

RELEASE!

Automation

Expansion

This expansion adds new cards with instant actions and reactions; this will increase the complexity of your game play, as well as get you moving at faster speeds. This expansion is only compatible with up to 7 players.

Installation Instructions

Replace these 3 play cards with 3 matching base play cards. Set aside the automation deck.

After dealing hands, shuffle the automation deck and deal 3 cards to each player; these cards are placed face-up in front of the player. Each automation card has a trigger and an effect. When conditions described on the trigger are met, immediately perform the effect. If automations are triggered simultaneously, resolve them clockwise, starting with the leading player.



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AUTOMATED APPROVALS

Trigger: an iteration ends with both a 12 and a 13

Effect: swap any one card in your hand with a card in that iteration



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AUTOMATED APPROVALS

Trigger: an iteration ends with both a 12 and a 13

Effect: swap any one card in your hand with a card in that iteration



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AUTOMATED APPROVALS

Trigger: an iteration ends with both a 12 and a 13

Effect: swap any one card in your hand with a card in that iteration



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AUTOMATED APPROVALS

Trigger: an iteration ends with both a 12 and a 13

Effect: swap any one card in your hand with a card in that iteration



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AUTOMATED PERFORMANCE ANALYSIS

Trigger: an iteration ends with cards of 3 different suits committed

Effect: immediately score **+2**



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AUTOMATED PERFORMANCE ANALYSIS

Trigger: an iteration ends with cards of 3 different suits committed

Effect: immediately score **+2**



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AUTOMATED PERFORMANCE ANALYSIS

Trigger: an iteration ends with cards of 3 different suits committed

Effect: immediately score **+2**



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AUTOMATED PERFORMANCE ANALYSIS

Trigger: an iteration ends with cards of 3 different suits committed

Effect: immediately score **+2**



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AUTOMATED UNIT TESTING

Trigger: a player contributes a card that breaks suit

Effect: swap this automation with one of that player's automations



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AUTOMATED UNIT TESTING

Trigger: a player contributes a card that breaks suit

Effect: swap this automation with one of that player's automations



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AUTOMATED SCALING

Trigger: an iteration ends with 3 cards committed ranked 10 to 13

Effect: swap this automation with any other automation



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AUTOMATED SCALING

Trigger: an iteration ends with 3 cards committed ranked 10 to 13

Effect: swap this automation with any other automation



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AUTOMATED SCALING

Trigger: an iteration ends with 3 cards committed ranked 10 to 13

Effect: swap this automation with any other automation



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AUTOMATED DEPLOYMENTS

Trigger: a player wins three iterations in a row

Effect: you are the lead player in the next iteration



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AUTOMATED DEPLOYMENTS

Trigger: a player wins three iterations in a row

Effect: you are the lead player in the next iteration



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AUTOMATED DEPLOYMENTS

Trigger: a player wins three iterations in a row

Effect: you are the lead player in the next iteration



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AUTOMATED DEPLOYMENTS

Trigger: a player wins three iterations in a row

Effect: you are the lead player in the next iteration



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AUTOMATED BUG REPORTING

Trigger: a single automation was triggered twice in this release

Effect: you may discard this automation to discard the triggered automation, then you draw a new automation



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AUTOMATED BUG REPORTING

Trigger: a single automation was triggered twice in this release

Effect: you may discard this automation to discard the triggered automation, then you draw a new automation



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AUTOMATED BUG REPORTING

Trigger: a single automation was triggered twice in this release

Effect: you may discard this automation to discard the triggered automation, then you draw a new automation



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AUTOMATED BUG REPORTING

Trigger: a single automation was triggered twice in this release

Effect: you may discard this automation to discard the triggered automation, then you draw a new automation



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MANUAL OVERRIDE

Trigger: an iteration ends with a 2 of the led suit and 13 of the led suit committed

Effect: you may choose to have the player who committed the 2 to win the iteration



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MANUAL OVERRIDE

Trigger: an iteration ends with a 2 of the led suit and 13 of the led suit committed

Effect: you may choose to have the player who committed the 2 to win the iteration



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MANUAL OVERRIDE

Trigger: an iteration ends with a 2 of the led suit and 13 of the led suit committed

Effect: you may choose to have the player who committed the 2 to win the iteration



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MANUAL OVERRIDE

Trigger: an iteration ends with a 2 of the led suit and 13 of the led suit committed

Effect: you may choose to have the player who committed the 2 to win the iteration



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AUTOMATION PLATFORM

Trigger: an iteration begins and you have two Automation Platform cards

Effect: immediately score **+1** and, if this is the third point scored in this manner, swap both Automation Platform cards with any other 2 automations in play



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AUTOMATION PLATFORM

Trigger: an iteration begins and you have two Automation Platform cards

Effect: immediately score **+1** and, if this is the third point scored in this manner, swap both Automation Platform cards with any other 2 automations in play



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At the end of this iteration, the player who committed this card immediately scores **+1** for each automation that triggered during the iteration.



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AUTOMATION PLATFORM

Trigger: an iteration begins and you have two Automation Platform cards

Effect: immediately score **+1** and, if this is the third point scored in this manner, swap both Automation Platform cards with any other 2 automations in play



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AUTOMATION PLATFORM

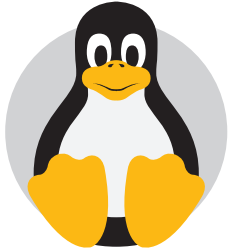
Trigger: an iteration begins and you have two Automation Platform cards

Effect: immediately score **+1** and, if this is the third point scored in this manner, swap both Automation Platform cards with any other 2 automations in play



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After you commit this card, you may swap any one of your automations with another player's automation.



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After you commit this card, choose left or right. All players pass one automation in that direction.



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