for each colour)



16 Prospect markers
(4 for each colour)



4 Reliability markers
(1 for each colour)



12 Relationship markers
(3 for each colour)



16 Achievement markers
(4 for each colour)



24 Contract tokens
(6 for each colour)



24 Worker dice
(6 each colour)

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SETUP

These steps are for **4-player setup**. There are some changes for **2 and 3-player setup** which will be explained later.

1 Place the main board at the centre of the play area where all players can reach. Gather all credit tokens and resource tokens. Then, place them next to the main board to form the common supplies.

2 Shuffle Equipment, R&D, and Sale Order cards separately, defined by the back of the cards, place each deck **face-down** on the main board.

3 Fill the Equipment, R&D, and Sales Order cards rows by drawing one card from each deck at a time and place it face-up on the leftmost available space of its own row, until the row is full (4 cards per row).

4 Take all Sponsorship tiles with **R1** and **R2** and shuffle them together. Place them **face-down** on the main board.

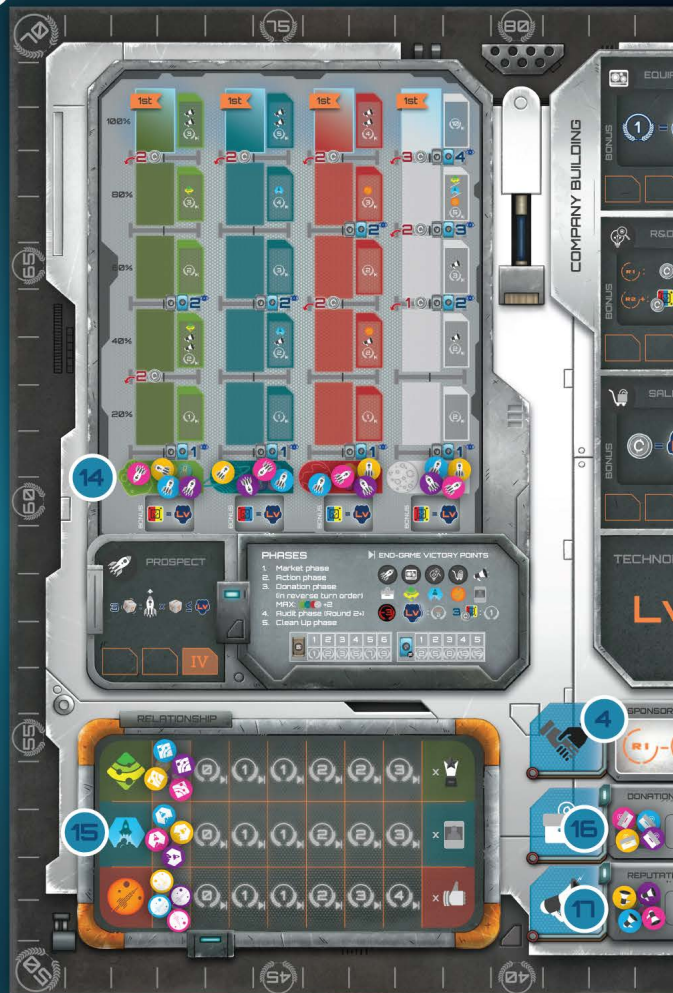
5 Fill the Sponsorship row by drawing one Sponsorship tile at a time and place it **face-up** on the leftmost available space until the row is full (5 tiles).

6 Shuffle each deck of the **👑**, **👑👑**, and **👑👑👑** Achievement cards separately. Then, draw one card from each deck and return the remaining cards to the box. Place all drawn cards **face-up** on the main board.

7 Shuffle each deck of the **AUDIT A** and **AUDIT B** Audit cards separately. Then, draw two cards from each deck and return the remaining cards to the box. Place the drawn cards **face-up** in the horizontal row above the main board, arrange them in the following order **AUDIT A**, **AUDIT B**, and **AUDIT B**.

8 Place **TWO STARTER** Specialist cards **face-up** on the left side of the main board.

9 Shuffle all Specialist cards. Then, draw **ONE** card and place it **face-up** next to the starting Specialist cards. These cards become **"COMMON SPECIALISTS"**. Set aside the remaining Specialist cards, they will be used later.



10 Place the Round marker on the Round track at **R1**.

11 Place the Audit maker on the leftmost Audit card; **DO NOT** place it on any spaces.

12 Create **TWO** stacks of **ONE** 2-VP token at the top and **ONE** 1-VP token at the bottom. Place each stack on the spaces numbered **5** and **10** on the Reputation track.

13 Each player selects a colour and takes all components belonging to that colour.

14 Each player places **ONE** Prospect marker on **EACH** of the Prospect tracks.

17 Each player places the Reputation marker on the Reputation track.



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15 Each player places **ONE** Relationship marker on **EACH** of the Relationship tracks that match the marker's icons.

16 Each player places the Donation marker on the Donation track.

18 Each player places all the Achievement markers on the right side of the main board, close to Achievement cards.

19 Each player places the VP marker on the VP track at



- 20 All players place their own player board on each player's play area; place all the Action markers, Worker Dice, and Contract tokens next to the player board.
- 21 Each player takes **ONE** Action marker and stacks it on the Round Track on the space **R4**.
- 22 Each player places the Reliability mark (thumbs up icon) on the rightmost space of the Reliability track on a player board.
- 23 Draw **FOUR** Specialist cards to each player's hand and return the remaining Specialist cards to the box.

- 24 The player who most recently saw any kind of robot will be the first player. Start from the first player, place a Turn Order marker on the topmost space on the Current Turn Order track. In clockwise order, the next player places a Turn Order marker on the next available space, until all players' Turn Order makers are placed. Unused Turn Order markers are placed outside the main board, close to the Turn Order track.

2-Player Game Setup Changes

- 1 Place Blocked Action markers on one of the worker spaces of Prospect, Equipment, R&D, and Sale action.
- 2 Use only **THREE** Sponsorship tiles instead of **FIVE** tiles.
- 3 Draw **THREE** (instead of one) Specialist cards randomly and place them **face-up** in the Common Specialist Area. Now, there are **FIVE** common specialists (2 Starter Specialist cards and 3 Random Specialist cards).
- 4 Place each 2-VP token (instead of a stack of 2-VP and 1-VP tokens) on the space numbered **5** and **10** on the Reputation track



3-Player Game Setup Changes

- 1 Shuffle all Blocked Actions cards and place them **face-down** near the main board. Leave some space for its discard pile.
- 2 Use only **FOUR** Sponsorship tiles instead of **FIVE** tiles.
- 3 Draw **TWO** (instead of one) Specialist cards randomly and place them **face-up** in the Common Specialist Area. Now, there are **FOUR** common specialists (2 Starter Specialist cards and 2 Random Specialist cards).



BEFORE THE GAME STARTS

Specialist Cards Drafting

Before starting the game, drafting Specialist cards is recommended. It is not essential, but it helps you plan the game better.

All players select **ONE** Specialist card from their hand and set it aside; pass another **THREE** cards to the player on the left.

Then, again, select **ONE** card from the three cards; set it aside; pass another **TWO** to the player on the left.

Lastly, select **ONE** card from the two cards and set it aside; pass the last card to the player on the left.

Take all set-aside cards to your hand, together with the last card you received. Now, each player has **FOUR** Specialist cards. The game is ready!

Starting Resources

For the starting resources, each player takes the resources as depicted in the table below, no matter how many players.

Players	Credit	Resources	WORKERS
1st Player	3	1  1  1 	1 LEVEL I 1 LEVEL IV
2nd Player	4	1  1  1 	1 LEVEL I 1 LEVEL IV
3rd Player	4	1  1  1 	1 LEVEL II 1 LEVEL IV
4th Player	5	1  1  1 	1 LEVEL II 1 LEVEL IV

IMPORTANT

Resource Tokens Limitation

Each player can hold a total of **TEN** resource tokens; however, there is no limit for Credit tokens. If a player gains resources exceeding the limit of ten tokens, discard any tokens in a player's supply **IMMEDIATELY** (including the newly gained), until the player has only **TEN** resource tokens in the supply.

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YOUR GOAL !

In Age of Automaton, players compete with each other in various ways to earn the Victory Points (VP). The player with the highest Victory Points at the end of the **FIFTH** round wins the game.

LET'S START

The game is played in **FIVE** rounds. Each round consists of **FIVE** phases: Market phase, Actions phase, Donation phase, Audit phase, and Clean-up phase.

MARKET PHASE

In this phase, the first player rolls **THREE** resource dice and places resource tokens on the **"MARKET"** space. These resource tokens stay on the Market space until the end of the round. Whenever a player plays the Purchasing action in the current round, the first three resource tokens that player would take from the common supply are the same tokens on the Market space.



ACTION PHASE

All players take turns, one player at a time, starting from the first player. At each turn, a player must play only **ONE** main action; however, a player can play as many special actions or free actions as possible and desired.

These special actions and free actions must be played before or after, but not during a main action unless stated otherwise.

IMPORTANT

A player **MAY NOT** select any action which cannot be played.



For a 3-player game, at the beginning of the Action phase, follow these steps:

- 1 For the first round Draw **ONE** Blocked Actions card from the Blocked Action deck and place it **face-up** in the discard pile. Otherwise place the top card of the deck in the discard pile.
- 2 For **EACH** depicted action in the card, place **ONE** Blocked Action marker on a worker space of that action.
- 3 Flip the top card of the deck **face-up**. Everyone can see which actions will be blocked in the next round.



Playing the main actions

There are 8 main actions: Prospect, Equipment, R&D, Sale, Funding, Assembling, Sponsorship, and Purchasing.



By playing a main action, a player places an Action marker on the selected main action space, resolves the selected action, and gains the action's bonus if it exists.

A player can play a main action with these following restrictions:

- 1 Each main action can be played only **ONCE** per round.
- 2 Only **ONE** main action can be played per column per round unless a player plays "**OVERTIME**" (see page 27).

Example

If **PROSPECT** is played this round, **FUNDING** cannot be played in the same round, unless **OVERTIME** is played.



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Playing the special actions

There are 4 special actions: Overtime, Overbuild, Overclock, and Overdrive.



Each time a player plays a special action, that player loses **ONE AND ONLY ONE** reliability, pays credits, and resolves the action's symbols as depicted on the right side of a player board.

The details of each special action will be explained on page 27

RELIABILITY TRACK

In this game, a player loses reliability only when playing Special actions. Whenever a player loses **ONE** reliability, move the player's Reliability token **ONE** space to the left.

If the token is moved on a space containing benefits, the player gains those benefits **IMMEDIATELY**.

If a players' Reliability token goes below "0" for the first time, move the token **ONE** space to the left and pay **TWO** additional credits. Then, resolve the action and pay credits normally.

Later in the game, whenever a player loses reliability, but the token can no longer be moved, keep the token in the last space and pay **TWO** additional credits. Then, pay credits and resolve the action normally.



NOTE: Please be reminded that there is no way to gain Reliability in this game.

Playing the free action

There are 4 free actions: play a Specialist card, use a specialist's ability, discard a specialist card, and use a contract token.



The details of each free action will be explained on page 29

DONATION PHASE

In reverse turn order, one after another, each player donates resources and credits to advance the Donation track and gain the end-game VP. The total number of donated resources and/or credits must **NOT** exceed the total number of advanced **PROSPECT TRACKS PLUS TWO**, no matter how many advanced spaces on each track. After a player donates a number of resources and/or credits, move the player's Donation marker that many spaces to the right.

Example

Tyler has advanced 2 out of 4 prospect tracks, so he can donate a total of 4 resources and/or credits (2 + 2). Tyler donates 2 resources and 1 credit. He moves his Donation marker 3 spaces to the right.



Donation track and Reputation track

Whenever a player moves a Donation marker onto a space containing a megaphone icon, that player **IMMEDIATELY** increases reputation by **ONE** (see Reputation track on page 33). Then, continue moving the Donation marker if there are remaining moves.

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Some abilities with  allows a player to move the Donation marker **ONE** space to right; however, if the marker is moved onto a space containing , that player **DO NOT** gain any reputation.

AUDIT PHASE

Audit phase starts from the second round (skip this phase for the first round).

To resolve this phase, follow these steps:

- 1 The current first player rolls the Audit die and moves the Audit marker that many spaces to the right on the Audit track.
- 2 If the token stops on or passes through the trigger space , resolve that card after the token is finished moving.
- 3 The resolved Audit card is flipped. If the Audit token stops on the trigger of the flipped card, put the token on the rightmost space of that flipped card. Otherwise, the token stays on the stopped space.



Resolving an Audit card

Whenever an Audit card is triggered, each player checks whether they meet the requirement on the card. There are five different types of requirements:

- Have equal or more credits
- Have equal or more resource tokens
- Have purchased an equal or greater number of the depicted card type
- Have advanced an equal or greater number of Prospect tracks
- Have an equal or greater number of workers at a specific level on the Technology track.

A player who does not meet the requirement receives **ONE** Minus-3-VP token .

Example

A triggered Audit card requires each player to have at least 4 credits. Emily has only 2 credits now. She gets **ONE** Minus-3-VP token.

CLEAN-UP PHASE

Follow these steps for each Clean-up phase:

- 1 Each player whose Reliability marker is on a space within section **NUMBER "4"**, scores **ONE VP**.

NOTE : In the **FIFTH** round, skip steps 2 - 8.

- 2 Return all three resource tokens in the Market space to the common supply.
- 3 Return all worker dice on each worker space, and each player's Equipment cards to their owner.

IMPORTANT

Leave all worker dice on the Technology track as they are.



- 4 Discard the leftmost Equipment, R&D, and Sale Order cards. Slide all cards on each row to the left. Draw one card from each deck and place it on the empty space on its own row. If there are not enough cards, reshuffle the discarded cards.



- 5 Discard all Sponsorship tiles. Drawing one tile at a time from the Sponsorship deck and placing it on the leftmost empty space in the row until the row is refilled. If the deck is empty, reshuffle the discarded tiles and keep drawing until the row is filled.

NOTE : For the **SECOND** round's Clean-up phase, remove all Sponsorship tiles with **R1 - R2** from the game and return them to the box. Use the Sponsorship tiles with **R3 - R5**.

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- 6 Remove all Contract tokens on all cards in the Common Specialist area from the game and return them to the box.
- 7 If there are no Turn Order Markers on the Next Turn Order track, the turn order stays the same; skip these steps. Otherwise, adjust turn order in the following steps:
 - 7.1. Discard the Turn Order markers, on the Current Turn Order track, of the same colours which are on the Next Turn Order track.
 - 7.2. Slide down all remaining markers on the Current Turn Order track until there are enough spaces for the markers on the Next Turn Order track. Do not reorder any markers.
 - 7.3. Slide the markers on the Next Turn Order track to the Current Turn Order track with the same order. Do not reorder any markers.



- 8 Move Round marker down **ONE** space. If the Round marker is moved onto the **R4** space, all players take their own Action marker to the players' play area. From now on, each player has **FOUR** actions.
- 9 Rotate all rotated Specialist cards 90degrees counterclockwise. They will be ready for using in the next round

MAIN ACTION

There are two types of the main actions - required worker and non-required worker.



REQUIRED WORKER ACTIONS

Required worker actions are **Prospect, Equipment, R&D, and Sale.**



To play these actions, take the following steps:

- 1 Place an Action marker on the selected action space on a player board.
- 2 Take **ONE** worker from the **TECHNOLOGY** track and place it on an available selected action's worker space.
- 3 Resolve the selected action based on the worker's **LEVEL** (see resolving each action in the next topic).
- 4 Receive the action's bonuses depicted on the main board.



IMPORTANT

Workers in each player's play area cannot be played because they are unbuilt automatons. Only the workers in the Technology track can be played.



NOTE: The right most worker space is reserved only for **Level IV** workers.



REFILL A CARD ROW

Whenever an Equipment, R&D, or Sale Order card is taken, **REFILL** that empty space **IMMEDIATELY** by sliding all the cards from the right to the left of the empty space until only the rightmost space is empty. Then, draw a card from the deck and place it **face-up** on the empty rightmost space.



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PROSPECT ACTION

All players compete to advance their Prospect marker to the top of each track. **ONLY ONE** player can occupy the top space of each Prospect track.



Resolving the action

After a player places a worker on the Prospect action's worker space, Prospect action is resolved in the following steps:

- 1 A player selects **ONLY ONE** track and announces to other players.
- 2 The player rolls 3 Level dice and compares each die to the player's placed worker's level.
 - a. **PASS** if a die result is equal to or lower than the
 - b. worker's level. **FAIL** if a die result is higher than the worker's level.



NOTE: The **OVERDRIVE** action (see page 28) can be played while resolving Prospect action. Overdrive helps players by decreasing all Level dice's results.

- 3 A player moves a Prospect marker up **ONE** space on the selected track for each **PASS**. Moving onto some spaces requires a player to pay credits, and/or possess enough R&D and/or Sale Order cards. If a player cannot fulfil the requirements, that player **MAY NOT** move the Prospect markers onto the next space and the remaining **PASSES are LOST**.



- 4 For each space the Prospect token is moved onto, the player immediately gains the benefits depicted on the right side of that space (except for end game VP ) Benefits can be reputation (see Reputation track on page 33) and/or relationship (see Relationship tracks on page 31).



Action bonuses

A Prospect action's bonus is based on the selected track.



: Gain a total number of **RED** and/or **YELLOW** resource tokens equal to the played worker's level.



: Gain a total number of **RED** and/or **BLUE** resource tokens equal to the played worker's level.



: Gain a total number of **BLUE** and/or **YELLOW** resource tokens equal to the played worker's level.



: Gain a total number of **ANY COLORS** of resource tokens equal to the played worker's level.

EQUIPMENT ACTION

Purchasing Equipment cards improves main actions' benefits and grants lots of VP when playing with a high level worker.

Resolving the action

After a player places a worker on the Equipment action's worker space, Equipment action is resolved in the following steps:

- 1 The player takes a card from the Equipment row based on the played workers' level; Level I can purchase only the leftmost cards; Level IV, on the other hand, can purchase any cards in the row.



- 2 Refill the row immediately (see page 17).
- 3 Pay resources depicted at the top of the taken card.
- 4 Place the taken card next to the player board.

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- 5 Play the extra action depicted in the top part of the card. The extra action is a **ONE-TIME** action. It must be played **IMMEDIATELY** in this step. Otherwise, this action is **LOST**.

Follow these steps for resolving the extra action:

- 5.1. Take **ONE** worker from the **TECHNOLOGY** track and place it on the card.
- 5.2. Resolve the extra action normally as if a player plays a main action. If it is an Equipment action, the player can purchase another Equipment card, but **MAY NOT** use that card's extra action. Special actions and Free actions can be used in this step before or after resolving the extra action.



- 6 Select one of the four columns in the player board and place the taken card below the board (or an existing card), align the card with the column. The placed card **MAY NOT** be moved for the rest of the game. Each column can contain up to **TWO** equipment cards.



- 7 Tuck the taken card under the player board (or an existing Equipment card), covering only the top part of the card. If there is a worker die on the card, leave the die as it is. This die **MAY NOT** be used for Assembling action until the end of the round.



IMPORTANT

As a passive ability, each Equipment card provides a discount for purchasing the next Equipment cards. This discount applies **IMMEDIATELY** after the card is purchased. These discounts are accumulated. The number of paid resources **never goes below 0**.

Example

From the images above, Emily is purchasing an Equipment card that costs **TWO** red tokens and **ONE** yellow tokens. At her board, she has discounts for **ONE** red, One blue, and **TWO** yellow tokens. So, she pays **ONE** red token to purchase the card ($2 - 1$ for red, and $1 - 1$ for yellow).



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Equipment ability

Equipment cards' abilities in each column can be used **AFTER** a player places an Action marker in that column. These abilities must be used **BEFORE and/or AFTER** resolving the selected main action.



These abilities **MAY NOT** be used when a player plays a extra action on an Equipment card.



Action bonus

A player scores VP equal to the level of the played worker.

R&D ACTION

R&D is the best way to upgrade workers. Moreover, players collect automaton parts and score VP for each set of parts at the end of the game.

Resolving the action

After a player places a worker on the R&D action's worker space, R&D action is resolved in the following steps:

- 1 The player takes a card from the R&D row based on the played workers' level; Level I can purchase only the leftmost cards; Level IV, on the other hand, can purchase any cards in the row.



2 Refill the row immediately (see page 17).

3 Gain benefits from the card which normally are: upgrading workers (see Technology track on page 32) and improving relationships (see Relationship track on page 31).

4 Place the taken card **face-down** in the player's play area.



Action bonuses

An R&D action's bonus is based on the round in which it is played.

R1 : A player gains a number of **CREDITS** equal to the number of played worker's level.

R2+ : A player gains a total number of **ANY** resource tokens and/or **CREDITS** equal to the level of the played worker.

SALE ACTION

Sale Order cards increase players' reputation, improve relationships, and grant end-game VP.

Resolving the action

After a player places a worker on the worker space, the Sale action is resolved in the following steps:

1 The player takes a card from the Sale row based on the played worker's level; Level I can purchase only the leftmost cards; Level IV, on the other hand, can purchase any cards in the row.



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- 2 Refill the row immediately (see page 17).
- 3 Pay resources depicted at the top of the taken card.
- 4 **IMMEDIATELY** improve a relationship (see Relationship track on page 31) and increase **ONE** reputation (see Reputation track on page 33).
- 5 Place the taken card **face-down** in the player's play area.



Action bonuses

A player gains a number of **CREDITS** equal to the level of the played worker.

NON-REQUIRED WORKER ACTIONS

NoN-Required worker actions are Funding, Assembling, Sponsorship, and Purchasing.



Whenever a player plays one of these actions, place an Action marker on the action space, on the player board. Then, resolve the selected action.

FUNDING ACTION

Funding action is the easiest way to gain credits. The number of **ENGINEERS** directly affects the number of credits gained. The more engineers, the more credits gained.

Resolving the action

After a player places an Action token on the Funding action space, Funding action is resolved in the following steps:

- 1 Take **THREE** credits from the common supply.
- 2 Take **ONE** additional credit per **ONE** engineer depicted on the Reputation track (see Reputation track on page 33).

Example

Emily plays the Funding action; she takes 3 credits and 2 additional credits due to her Reputation token is on the space number 6.



ASSEMBLING ACTION

Assembling action allows a player to build new workers. The number of purchased **SALE ORDER** cards affects the **LEVEL** of the **FIRST** added worker, and the number of **ENGINEERS** affect the number of added workers.

Resolving the action

After a player places an Action token on the Assembling action space, Assembling action is resolved in the following steps:

- 1 Take **ONE** worker from the player's play area (**NOT** on any Equipment cards) and place it on the Technology track. Then immediately upgrade **ONE** level per purchased **SALE ORDER** card. This worker **MAY NOT** be upgraded higher than **LEVEL IV**.
- 2 For **EACH** engineer (see Reputation track on page 33), take **ONE** worker from the player's play area (**NOT** on any Equipment cards) and place it on the **LEVEL I** space on the Technology track.

Example

Tyler plays the Assembling action; he takes 1 worker die and places it in the **LEVEL III** space because he has purchased **TWO** Sale Order cards; he takes **TWO** additional Level I workers because his Reputation token is on space number 6 on the Reputation track, so he has **TWO** engineers.



NOTE: If a player doesn't have enough unbuilt workers to be placed on the Technology track, place only the remaining unbuilt workers on the Technology track.

COMPONENTS

SETUP

MARKET PHASE

ACTION PHASE

DONATION PHASE

AUDIT PHASE

CLEAN-UP PHASE

MAIN ACTION

REQUIRED WORKER ACTIONS

PROSPECT ACTION

EQUIPMENT ACTION

R&D ACTION

SALE ACTION

NON-REQUIRED WORKER ACTION

FUNDING ACTION

ASSEMBLING ACTION

SPONSORSHIP ACTION

PURCHASING ACTION

SPECIAL ACTION

FREE ACTION

RELATIONSHIP TRACK

TECHNOLOGY TRACK

REPUTATION TRACK

ACHIEVEMENTS

END-GAME VICTORY POINTS

SPONSORSHIP ACTION

Playing Sponsorship action helps players to gain some useful benefits for free, and grants a better position on the Next Turn Order track.

Resolving the action

After a player places an Action token on the Sponsorship action space, Sponsorship action is resolved in the following steps:

- 1 Take **ONE** Sponsorship tile from the Sponsorship row. **DO NOT** refill the row.
- 2 Gain benefits depicted on the tile.
- 3 Discard the taken tile next to the main board.
- 4 Place the player's Turn Order marker (the one which is not on the board) in the topmost empty space on the Next Turn Order track; **however, 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.**



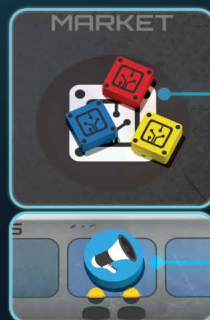
PURCHASING ACTION

Purchasing action helps players to gain more resources. The number of **ENGINEERS** directly affects the number of resource tokens gained. The more engineers, the more resource tokens gained.

Resolving the action

After a player places an Action token on the Purchasing action space, Purchasing action is resolved in the following steps:

- 1 Take **THREE** resource tokens from the common supply **MATCHING** the resource tokens on the **MARKET** space on the main board.
- 2 For **EACH** engineer (See Reputation track on page 33), roll **ONE** Resource die and gain **ONE** resource token from the common supply.



Example

Emily plays the Purchasing action. She sees that there are 1 red token, 1 yellow token and 1 blue token on the Market. Her Reputation token is on space number 6, so she has 2 engineer. She then rolls 2 resource dice and gets 2 more red tokens from the common supply.

SPECIAL ACTIONS

Special actions must be played **BEFORE OR AFTER** an action, unless stated otherwise.

OVERTIME ACTION

Overtime allows players to play two **DIFFERENT** actions, in the **SAME** column of the same round. Overtime must be played **IMMEDIATELY** right before playing that main action.

To play the Overtime, follow these steps:

- 1 A player loses **ONE** reliability (see Reliability track on page 12). pays **TWO** credits.
- 2 The player plays main action normally.



OVERBUILT ACTION

Overbuilt allows players to add **ONE LEVEL I** worker on the Technology track.

To play the Overbuilt, follow these steps:

- 1 The player loses **ONE** Reliability (see Reliability track on page 12) and pays **THREE** credits.
- 2 Takes **ONE** worker die and places it into the **LEVEL I** space on the Technology track.



COMPONENTS

SETUP

MARKET PHASE

ACTION PHASE

DONATION PHASE

AUDIT PHASE

CLEAN-UP PHASE

MAIN ACTION

REQUIRED WORKER ACTIONS

PROSPECT ACTION

EQUIPMENT ACTION

R&D ACTION

SALE ACTION

NON-REQUIRED WORKER ACTION

FUNDING ACTION

ASSEMBLING ACTION

SPONSORSHIP ACTION

PURCHASING ACTION

SPECIAL ACTION

OVERTIME ACTION

OVERBUILT ACTION

OVERCLOCK ACTION

OVERDRIVE ACTION

FREE ACTION

RELATIONSHIP TRACK

TECHNOLOGY TRACK

REPUTATION TRACK

ACHIEVEMENTS

END-GAME VICTORY POINTS

OVERCLOCK ACTION

Overclock allows players to upgrade **ONE** worker **ONE** level.

To play the Overclock, follow these steps:

- 1 The player loses **ONE** reliability (see Reliability track on page 12) and pays **TWO** credits.
- 2 On the Technology track, move **ONE** of that player's worker to the next level space.



OVERDRIVE ACTION

Overdrive action helps players to move further on the Prospect tracks. This action **MUST** be played **AFTER** the Level dice are rolled.

To play the Overdrive, after the Level dice are rolled, follow these steps:

- 1 The player loses **ONE AND ONLY ONE** reliability (see Reliability track on page 12)
- 2 The player pays **ONE** credit and decreases **ALL** Level dice rolled results by **ONE** (the number will never go below I); this can be done multiple times.

Example

Emily plays Prospect action with a Level II worker. She wants to move up two spaces on the selected Prospect track. However, her rolled results are II, IV, and V; she decides to play Overdrive; she loses one reliability and pays 2 credits; her new rolled dice results are I, II, and III; she moves her Prospect token on the selected track two spaces up.

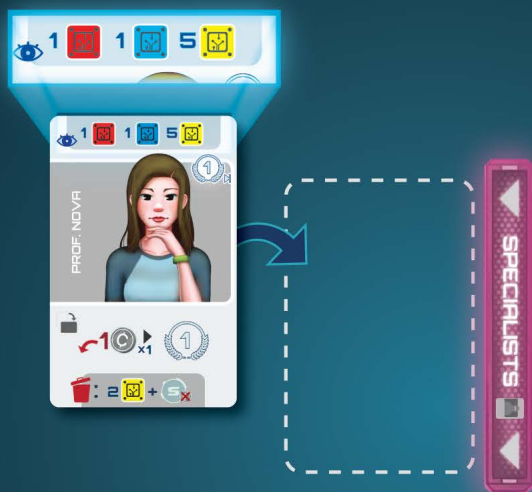


FREE ACTION

Free actions must be played **BEFORE OR AFTER** but not during an action unless stated otherwise.

PLAY A SPECIALIST CARD

Whenever a player has enough resources depicted at the top of each Specialist card, that card can be played from the player's hand to the Specialist area, at the left side of a player board. The played Specialist cards stay there for the rest of the game. **DO NOT** pay any resource tokens.



USE A SPECIALIST'S ABILITY

Each played specialist's ability can be used **ONCE** per round by rotating the card 90 degrees clockwise and resolving its ability. The card will be rotated back at the Clean-up phase of the round.



COMPONENTS

SETUP

MARKET PHASE

ACTION PHASE

DONATION PHASE

AUDIT PHASE

CLEAN-UP PHASE

MAIN ACTION

SPECIAL ACTION

OVERTIME ACTION

OVERBUILT ACTION

OVERCLOCK ACTION

OVERDRIVE ACTION

FREE ACTION

PLAY A SPECIALIST CARD

USE A SPECIALIST'S ABILITY

DISCARD A SPECIALIST CARD

USE A CONTRACT TOKEN

RELATIONSHIP TRACK

TECHNOLOGY TRACK

REPUTATION TRACK

ACHIEVEMENTS

END-GAME VICTORY POINTS

DISCARD A SPECIALIST CARD

Specialist cards can be discarded from a player's hand to the **COMMON SPECIALISTS** area. Then that player gains the following benefits:

- 1 Gain resource tokens from the common supply depicted at the bottom of the discarded card.
- 2 Play **ONE** of these actions: Overtime, Overbuild, or Overclock **WITHOUT** paying any credits; however, the player still loses **ONE** reliability.



USE A CONTRACT TOKEN

A player can play a common specialist's ability by placing a Contract token on the selected Specialist card in the Common Specialist area and resolving the card's ability.

IMPORTANT

Each common specialist can be played by multiple players, but each one can be played only **ONCE** per player per round.

NOTE : Each player has only 6 Contract tokens. Played contract tokens will be **REMOVED** from the game in the Clean-up phase. Plan carefully before using them.



RELATIONSHIP TRACKS

Relationship tracks represent the relationships between players and world famous companies. Each track represents each company (an icon on the left of a track).



Each company provides players VP, at the end of the game, depending on their focus (see End-game Victory Points on page 34) which is depicted on the right side of each track.



Improving Relationships

Only by playing Prospect, R&D, or Sale action allows a player to improve a relationship.

For **EACH** company's logo in the Prospect space or in a purchased card, the player moves a Relationship marker, matching the logo, **ONE** space to the right. If the marker is on the rightmost space on a track, ignore the remaining moves.



COMPONENTS

SETUP

MARKET PHASE

ACTION PHASE

DONATION PHASE

AUDIT PHASE

CLEAN-UP PHASE

MAIN ACTION

SPECIAL ACTION

FREE ACTION

PLAY A SPECIALIST CARD

USE A SPECIALIST'S ABILITY

DISCARD A SPECIALIST CARD

USE A CONTRACT TOKEN

RELATIONSHIP TRACK

TECHNOLOGY TRACK

REPUTATION TRACK

ACHIEVEMENTS

END-GAME VICTORY POINTS

TECHNOLOGY TRACK

Workers on the Technology track are built automatons, ready to be used. Whenever a player plays a required worker action - either a main action or one on an Equipment card - **only a worker from this track can be used**.

Build Automations

Whenever a player plays Assembling action, plays Overbuilt action, takes a Sponsorship tile, or plays an ability with “Automaton” icon below; take a number of worker dice from the player’s supply and add them on the level space on the Technology track matching the icon.



These workers are ready to be used immediately.



Upgrading Automatons

Whenever a player plays Overclock action, moves a marker onto a space, or uses an ability with the “Upgrade Automaton” icon below; select **ONE** worker on the Technology track and move that worker die **ONE** space to the right per **ONE** arrow in the icon. If the moved worker is on the **LEVEL IV** space, ignore the remaining arrow.



IMPORTANT


Upgrade 2 steps **CANNOT** be split among multiple workers; upgrade **ONLY ONE** worker **TWO** levels.



REPUTATION TRACK

Reputation track represents the popularity of players' factories. The more reputation, the more engineers a player has and the more VP a player scores at the end of the game.

Gaining Reputation

Whenever a player plays an ability, purchases a card, or moves a marker onto a space containing Reputation icon ; move that player's Reputation marker **ONE** space to the right on the Reputation track for **EACH** Reputation icon.



Engineers

Engineers represent the number of employees in players' factories. The number of engineers directly affects the benefits of Funding, Assembling, and Purchasing actions. The higher the number of engineers, the better the benefits a player gains.

Example

Tyler's Reputation token is in space number 6 on the Reputation track and he has 2 engineers in his factory.



Gaining a VP Token

Whenever a player's Reputation is moved onto a space with VP tokens (see Setup [12](#), on page 7), that player takes the top VP token and gains the VP depicted on in the token. Then removes that token from the game.

COMPONENTS

SETUP

MARKET PHASE

ACTION PHASE

DONATION PHASE

AUDIT PHASE

CLEAN-UP PHASE

MAIN ACTION

SPECIAL ACTION

FREE ACTION

RELATIONSHIP TRACK

TECHNOLOGY TRACK

REPUTATION TRACK

ACHIEVEMENTS

END-GAME VICTORY POINTS



ACHIEVEMENTS

At any time during the game, players can place their own Achievement tokens on any Achievement cards for which they meet the requirements and gain the benefits (on the right side of the card) **IMMEDIATELY**.

If the players are the first ones who fulfill a card's requirements, each of those players gains an additional **ONE** credit or **ONE** of any resource token.

Example

Tyler meets the requirements on an Achievement card; he places one of his Achievement tokens on that card and gains the benefits on that card; he also gains one additional red resource token since he is the first one to achieve this card.



END-GAME VICTORY POINTS

The game ends at the end of the **FIFTH** round. All players sum the end-game VP with the in-game VP.

Prospect VP

On each Prospect track, each player adds the VP in the space where the player's marker is.



Equipment VP

Count the number of purchased Equipment cards; add the VP referring to the table below (maximum VP is 9):

	1	2	3	4	5	6
	1	2	3	5	7	9

R&D VP

Count the number of different automaton parts in the purchased R&D cards. Multiple copies of the same part each count as a new set. Add the VP for each set referring to the table below:

	1	2	3	4	5
	2	5	8	12	16

Sale Order VP

Add the end-game VP depicted in each purchased Sale Order card.



Reputation Track VP

On the Reputation track, each player adds the VP depicted **ONLY** in the space where the player's Reputation marker is.



COMPONENTS

SETUP

MARKET PHASE

ACTION PHASE

DONATION PHASE

AUDIT PHASE

CLEAN-UP PHASE

MAIN ACTION

SPECIAL ACTION

FREE ACTION

RELATIONSHIP TRACK

TECHNOLOGY TRACK

REPUTATION TRACK

ACHIEVEMENTS

END-GAME VICTORY POINTS





Donation Track VP



On the Donation track, each player adds the VP in the space where the player's Donation marker is.





Relationship Tracks VP

On the  track, Each player counts the number of fulfilled achievements (has the player's achievement marker on a card). Multiply that number with the VP in the space where the player's  is. Add the result to the player's VP.



On the  track, Each player counts the number of played Specialist cards. Multiply that number with the VP in the space where the player's  is. Add the result to the player's VP.



On the  track, see the number in the section where a player's Reliability marker is. Multiply that number with the VP in the space where the player's  is. Add the result to the player's VP.



Specialists VP

Add the VP depicted in each of a player's played Specialist cards.



Audit Failed

A player **SUBTRACT THREE** VP for each Minus-3-VP token in the player's area.



Built Automaton's Score

Count the total **LEVEL** of all of a player's workers on the Technology track. Divide that number by 2 (round up). Add the result to the player's VP.



Remaining Resources and Credits

For each set of **THREE** credits and/or resource tokens (**ROUND-DOWN**) a player adds **ONE** VP.

The player with the highest VP wins the game.

In case of a tie, the player with the higher reputation wins the game.

If the game is still a tie, the player with the higher reliability wins.

And if the game is still a tie, the winner is the first one to rate this game on the Board Game Geek!

LIMITED COMMON SPECIALISTS VARIANT

While testing the game, we found that many players discard specialists from their hands for resources. Later, they are overwhelmed by the number of the common specialists.

In this case, a player's **FIRST** discarded specialist will go to the Common Specialist area. If that player discards any Specialist cards later in a game, they are removed from the game and are returned to the box.

With this method, the maximum number of common specialists will always be **SEVEN**

COMPONENTS

SETUP

MARKET PHASE

ACTION PHASE

DONATION PHASE

AUDIT PHASE

CLEAN-UP PHASE

MAIN ACTION

SPECIAL ACTION

FREE ACTION

RELATIONSHIP TRACK

TECHNOLOGY TRACK

REPUTATION TRACK

ACHIEVEMENTS

END-GAME VICTORY POINTS

```
def Thanks_to(You) :  
    print(f"Attention! {You} can download the digital rulebooks ",  
          "using the QR code below.")  
    img = image.open("RulebookQR.png")  
    img.show()
```



```
    print(f"After playing this game, if {You} have a human feeling ",  
          "about how you like or dislike this game.",  
          f"Or if {You} have any interesting experiences, ",  
          "please let us know via the BGG Forum address in ",  
          "this QR code.")  
    img = image.open("ForumQR.png")  
    img.show()
```



```
    print("We are honored to see everyone ",  
          "enjoying the game.")  
    print("And we will be even more honored ",  
          "to read the responses from ",  
          "all of {You}.")  
    print("We truly thank {You} all from ",  
          "our robot hearts.")
```

```
Thanks_to("You")
```


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