

Clan Machina

Overview

Setup

- Clans and Starting tiles
- No Clan tile
- Gain Starting Goods and Money
- First Workers
- Choose Worker
- Choose Map board
- Choose Location
- Deploy Worker

v1.00

Player Aids - #1

Clan Machina

Overview

Gameplay

- Clan Machina turn
- Draw Automa card
- Perform first valid action
- Discard Automa card
- End turn
- Production phase
- Produce Money
- Produce Basic goods
- Selectively convert Basic goods into Processed goods

v1.00

Player Aids - #2

Clan Machina

Actions

Contract

- Fulfil Export contract if able
- Slaughter Animals, if Meat required
- Fulfill Export contract
- Or, obtain new Export contract
- Choose Export contract
- Obtain chosen Export contract

v1.00

Player Aids - #3

Clan Machina

Actions

Expand

- Deploy Unit to Map
- Choose Unit
- Choose Location
- Deploy Unit

v1.00

Player Aids - #4

Clan Machina

Actions

Trade

- Buy or Sell Goods via Market
- Choose Goods and Market action
- Choose Merchants
- Perform Market action

v1.00

Player Aids - #5

Clan Machina

Actions

Technology

- Upgrade a Technology tile
- Choose Technology tile
- Upgrade Technology tile

v1.00

Player Aids - #6

Clan Machina

Actions

Shipping

- Upgrade Shipping level

v1.00

Player Aids - #7

Clan Machina

Actions

Merchant

- Hire Merchant

v1.00

Player Aids - #8

Clan Machina

Actions

Pass

- Pass round

v1.00

Player Aids - #9