

ANNEX

Card Interpretation Rules for Mautoma

General Rules

When resolving card effects, always assume the following for the Automa:

- The Automa always has an unemployed worker available to lose or assign;
- The Automa always has a Mine or a Farm that can be destroyed, or Resources that can be lost;
- The Automa never has discontent workers;
- The Automa is considered to have 3 Mines and 3 Farms, placed on the highest-level Mine and Farm technologies it owns.

AGE A

EVENT

Development of agriculture: no effect

Development of warfare: build the best available Infantry unit

Development of Settlement: no effect

Development of civilization: build the Urban Building with the highest Science or Culture production

Development of crafts: no effect

Development of planning: Reveal 3 cards and place them in a Card Row. The Automa ignores all cards that would have no effect for it. If any valid cards remain, it takes the leftmost one. Otherwise, no effect.

Development of markets: no effect

Development of politics: resolve normally

Development of religion: build an Age A Temple

Development of science: resolve normally

LEADER

Alexander The Great: no effect

Aristotele: no effect

Ashoka: no effect

Boadica: no effect

Cleopatra: no effect

Confucius: no effect

Hammurabi: no effect

Hippocrates: no effect

Julius Caesar: +1 Military Strength

Mosè: no effect

Homer: 1 Happiness

Sun Tzu: +1 Military Strength

WONDER

Acropolis: +1 Culture production, +1 Military Strength

Library of Alexandria: +1 Culture production, +1 Science production

Colosseum: +1 Happiness

Colossus: +2 Military Strength

Hanging Gardens: +1 Culture production, +2 Happiness

Pyramids: no effect

Roman roads: no effect

Stonehenge: +1 Culture production, +1 Happiness

AGE I

EVENT

Barbarians: no effect

Good Harvest: no effect

Uncertain borders: if you are the strongest civilization, take a yellow cube from the supply. If you are the weakest, remove one yellow cube and return it to the box

Border conflict: no effect

Dark Ages: resolve normally

Call to arms: if the Automa is the weakest, it draws 2 Military cards

Immigration: no effect

Cultura influence: resolve normally

New deposits: no effect

Pestilence: no effect

Raiders: no effect

Foray: no effect

Reign of terror: no effect

Rebellion: no effect

Scientific breakthrough: resolve normally

Rats: no effect

Crusades: resolve normally

Knowledge of the Ancients: the Automa gains only the Science bonus

COLONY

Inhabited territory: no effect

Vast territory: no effect

Wealthy territory: no effect

Historic Territory: resolve normally

Strategic territory: resolve normally

Developed Territory: +3 Science points

AGGRESSION (Each entry shows the result if **YOU win** or if **THE AUTOMA wins**)

Raid:

You win → normal

Automa wins → you destroy the most expensive Urban Building from Age A or I (tie-breaker: highest total of Science + Culture + Happiness; you choose)

Enslave:

You win → no effect

Automa wins → you choose Population to lose; no further effect for the Automa

Plunder:

You win → no effect (Automa is considered to have 3 Food and 3 Resources)

Automa wins → you lose Resources first, then Food if needed

Kidnap:

You win → shuffle all Automa Civil cards and take one at random

Automa wins → shuffle your Civil cards and give one at random to the Automa (if it cannot be kept, repeat)

LEADER

Cristoforo Colombo: no effect

Eleanor of Aquitaine: no effect

Federico Barbarossa: no effect

Giovanna D'Arco: +1 Culture production

Genghis Khan: no effect

Isabella of Castile: no effect

Jan Zizka: no effect

Johannes Gutenberg: no effect

Leonardo Da Vinci: no effect

Michelangelo: no effect

Nostradamus: no effect

Saladin: no effect

WONDER

Forbidden City: no effect

The Great Wall: +1 Culture production, +1 Happiness

Jimeji Castle: +2 Culture production, +2 Military Strength

Macchu Picchu: no effect

Silk road: +2 Culture production, +1 Science production

St. Peter's Basilica: +2 Culture production, +1 Happiness

Taj Mahal: +3 Culture production

University of Carolina: +1 Culture production, +2 Science production

AGE II

EVENT

International negotiations: if revealed by you, resolve normally (Automa is considered to have at least 3 Food/Resources). If revealed by the Automa, it always chooses 3 Science points

Independence declaration: if the Automa loses a Colony, it loses one without permanent effects if possible; otherwise the most recently gained Colony

Politics of strenght: if the Automa is strongest, draw 5 Military cards; if weakest, discard 3 cards from War & Aggression hand (and Events if needed)

Civil unrest: no effect

Popularization of Science: resolve normally

Emigration: no effect

Cold war: resolve normally

Iconoclasm: resolve normally

Crime wave: Automa loses Culture only

National pride: resolve normally

Economic Progress: no effect

Prosperity: no effect

Refugees: apply only Culture gain/loss

Ravages of time: the Automa chooses the first Wonder it built

Terrorism: If the Automa destroys one of your buildings, destroy the most expensive Urban Building (tie-breaker: highest total of Science + Culture + Happiness; you choose)

Freedom of movement: no effect

Arms Industry: no effect

International agreement: if the Automa is strongest, starting from the leftmost card in the Card Row, it takes all cards it can legally keep, up to a total Civil Action cost of 5. It skips its next Political Phase. Refill the Card Row afterward

COLONY

Inhabitated territory: no effect

Vast territory: no effect

Wealthy territory :no effect

Historic Territory: resolve normally

Developed Territory: +5 Science points

Strategic territory: resolve normally

Autonomous territory: +7 Culture points

AGGRESSION (Each entry shows the result if **YOU win** or if **THE AUTOMA wins**)

Annex:

You win → Automa loses the Colony's permanent bonus (if applicable)

Automa wins → you lose your most recent Colony

Infiltrate:

You win → normal

Automa wins → you lose a Wonder, then a Leader; Automa gains 3 Culture per discarded card level

Spy:

You win → resolve normally

Automa wins → resolve normally

Raid:

You win → normal

Automa wins → you destroy the most expensive urban building among those from Era II or earlier, then repeat the procedure among those from Era I or earlier → the one that produces the most when adding faces/science/culture → you choose.

Plunder:

You win → for the automa, no effect; the automa is considered to have 5 food and 5 resources.

Automa wins → the automa removes your resources first and then, if necessary, your food.

WAR (Each entry shows the result if **YOU win** or if **THE AUTOMA wins**)

War over technology

You win → resolve normally.

Automa wins → if you have blue technologies, the automa removes one of them (you choose); the rest is removed from your science.

War over territory

You win → take tokens from the supply.

Automa wins → the automa takes yellow tokens from your bank and then discards them.

LEADER

Alfred Nobel: +2 Military Strength, +2 Science production	James Watt: no effect
Antoni Guadi: no effect	Johan Sebastian Bach: +2 Culture production
Catherine the Great: +2 Culture production	Maria Theresa: no effect
Charles Darwin: no effect	Maximilien Robespierre: no effect
Isaac Newton: no effect	Napoleon Bonaparte: no effect
James Cook: no effect	William Shakespeare: +1 Happiness

WONDER

Cremlino: +2 Culture production, -1 Happiness	Statue of liberty: no effect
Harvard College: +1 Culture production, +3 Science production	Suez Canal: no effect
Louver Museum: +2 Culture production	Torre Eiffel: +4 Culture production, +1 Happiness
Ocean Liner Service: no effect	Transcontinental Railroad: +5 Military Strength

AGE III

EVENT

Impact of harmony: the automa is considered to have 3 farms and 3 mines

Impact of culture: resolve normally

Impact of technology: resolve normally

Impact of Government: for the automa, all white and red icons present on its government count, and possibly those on colonies and special technologies

Impact of Variety: resolve normally

Impact of Agriculture: the automa is considered to have 3 farms placed on the best technology. It is considered to exceed the food consumption level

Impact of colonies: resolve normally

Impact of strenght: resolve normally

Impact of population: the automa is considered to have no discontent workers

Impact of Science: resolve normally

Impact of Architecture: resolve normally

Impact of Wonders: resolve normally

Impact of Balance: the automa is considered to have 3 farms and 3 mines placed on their respective best technologies

Impact of progress: resolve normally

Impact of Happiness: the automa is considered to have no discontent workers

Impact of Industry: the automa is considered to have 3 mines placed on the best technology

Impact of competition: resolve normally

AGGRESSION (Each entry shows the result if **YOU win** or if **THE AUTOMA wins**)

Plunder:

You win → for the automa, no effect; the automa is considered to have 7 food and 7 resources

Automa wins → the automa removes your resources first and then, if necessary, your food

Occupy:

You win → the automa is considered to have 3 food and 3 resources

Automa wins → you lose up to 3 food and 3 resources; 3 science and 3 culture are transferred to the automa

Armed intervention:

You win → resolve normally

Automa wins → resolve normally

Raid:

You win → resolve normally

Automa wins → you destroy the most expensive urban building among those from Age III or earlier, then repeat the procedure among those from Age II or earlier → choose the one that produces the most when adding faces/science/culture (you choose)

WAR (Each entry shows the result if **YOU win** or if **THE AUTOMA wins**)

War over culture

You win → resolve normally

Automa wins → resolve normally

Hybrid war

You win → resolve normally

Automa wins → resolve normally

LEADER

Albert Einstein: no effect

Bill Gates: no effect

Charlie Chaplin: +2 Happiness

Ian Fleming: no effect

Mahatma Gandhi: +2 Culture production

Marie Curie Sklodowska: no effect

Marlene Dietrich: no effect

Nelson Mandela: +2 Culture production

Pierre de Coubertin: no effect

Sid Meier: no effect

Steve Jobs: no effect

Winston Churchill: no effect

WONDER

Empire State Building: no effect

Fast food chain: no effect

Hollywood: no effect

International Red Cross: if taken by the automa, it has no effect, but you may contribute to its construction; if taken by you, the automa does not contribute to its construction

Internet: no effect

Manhattan Project: +13 Military Strenght

United Nations: no effect

Space Flight: no effect