**4th, 5th, 6th Player Bots**

**Strategy Phase**

Bots pick strategy cards in player order after human players. Bots pick cards in pick order as listed below for the particular round by picking the card furthest to the left in the list if available. All trade goods on the cards picked by the bots are returned to the supply.

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| **Round** | **SC Pick 1** | **SC Pick 2** | **SC Pick 3** | **SC Pick 4** | **SC Pick 5** | **SC Pick 6** | **SC Pick 7** | **SC Pick 8** |
| 1 | Technology | Warfare | Trade | Leadership | Politics | Construction | Diplomacy | Imperial |
| 2 | Leadership | Technology | Trade | Politics | Warfare | Construction | Diplomacy | Imperial |
| 3 | Leadership | Technology | Imperial | Politics | Trade | Construction | Warfare | Diplomacy |
| 4 | Imperial | Leadership | Politics | Technology | Construction | Trade | Diplomacy | Warfare |
| 5 | Imperial | Leadership | Politics | Diplomacy | Warfare | Technology | Construction | Trade |
| 6 | Imperial | Leadership | Diplomacy | Politics | Warfare | Construction | Trade | Technology |
| 7 | Imperial | Leadership | Diplomacy | Politics | Warfare | Construction | Trade | Technology |
| 8 | Imperial | Leadership | Diplomacy | Politics | Warfare | Construction | Trade | Technology |
| 9 | Imperial | Leadership | Diplomacy | Politics | Warfare | Construction | Trade | Technology |

Strategy Card Pick Order:

**Action Phase**

During a bot’s turn (in initiative order as normal) place a token (just to be able to track how many turns have passed for the bot) on the strategy card. As soon as the card has as many tokens as shown in the list below for that particular strategy card that bot performs their strategic action. Bots do not perform any other actions. Some bots have two numbers below, the first number is for the first round and the second are for the rounds afterwards.

Turns until Bot Performs Strategic Action:

* Leadership – 4
* Diplomacy – 2;1
* Politics – 3
* Construction – 2;1
* Trade – 2
* Warfare – 4
* Technology – 2
* Imperial – 3

During a bot’s strategic action nothing occurs for the primary ability of their strategy card except for the Politics and Trade strategy cards (i.e. nothing occurs for the Leadership, Diplomacy, Construction, Trade, Warfare, Technology, or Imperial cards). Secondary abilities then proceed as normal with the bots not performing any secondary abilities.

For the Politics primary the only ability that occurs is choosing a new speaker. The bot player chooses the human player to the right of the current speaker to be the new speaker, give them the speaker token.

For the Trade primary ability, the bot does the following with the bot acting as if it was neighbors with players adjacent or on Mecatol Rex:

* Gains 3 trade goods (place trade goods on strategy card).
* Gains 3 commodities (place commodities on strategy card).
* Buys Trade Agreements from each human player starting with the speaker and continuous clockwise unless that player is in the lead with no tie. The bot will pay for each trade agreement equal to the commodity value minus 1 of the corresponding player. If the bot is unable to pay the full value of someone’s trade agreement, they will pay as much as possible. If the bot has bought every player’s trade agreement or it no longer has any trade/commodity tokens, the bot then refreshes every player for which the bot has their trade agreement.
* All trade goods or commodities on the strategy card are then returned to the supply.