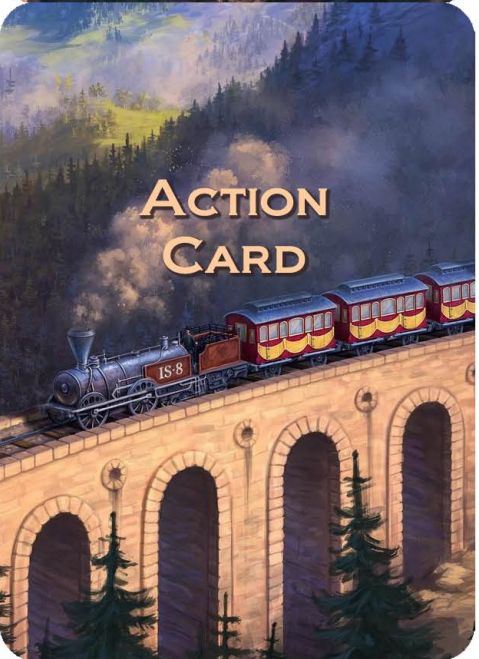
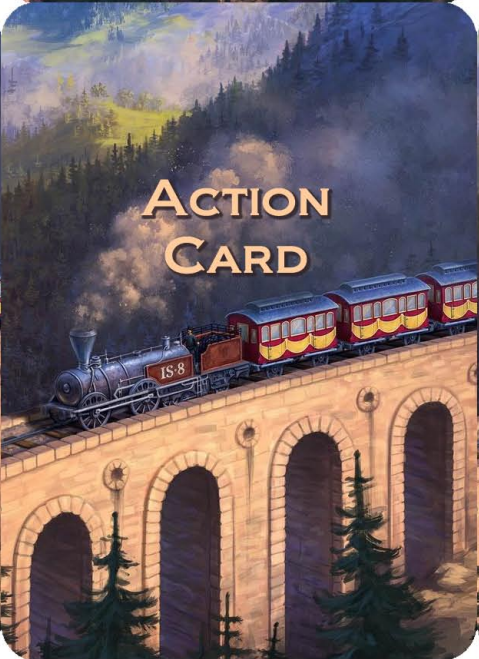
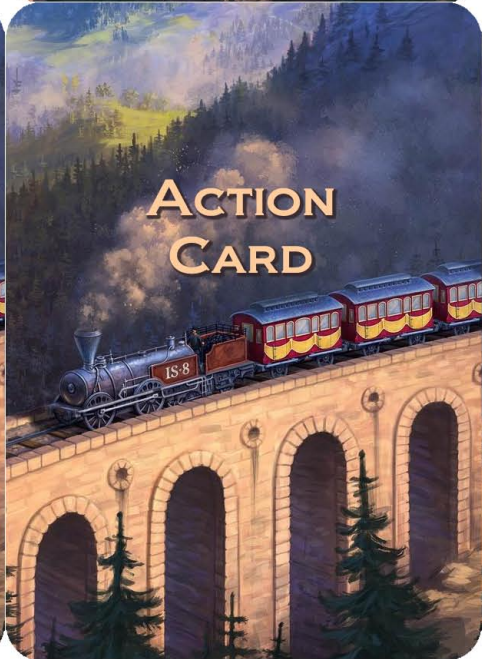
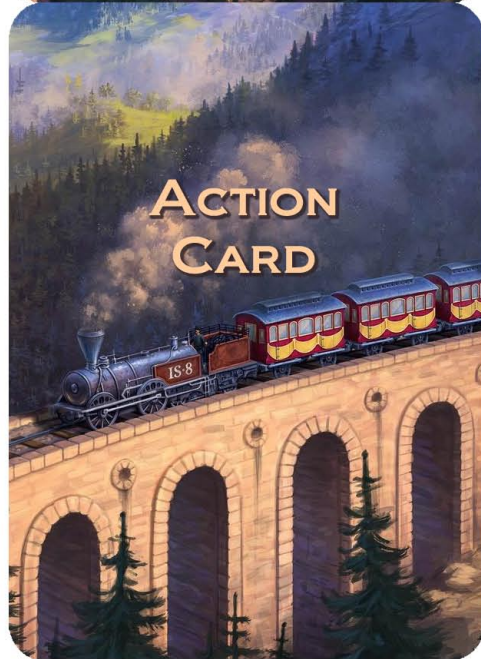
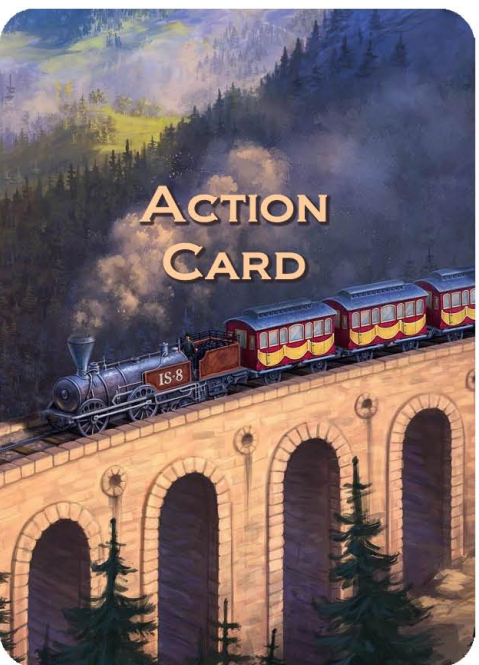
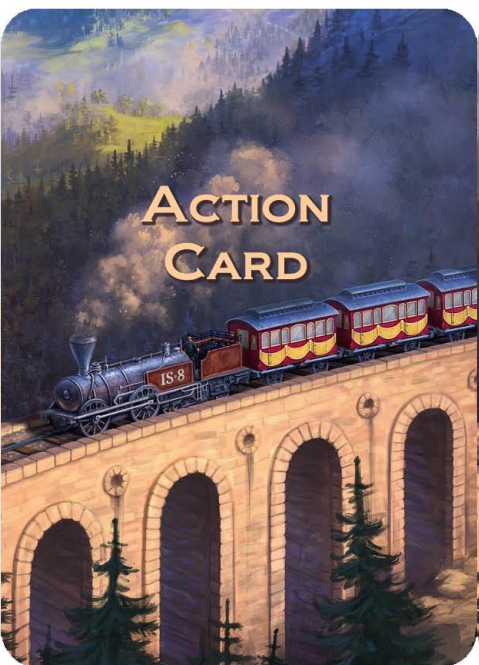
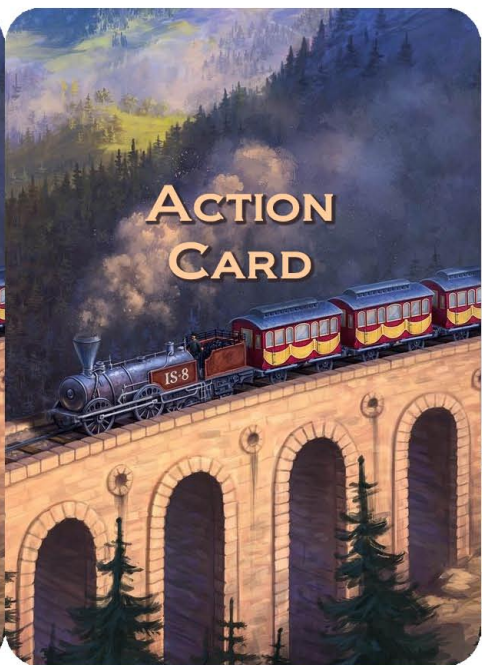
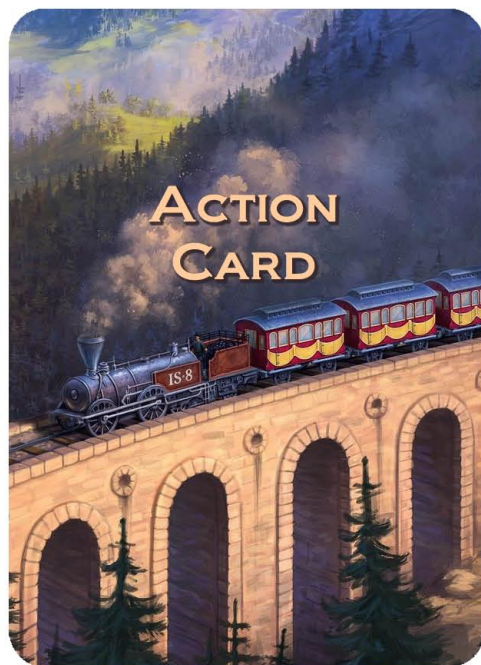


1 +50 Pay 1 to deliver 1 good (color match) - shared city / private city / A..Z - most profitable good / T-C 8	1 Have 1+ factory slots (>>SLOT #2) Build 1 factory (T-B) 2 1+ cities with factory slot at dist.1 (>>SLOT #3) Build 1 track city with most factory slots (T-A) 3 +2 Pay 1 to deliver 1 good (color match) - shared city / private city / A..Z - most profitable good / T-C 7	Have 4+ (>>SLOT #2) 1 Build 2 tracks city / reward (T-A) Pay 3 (+1 if built at least 1) 2 Have 20+ (>>SLOT #4) Empty Landing (>>SLOT #3) Order goods (T-C), pay 20 guildens 3 Buy 1 good (T-C), pay 20 guildens 4 +50 then -1 (if possible) Pay 1 to deliver 1 good (color match) - shared city / private city / A..Z - most profitable good / T-C 1A	Have 3+ (>> SLOT #2) 1 Build 2 tracks city / reward (T-A) Pay 2 (+1 if built at least 1) 2 Empty Landing (>>SLOT #3) Order goods (T-C), no cost 3 Buy 1 good (T-C), no cost Pay 1 to deliver 1 good (color match) - shared city / private city / A..Z - most profitable good / T-C 1B
Have 20+ (>>SLOT #2) 1 Have 4 (>>SLOT #4) Hire 3 (T-D) 1+ cities valid for hiring (>>SLOT #3) pay 20 gul. 2 +60 then -1 (if possible) 3 +3 4 Empty Landing (>>SLOT #5) Order goods (T-C), no cost 5 Buy 1 good (T-C), no cost Pay 1 to deliver 1 good (color match) - shared city / private city / A..Z - most profitable good / T-C 2B	Have 20+ (>>SLOT #2) 1 Have 4 (>>SLOT #4) Hire 2 (T-D) 1+ cities valid for hiring (>>SLOT #3) pay 20 gul. 2 +50 then -1 (if possible) 3 +2 4 Empty Landing (>>SLOT #5) Order goods (T-C), pay 20 guildens 5 Buy 1 good (T-C), pay 20 guildens Pay 1 to deliver 1 good (color match) - shared city / private city / A..Z - most profitable good / T-C 2A	Have 20+ (>>SLOT #3) 1 Have 1+ factory slots (>>SLOT #2) Build 1 factory (T-B), pay 20 guildens 2 Have 40+ (>>SLOT #3) 1+ cities with factory slots at dist.1 (>>SLOT #4) Pay 40guld. & Build 1 track city with most factory slots (T-A) 3 +50 then -1 (if possible) 4 Buy 1 good (T-C), pay 20 guildens Pay 1 to deliver 1 good (color match) - shared city / private city / A..Z - most profitable good / T-C 3A	Have 1+ factory slots (>>SLOT #2) 1 Build 1 factory (T-B), no cost 2 Have 20+ (>>SLOT #3) 1+ cities with factory slots at dist.1 (>>SLOT #4) Pay 20guld. & Build 1 track city with most factory slots (T-A) 3 +60 then -1 (if possible) 4 Buy 1 good (T-C), no cost Pay 1 to deliver 1 good (color match) - shared city / private city / A..Z - most profitable good / T-C 3B



1 Special action (T-E)

Pay 1  to deliver 1 good (color match)
 - shared city / private city / A..Z
 - most profitable good / T-C

5

Have 3-  (>>SLOT #2)

1 Have 2+  working factories (>>SLOT #3)

Get 1 good from each factory

2 

3 Have 20+  (>>SLOT #5)

3 Empty Landing (>>SLOT #4)

Order goods (T-C), pay 20 guildens

4 Buy 1 good (T-C), pay 20 guildens

5  then  (if possible)

Pay 1  to deliver 1 good (color match)
 - shared city / private city / A..Z
 - most profitable good / T-C

4

Trieste not yet connected (>>SLOT #2)

1 Build 1 track



 Trieste / City closest to Trieste (T-A)

2 

Pay 1  to deliver 1 good (color match)
 - shared city / private city / A..Z
 - most profitable good / T-C

6

AUTOMA's TURN

1. Move 1 action hand outside the play area
2. Draw 1 action card and 1 decision card
3. Perform the first valid action indicated on the action card:

- 3a. Check the first condition in SLOT#1
 - if met > check the next condition
 - not met > skip to the indicated slot
- 3b. If all conditions of the current slot are met > perform the action described within the slot.

The slot reports the action performed, the costs to apply, the tiebreaker rules that are reported in a specific section of the decision card (e.g. T-A, T-B...)

4. Deliver a good (if possible)

If the decks are exhausted reshuffle them.
 Upon the first reshuffle add 1 strategic action card and 1 strategic decision card to the proper deck.

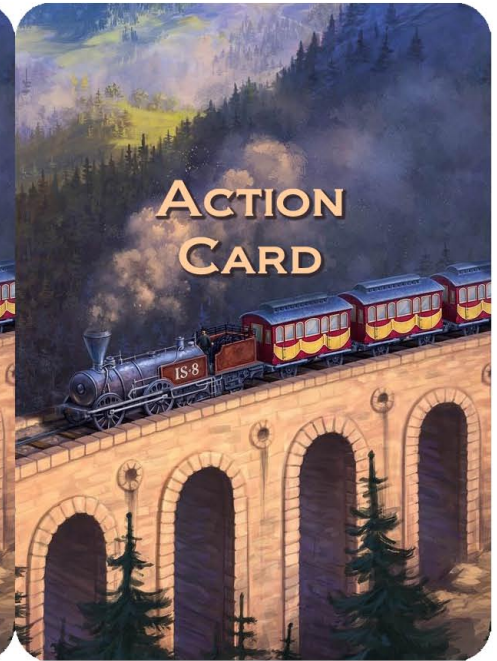
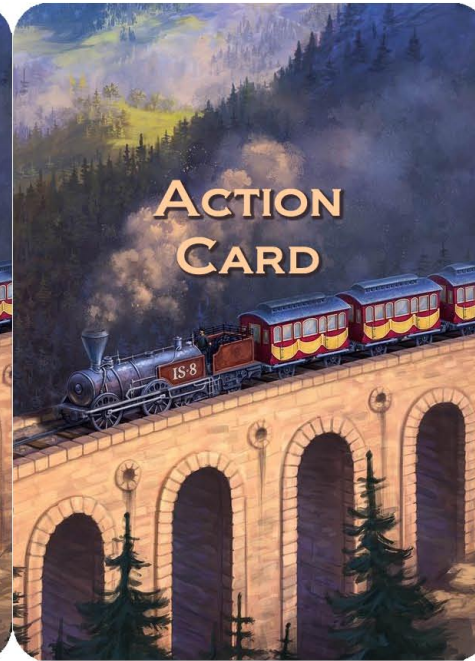
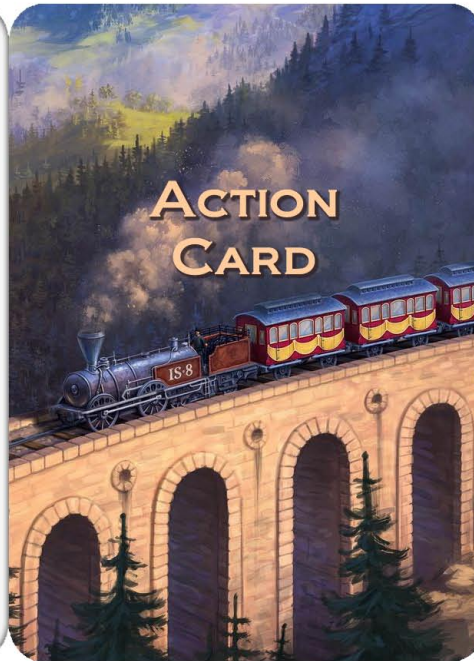


GENERAL RULES FOR TRACKS PLACEMENT

- When Automa places 2 tracks, the second track must start from the city reached with the first track.
- Whenever it places a track, it connects a new city (a city that was not part of its network). This means that the automa never creates loop within its network.
- The automa gets the rewards of the cities it connects.
- When Automa gets a business token, it converts it into influence points.

GENERAL RULES ABOUT USING INFLUENCE POINTS

Whenever Automa gets influence points, if its influence marker is behind the marker of the highest city or behind the player's marker, it uses influence points to advance the influence marker, otherwise it receives 10 guldens per unused advancement.



T-A

city { HUB / HUB / HUB / HUB / TRIESTE
white / brown / blue / green

reward { MOST FACTORY SLOTS
MOST INFLUENCE
A..Z

T-B Which type: exclude working factories
most requested goods

Where: shared city / A..Z

How many goods: 3 goods matching the factory color

T-C

T-D Cheapest workers
City with lowest influence

T-E 0-1 UNASSIGNED FACTORIES → +2

2+ UNASSIGNED FACTORIES → Get 1 contract L2 (max VP > leftmost > L1)

8

T-A

city { HUB / HUB / HUB / HUB / TRIESTE
brown / white / green / blue

reward { MOST FACTORY SLOTS
MOST INFLUENCE
A..Z

T-B Which type: exclude working factories
most requested goods

Where: shared city / A..Z

How many goods: 3 goods matching the factory color

T-C

T-D Cheapest workers
City with lowest influence

T-E 0 UNASSIGNED FACTORIES → +2

1+ UNASSIGNED FACTORIES → Get 1 contract L1 (max VP > leftmost)

7

T-A

city { HUB / HUB / HUB / HUB
blue / green / brown / white

reward { MOST FACTORY SLOTS
MOST INFLUENCE
A..Z

T-B Which type: exclude working factories
most requested goods

Where: shared city / A..Z

How many goods: 3 goods matching the factory color

T-C

T-D Cheapest workers
City with lowest influence

T-E 0-2 UNASSIGNED FACTORIES → +2

3+ UNASSIGNED FACTORIES → Get 1 contract L3 (max VP > leftmost > L2/L1)

1

T-A

city { HUB / HUB / HUB / HUB / TRIESTE
green / white / blue / brown

reward { MOST FACTORY SLOTS
MOST INFLUENCE
A..Z

T-B Which type: exclude working factories
most requested goods

Where: shared city / A..Z

How many goods: 3 goods matching the factory color

T-C

T-D Cheapest workers
City with lowest influence

T-E 0 UNASSIGNED FACTORIES → +2

1+ UNASSIGNED FACTORIES → Get 1 contract L1 (max VP > leftmost)

2

T-A

city { HUB / HUB / HUB / HUB
brown / green / white / blue

reward { MOST INFLUENCE
MOST FACTORY SLOTS
A..Z

T-B Which type: exclude working factories
most requested goods

Where: shared city / A..Z

How many goods: 3 goods matching the factory color

T-C

T-D Cheapest workers
City with lowest influence

T-E 0-1 UNASSIGNED FACTORIES → +2

2+ UNASSIGNED FACTORIES → Get 1 contract L2 (max VP > leftmost > L1)

4

T-A

city { TRIESTE / HUB / HUB / HUB / HUB
brown / green / white / blue

reward { MOST FACTORY SLOTS
MOST INFLUENCE
A..Z

T-B Which type: exclude working factories
most requested goods

Where: shared city / A..Z

How many goods: 3 goods matching the factory color

T-C

T-D Cheapest workers
City with lowest influence

T-E 0-2 UNASSIGNED FACTORIES → +2

3+ UNASSIGNED FACTORIES → Get 1 contract L3 (max VP > leftmost > L2/L1)

3

T-A

city { HUB / HUB / HUB / HUB
white / green / blue / brown

reward { MOST INFLUENCE
MOST FACTORY SLOTS
A..Z

T-B Which type: exclude working factories
most requested goods

Where: shared city / A..Z

How many goods: 3 goods matching the factory color

T-C

T-D Cheapest workers
City with lowest influence

T-E 0-1 UNASSIGNED FACTORIES → +2

2+ UNASSIGNED FACTORIES → Get 1 contract L2 (max VP > leftmost > L1)

5

T-A

city { HUB / HUB / HUB / HUB / TRIESTE
green / white / blue / brown

reward { MOST FACTORY SLOTS
MOST INFLUENCE
A..Z

T-B Which type: exclude working factories
most requested goods

Where: shared city / A..Z

How many goods: 3 goods matching the factory color

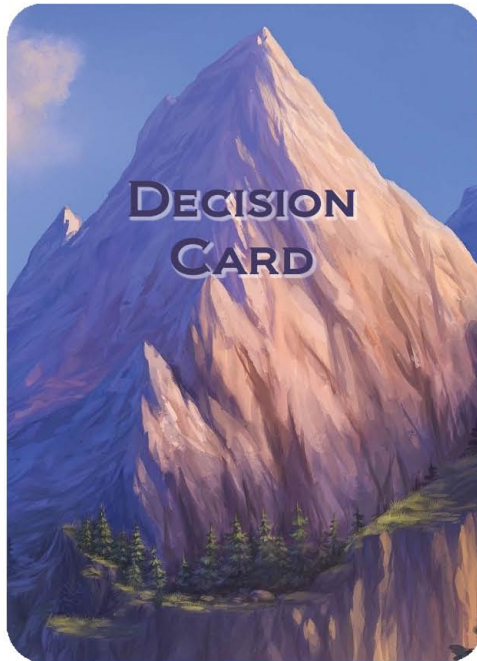
T-C

T-D Cheapest workers
City with lowest influence

T-E 0-2 UNASSIGNED FACTORIES → +2

3+ UNASSIGNED FACTORIES → Get 1 contract L3 (max VP > leftmost > L2/L1)

6



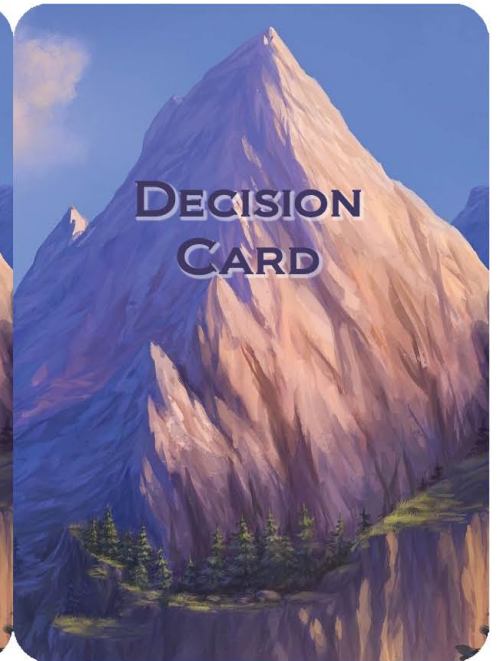
DECISION
CARD



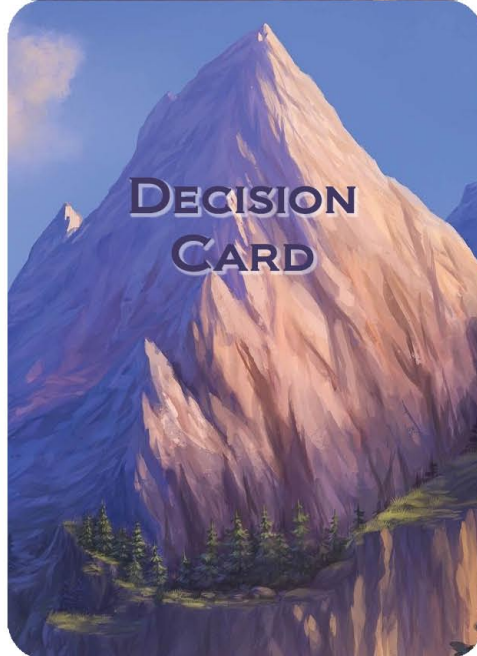
DECISION
CARD



DECISION
CARD



DECISION
CARD



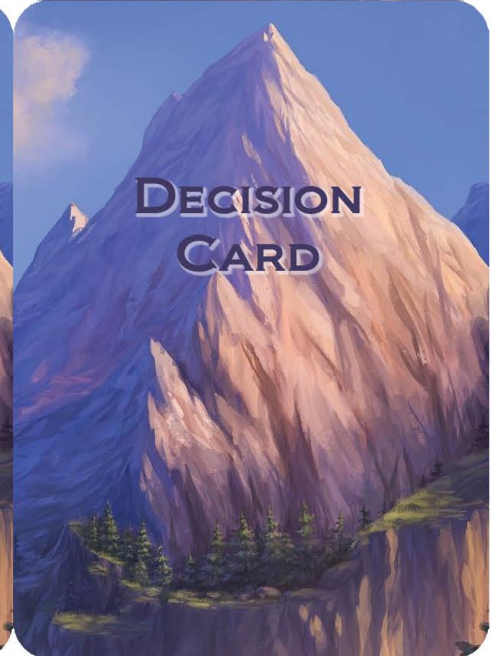
DECISION
CARD



DECISION
CARD



DECISION
CARD



DECISION
CARD