




























prototype\_draft\_00d1aae\_240124

## PHASES

+		-		0	0	0	0	-		1
+		-		1	0	0	0	-		2
+		-		2	1	0	0	-		3
+		-		3	2	1	0	-		4

+		-		1	0	0	0	-		
+		-		2	1	0	0	-		
+		-		3	2	1	0	-		

-		-		2	1	0	0	+		6
-		-		3	2	1	0	+		18
-		-		4	3	2	1	+		40










  $< 0$     **Burnout:** *Lose next turn*  
  $\geq$      **Research:** *Lower  cost*

1	AM	BUY	MAKE	SELL	PM
	10	-		+	=
	0	+	-		=
	0	+	-		=
	0	+	-		=
	0	+	-		=
	0		+	-	=
	0		+	-	=
	0		+	-	=
	12	-	-	-	=

3	AM	BUY	MAKE	SELL	PM
	→	—		+	=
	→	+	—		=
	→	+	—		=
	→	+	—		=
	→	+	—		=
	→		+	—	=
	→		+	—	=
	→		+	—	=
	8	—	—	—	=

5	AM	BUY	MAKE	SELL	PM
	→	-		+	=
	→	+	-		=
	→	+	-		=
	→	+	-		=
	→	+	-		=
	→		+	-	=
	→		+	-	=
	→		+	-	=
	4	-	-	-	=

2	AM	BUY	MAKE	SELL	PM
	→→	—		+	=
	→→	+	—		=
	→→	+	—		=
	→→	+	—		=
	→→	+	—		=
	→→		+	—	=
	→→		+	—	=
	→→		+	—	=
	12	—	—	—	=

4	AM	BUY	MAKE	SELL	PM
	→→	—		+	=
	→→	+	—		=
	→→	+	—		=
	→→	+	—		=
	→→	+	—		=
	→→		+	—	=
	→→		+	—	=
	→→		+	—	=
	8	—	—	—	=

6	AM	BUY	MAKE	SELL	PM
	→	-		+	=
	→	+	-		=
	→	+	-		=
	→	+	-		=
	→	+	-		=
	→		+	-	=
	→		+	-	=
	→		+	-	=
	4	-	-	-	=