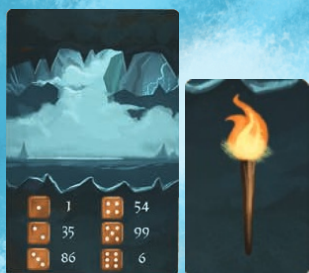


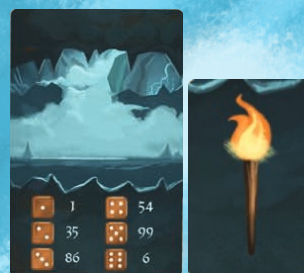
Draw 1 cave card.  
Gain 1 reputation.



Draw 1 cave card.  
Gain 1 random good.



Draw 1 cave card.  
Gain 1 reputation.



Gain cider (if available).  
Gain 1 good you have the  
least of.



Gain 1 good you have the  
least of.



Buy 1 potion/cider/good  
for 3 coins.

Gain 1 random good.



Put 1 potion and cider for  
sale for 3 coins.

Gain 1 good you have the  
least of.



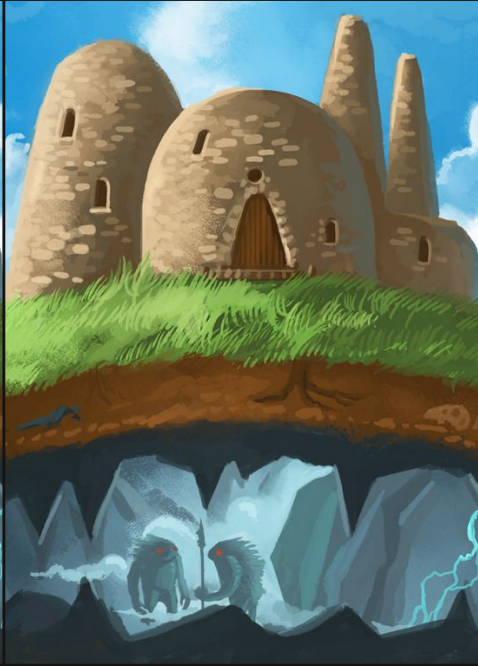
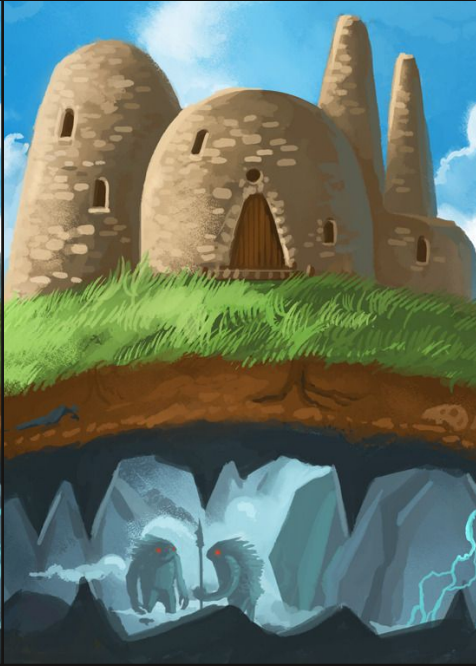
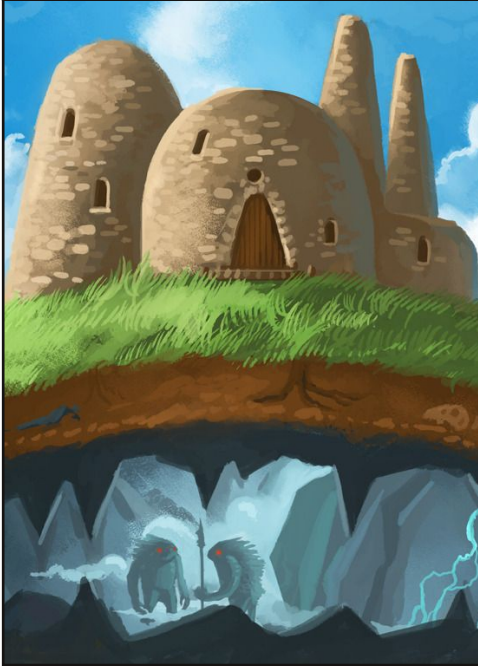
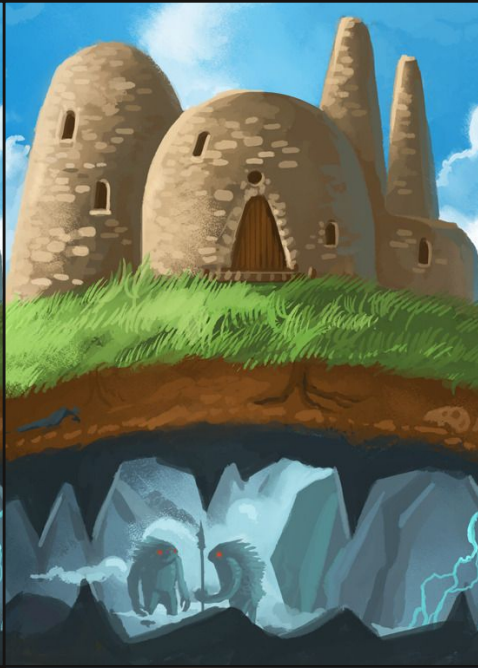
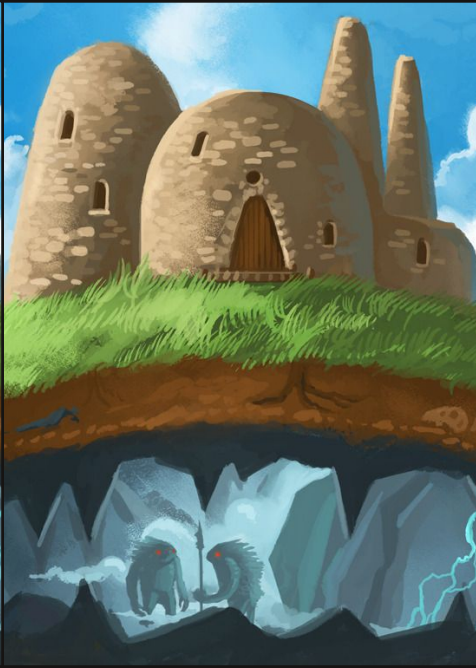
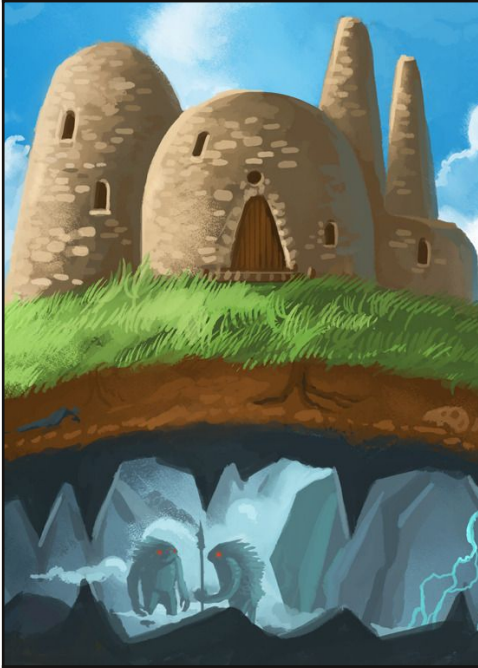
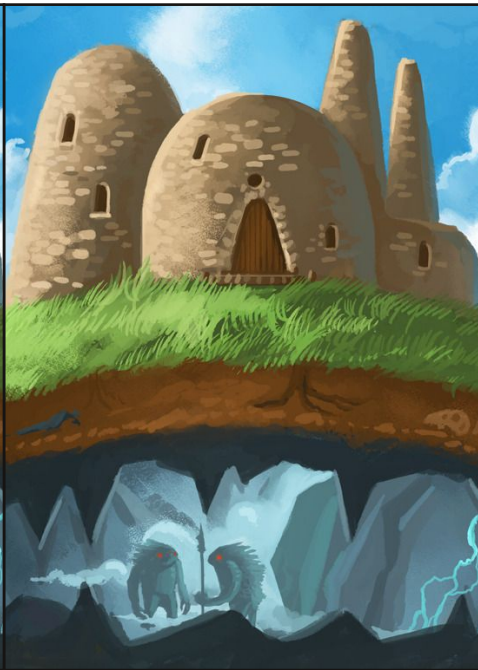
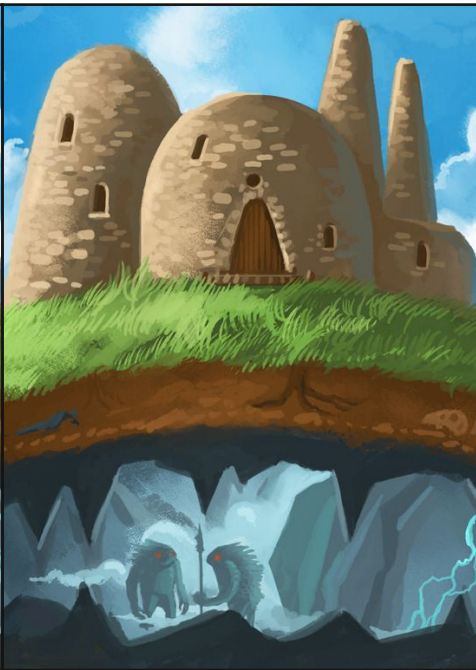
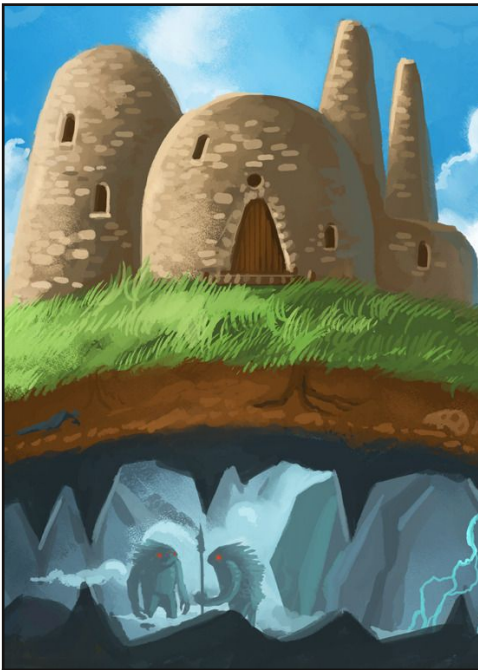
Gain 2 potions.



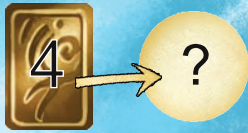
Gain cider (if available).  
Gain 1 potion.





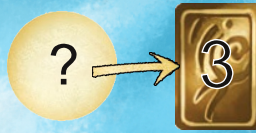






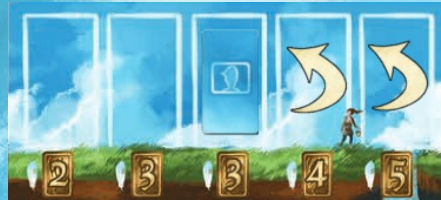
Buy 1 good for 4 coins.

Gain cider (if available).



Put 1 random good for sale for 3 coins.

Discard 4th and 5th villager.  
Train 3rd villager (if available).



Discard 1st and 4th villager.  
Train 2nd villager (if available).

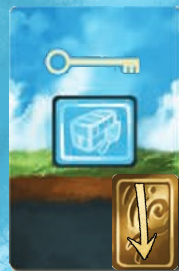


Put 1 random good for sale for 4 coins.

Gain cider (if available).  
Gain 1 potion.



Build all cheapest key houses.



Build all houses/outposts that give the most points.  
Discard all houses/outposts with beds.



Build 1 random star house.  
Gain 1 cube.



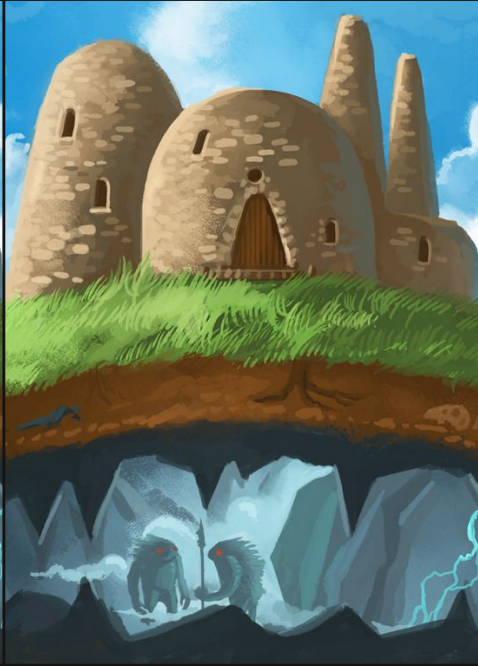
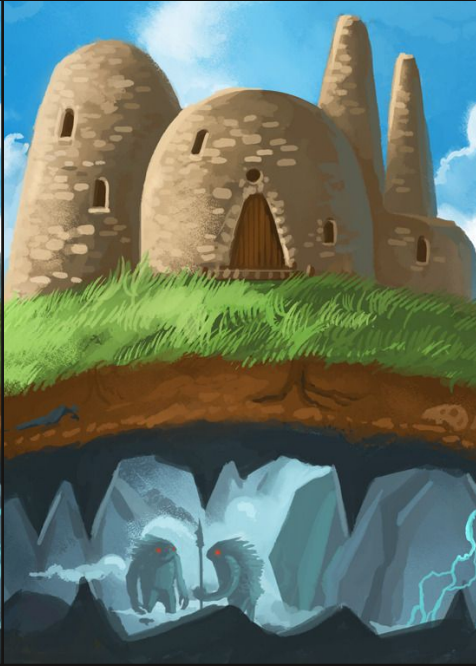
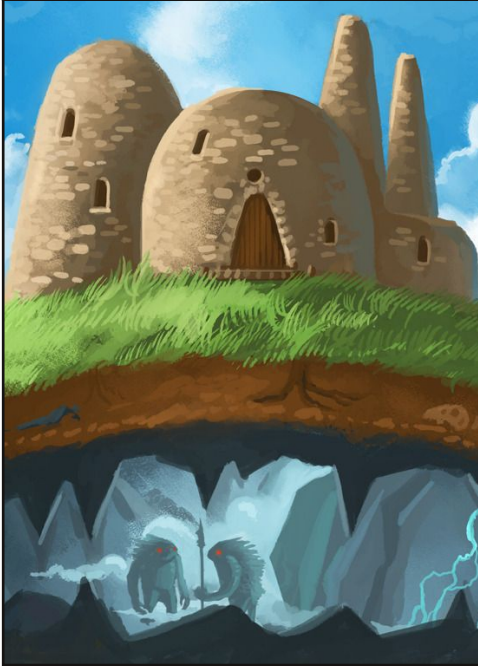
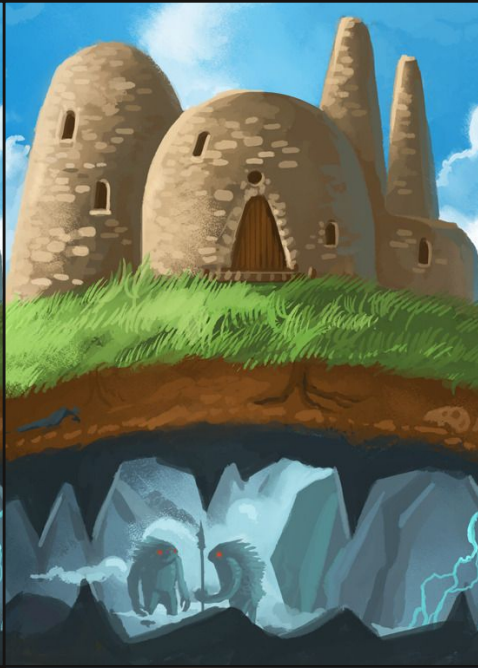
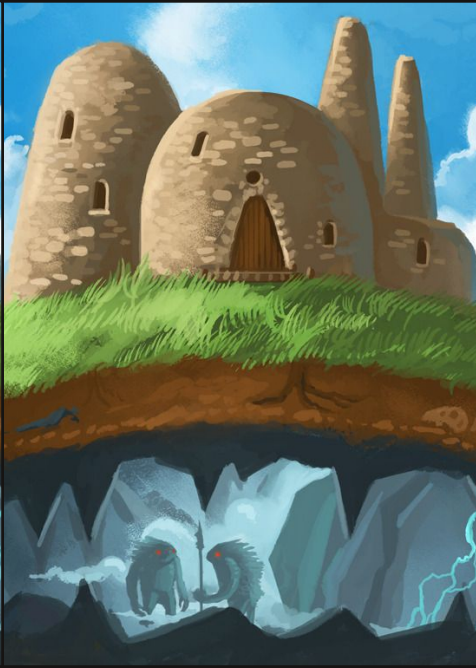
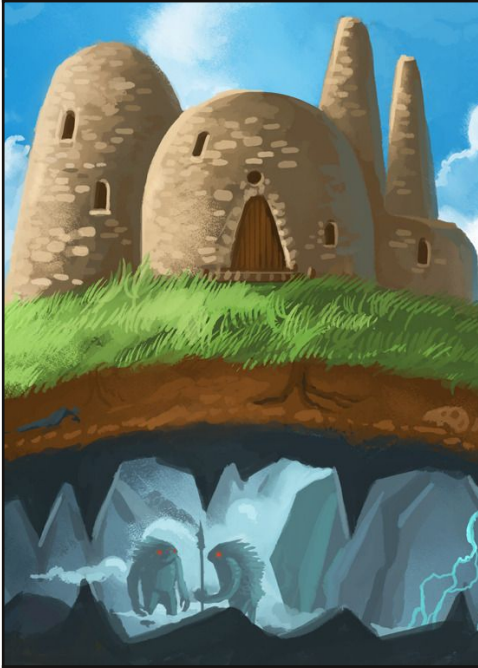
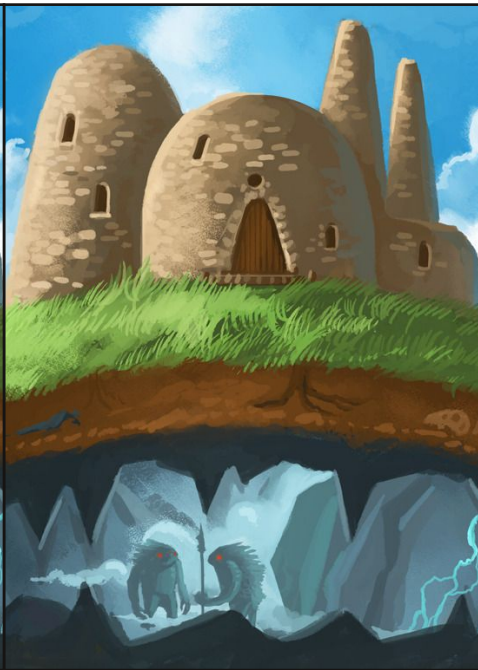
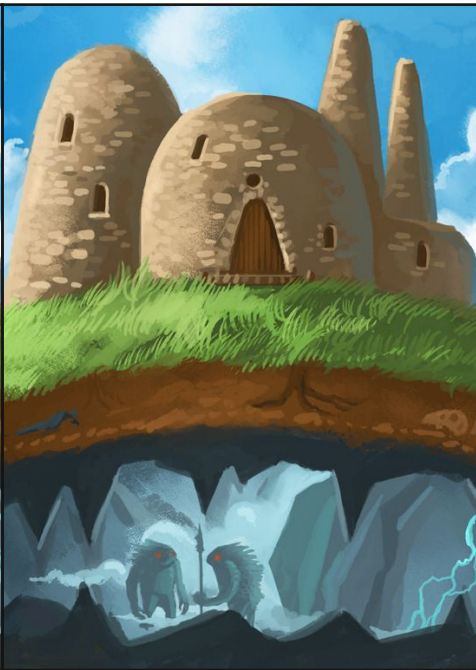
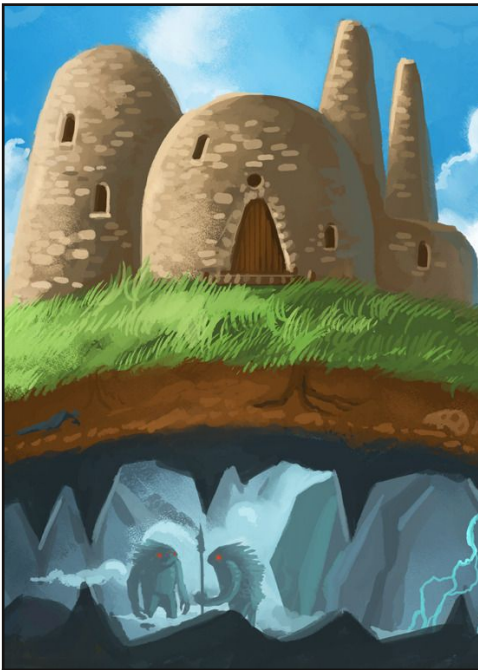
Build all cheapest houses/outposts with beds.  
Discard all houses/outposts with points.



Discard 1st and 3rd villager.  
Train 4th villager (if available).







		<div>Scoring</div> <div> - as in the Rule Book</div> <div> - 1 point for each card</div> <div> - as in the Rule Book</div> <div> - 1 point for each token</div> <div> - 2 points for each token</div> <div> - 5 points for each cube</div>

# Setup

- Giva Automa a player board.
- Place 3 coins on the Automa's ready area.
- Place a coin on 4th and 6th cave.
- Place Automa cube on the torch space on reputation board.
- Place 2 remaining cubes in the supply.
- (optional) Prepare Encounter Solo Choices booklet