

SOLO RULES FOR DUEL OF MELOCH

SCYTHE VS. EXPEDITIONS AUTOMA

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This rulebook contains rules that make Duel of Meloch playable alone. It does this by replacing a human player with one of two artificial “Automa” opponents. Before reading this rulebook, you must learn the rules of Duel of Meloch as well as either Expeditions or Scythe depending on which side you want to play. You do not need to know the rules your opponent would have played by if she were human.

The solo rulebooks from Scythe and Expeditions aren’t used for Duel of Meloch.

COMPONENTS

1 progress track tile



1 Triumph Track overlay tile



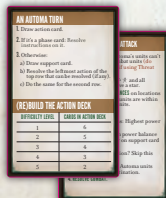
20 Automa cards



6 phase cards



4 double-sided player aid cards



GENERAL RULES

When Automa is the Scythe player, she's referred to as the **Scythian**, and when she plays Expeditions, she's referred to as the **Explorer**.

Rules that are only needed if she is the Scythian are marked by this icon  and rules that are only relevant if she is the Explorer are marked by this icon .

- **THE OVERRIDE RULE:** Any **Duel of Meloch** rule not explicitly overridden in this rulebook is still in effect.
- You play by the exact same rules you would in a multiplayer game.
- Automa plays by different rules as described in this rulebook.
- Automa only gains what's explicitly mentioned in this rulebook.
- Automa places stars on Triumph categories for cards, power, map tokens, and combat as soon as she fulfills the relevant condition,  even when she plays the Explorer (she doesn't need to boast).
- The remaining categories (marked using the progress track tile) are handled differently (see *Make Progress*).
- When the Automa gains combat cards, place them in a face-down stack without looking at them.
- This icon  denotes power for either the Scythian or the Explorer.

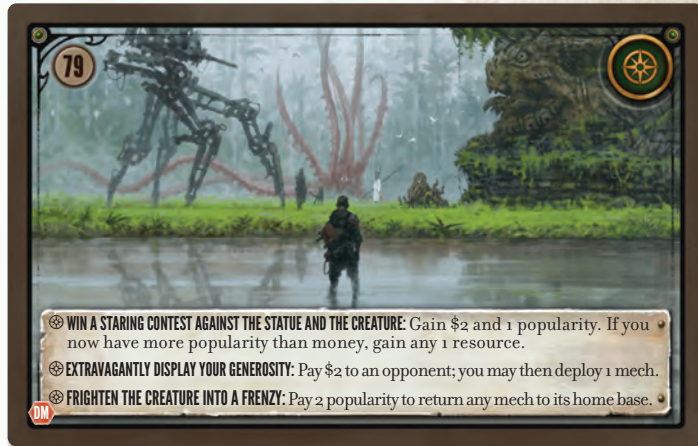
DESIGNERS' NOTE: *The most common kind of question we've received about our solo modes over the years is about situations intentionally not covered in the rulebook. E.g. "the solo rulebook doesn't specify whether you or Automa goes first, so who goes first?" The answer is given by the Override Rule: Since the solo rulebook doesn't provide an override, the rule from the core game is still in effect, e.g., in this game the Expeditions player always goes first whether that's you or Automa.*

CARDS THAT BENEFIT AUTOMA

When you play a card that would make Automa gain or do something, she instead gains 1 power for each thing she would gain or be allowed to do. If you are paying something to Automa, pay it to the general supply instead.

For cards that instruct you to increase or decrease “each of their tokens on tracks by 1” increase or decrease only Automa’s power track.

EXAMPLE: “Pay \$2 to an opponent; you may then deploy 1 mech” causes you to pay \$2 to the general supply and Automa to gain 2 power.



EXAMPLE: “Gain 3 wood and 1 popularity. Each opponent may refresh their action token” causes Automa to gain 1 power.



SETUP

Perform the shared components setup and your own setup instructions as described in the core rulebook. When shuffling the Meloch cards, be sure to randomize their orientations.

-  If Automa plays as the Explorer, you don't need to place corruption tokens and discovery cards.
-  If Automa plays as the Scythian, you don't have to set up encounter and Factory cards.

Don't perform the normal *player* setup steps for Automa; instead do the following:

- 1 Place phase card 1 face-up on the table. It starts the phase card discard pile.
- 2 Place the other phase cards next to phase card 1 in a face-down stack in numerical order with 6 at the bottom and 2 at the top.
- 3 Choose a difficulty level, 1 (easiest) to 5 (hardest). We suggest level 2 for your first play.
- 4 Build two decks with the Automa cards:

(RE)BUILD THE AUTOMA DECKS

To (re)build the Automa decks during setup or via a phase card, do this:

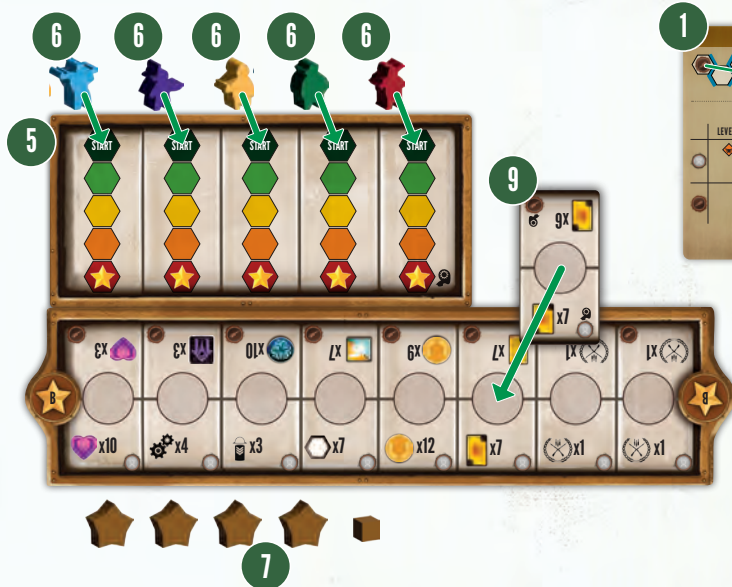
1. Shuffle all the Automa cards and place 7 minus your difficulty level cards face-down *on top of* the face-down phase card stack so that the word "Action" is oriented correctly for you. This is the **action deck**. Leave room for a discard pile below it.

DIFFICULTY LEVEL	CARDS IN ACTION DECK
1	6
2	5
3	4
4	3
5	2

2. Rotate the remaining action cards, so that the word "Support" is oriented correctly for you and place them in a face-down stack to the right of the action deck. This is the **support deck**. Leave room for a discard pile below it.

- 5 Place the progress track tile so that its edge lines up with the  end of the Triumph Track and the side with the stars touches Automa's side of the Triumph Track. The 5 tracks should each align with a Triumph category. As explained in *Make Progress* these categories are handled differently for Automa than for you, while the other 3 are handled as normal.
- 6 Place 1 of Automa's workers on the "Start" space of each progress track.
- 7 Place Automa's action token and 4 stars next to the Triumph Track.

- 8 If Automa plays as the Scythian: Place her character on her home base and her mechs next to the board. She gains her mechs later via the phase cards. She never gains her remaining workers.
- 9 If Automa plays as the Explorer:
 - Place her mech on her home base.
 - If you use the Triumph Track with cards as a category (side B), place the Triumph Track overlay tile on the card category.
- 10 Automa gains power and combat cards as indicated on phase card 1.
- 11 All of Automa's components that aren't mentioned above can be removed from the game.



Setup if Automa plays as the Explorer and you've chosen to use Triumph Track B.

THE THREAT VARIANT

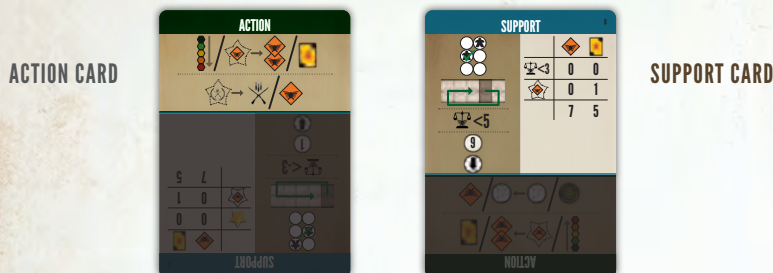
Interspersed in this rulebook you'll see references to "the Threat Variant" written in red text or on a red background. For now, you should ignore those parts of the rules, but once you have the rules down and the game flows smoothly for you, include those rules.

The idea of the Threat Variant is to have Automa try to avoid battles she's likely to lose and be inclined to seek combat if she's more powerful than you.

Please note, that this variant makes the game harder.

ACTION AND SUPPORT CARD PAIRS

When instructed to draw cards from the action and support decks place them face up on their discard piles:



During each turn, only the highlighted upper sections of the cards are used:

- The action card is used to choose actions for Automa. It has 2 rows, which each represent a separate action selection.
- The left column of the support card is used when resolving Automa's actions.
- The right column of the support card is for resolving combat.

In the unlikely case that you would draw the last card of the support deck, first shuffle that card with the cards in the support discard pile to form a new support deck, then draw a card. Do not reshuffle the action deck or its discard pile in this situation.



AUTOMA MOVEMENT

Automa units cannot move onto lakes or through tunnels.

Movement range for Automa's units is shown on the phase cards:

 The Scythian's **range** is 1 initially and her units cannot cross rivers. When phase card 2 is revealed, her range becomes 2 and her units become able to cross all rivers in any direction.



 The Explorer's **range** is always 3 and her mech can cross all rivers in any direction.

Note that the effective range may be shorter because the  Expeditions mech and  Scythe character are forced to stop on locations with a map token and  Scythe combat units must stop on locations with an opponent unit.

When a rule refers to **shortest distance**, it refers to routes on the board that Automa's unit would have to move along, not "as the crow flies."

 A location is a distance of 0 from itself.

 A location is at infinite distance from a destination if water prevents movement to the destination.

 Home bases are considered a distance of 1 from their two neighboring locations.

 When the Scythian is to select a unit for movement from a location containing both her character and a mech, she selects the character unless a map token would block it from reaching the destination. In that case she selects the mech.

Sometimes when resolving a movement procedure for the Automa you'll end up with ties that leave her with multiple valid locations to move to/from. In such cases look at the / icon on the current support card. If the arrow points up, select the highest-numbered valid location. Otherwise, select the lowest numbered.



Note that when the rules mention the locations an Automa unit can move to, that doesn't include the location it's already on.

AN AUTOMA TURN

During Automa's turn follow this procedure:

1. Draw the topmost card of the action deck.
2. If it's a phase card, place it on top of the phase card discard pile and resolve the instructions on it, including rebuilding the action and support decks (following the procedure in *Setup*).
3. If it's an action card, place it face up on its discard pile as the **current action card**, then:
 - a. Place the topmost card of the support deck face up on its discard pile as the **current support card**.
 - b. Go through the icons in the topmost row of the current action card left-to-right and try to resolve the indicated actions in that row until one of them succeeds or they're all skipped (see *Automa Actions*).
 - c. Do the same for the icons in the second row.

DESIGNERS' NOTE: *Don't be confused by the fact that some of the icons can never be reached when using the default rules because an earlier icon will always trigger. This changes once you start using the Threat Variant.*

AUTOMA ACTIONS

Each of the following subsections describes the action associated with icons on the Automa and phase cards.



SWEEP

- If the Automa plays the Scythian, place all discovery cards from the board in the sweep pile, then replace them with new cards from the deck.

AUTOMA GAINS STUFF



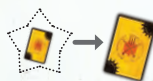
Automa gains 1 combat card.



Automa gains 1 power.



If power is a Triumph category in the game without a star, Automa gains 2 power.



If combat cards is a Triumph category in the game without a star, Automa gains 1 combat card.



Automa gains 1 mech. Place it on her home base.



MAKE PROGRESS

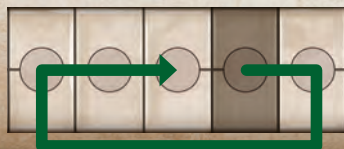
The 5 Triumph Track categories below the progress track tile are called the **progress categories**. Instead of placing stars on them by fulfilling their conditions as normal, Automa will instead make progress on their corresponding progress tracks using this action:

1. CHECK WHETHER PROGRESS IS BLOCKED:

- If all progress categories have a star, skip this action.
- If all progress categories have a star or Automa's action token, take the action token off the track. That completes this action.

2. SELECT CATEGORY:

- All progress categories without a star or Automa's action token are valid categories.
- If there's a  icon on the current support card, only the valid categories where the worker is closest to the progress track's star space remain valid.
- Using the Triumph category selection diagram on the support card, start at the highlighted category and follow the arrow until you reach the *first* valid category.



3. MAKE PROGRESS:

- Place Automa's action token on that category on the Triumph Track (it doesn't block stars from being placed).
- Move the worker on the corresponding progress track 1 space closer to the star space on that track.
- If that worker reached the star space, place 1 of her stars on the corresponding category of the Triumph Track (reminder: This triggers a Meloch card draw for you).

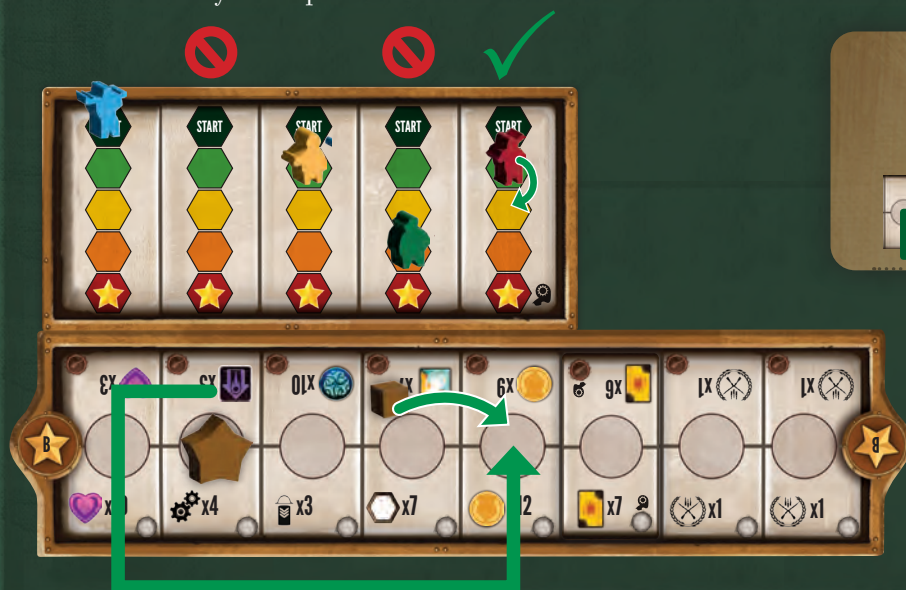
DESIGNERS' TIP: When a star is placed on a progress category, either by Automa or you, remove the worker from the corresponding track to make it easier to see that it's permanently blocked.

EXAMPLE: You're resolving a *Make Progress* action in the situation shown below.

The second and fourth progress categories are blocked by a star and Automa's action token respectively, so the other three categories are the valid categories.

Since there's a  icon on the current support card you check which workers on the three non-blocked progress tracks are closest to the star space: The third and fifth tracks are tied for that, so only those two remain valid.

The selection diagram on the current support card indicates that you should start on the second category. It's not valid, so you follow the arrow until you meet a valid category. That takes you to the fifth category, which is thus selected. You move Automa's action token to that Triumph category and move the worker to the yellow space of its track.





MOVE TOWARDS MAP TOKEN

With this action Automa wants to move towards a location with a map token without attacking.

1. SELECT DESTINATION:

- a. If there's no map token left on the board, skip this action.
- b. All locations that  the Scythian's character/  the Explorer's mech can move to are valid destinations.
- c. If you use the Threat Variant:
 - i. For each valid destination calculate the power balance (see *Power Balance*) it would have if both you and Automa moved all combat units there that are within range (for Constantinople's mech ability Warp assume that Automa moves to the location being considered if possible.)
 - ii. Locations with a power balance less than the number given in the column of the current support card become invalid. If that leaves no valid destination, then skip this action.
- d. If there are multiple valid destinations, only those that are the shortest distance from any location with a map token remain valid.

2. **MOVE UNIT:** Move Automa's  character/  mech to the selected destination.

AUTOMA UNITS AND MAP TOKENS

Whenever  the Scythian's character/  the Explorer's mech moves onto a location with a map token it stops there. Automa immediately gains the map token (place it next to the Triumph Track), but she never gets the benefit shown on the token, nor does she resolve an encounter.



MOVE TOWARDS LOCATION

With this action Automa moves 1 or 2 units without attacking.

1. SELECT DESTINATION:

- a. All locations that any of Automa's units can move to are valid destinations.
- b. If you use the Threat Variant:
 - i. For each valid destination calculate the power balance (see *Power Balance*) it would have if both you and Automa moved all combat units there that are within range (for Constantinople's mech ability Warp assume that Automa moves to the location being considered if possible.)
 - ii. Locations with a power balance less than the number given on the left column of the current support card become invalid. If that leaves no valid destination, then skip this action.
- c. Find the location number on the current support card. Only valid destinations that are the shortest distance from the targeted location remain valid.



6

2. SELECT ORIGIN:

- If a unit on Automa's home base can move to the selected destination, her home base is the selected origin. Skip to step 3.
- Otherwise, all locations with Automa units that can move to the selected destination are valid origins.

3. **MOVE UNIT:** Move an Automa unit from the selected origin to the selected destination.

-  **REPEAT:** If Automa has at least 2 units, repeat steps 1–3 one time, ignoring the unit you just moved.

EXAMPLE: You're resolving a Move towards Location action for the Scythian. Phase card 2 has been revealed, so Automa units have range 2 and can cross rivers.

The current support card shows this:



The board looks like this:



The valid locations are marked by a number showing their distance to the location indicated on the card (location 6).

Since location 6 is the shortest distance from itself, it's the only location that remains valid in step 1c, so it's chosen as the destination.

The Automa units on locations 7 and 9 can move to the selected destination. The  arrow indicates that the highest numbered location

is selected as origin, which in this case is location 9, so you move the mech from location 9 to location 6.

Had there been a mech on Automa's home base, she would have chosen the base as origin in step 2a.

You then repeat the move procedure, ignoring the mech on location 6 because you already moved it. Location 6 is again picked as the destination for the same reason as before. This time only location 7 has units that can reach the destination so location 7 is chosen. It has both

the character and a mech, so you use the rule from the *Movement* section that says that Automa will select the character unless a map token would block it from reaching the destination. In that situation she selects the mech. This is such a case because there's a map token on

location 3, so you move the mech from location 7 to location 6.

Had you resolved the move action for the Explorer (with her mech on location 1) instead, location 6 would not have been a valid location because the map token on location 3 blocks the Expeditions mech from moving to location 6 and so she would have moved to location 3 and gained the map token there.

You have deployed the Speed mech (you have range 2) and Riverwalk mech (you can cross the river from location 9 to 6)

You have 4 combat cards and Automa has 2. You're using the Threat Variant.

The illustration below shows the power balance for all locations Automa's mech can move to (example calculations are in the Attack section):



The power balance limit on the current support card is:

 **<2**

This leaves only locations 2, 4, and 5 as valid destinations. Among those, 5 is the shortest distance from location 6, so you move Automa's mech there.

When playing you wouldn't actually calculate all the power balances, instead you'd start at location 6 and work your way out from there.



Skip this action if

- none of Automa's units are on or can move to a location with one of your combat units (if you use the Threat Variant do a Threat Move action instead as explained in the next subsection), or
- the action icon is  and all combat Triumph categories have a star.

Otherwise, follow this procedure:

1. **DETERMINE POWER BALANCES:** For all locations where you have a combat unit and Automa also has a unit there or can move one or more of her units there, calculate the power balance described in the box below assuming all of her units that could move there do so.

2. SELECT DESTINATION:

- a. The locations with the highest power balance are valid destinations.
- b. Destinations with power balances lower than the requirement shown in the left column of the current support card become invalid.
- c. If that leaves no valid destination, skip this action.



3. **MOVE UNITS:** Move to the destination all Automa units that can move there.
4. **COMBAT:** Resolve the procedure in *Combat*.

POWER BALANCE

The power balance () is a rough estimate of whether Automa or you can commit the most power to combat on a specific location.

1. **ESTIMATE AUTOMA'S POWER:** Multiply the number of combat cards Automa can commit to the combat by 7, then add the amount of power she can spend.
2. **ESTIMATE YOUR POWER:** Multiply the number of combat cards you can commit to the combat by 7, then add the amount of power you can spend. If you don't have any combat units on the location your estimated power is minus infinity.
3. **POWER BALANCE** = Her estimated power minus your estimated power.

Take public information into account but ignore hidden information. Assume that abilities that affect the power balance will be used if they decrease the power balance, even if it in practice would be impossible for all of them to be activated at once.

There are examples of this calculation on the next page and in *Combat Resolution*. There's a player aid on the back of the rulebook.

For the equation-inclined this is an efficient way to do the calculation:

$$\text{Scales} = (\text{Automa's } \text{Card} - \text{your } \text{Card}) \times 7 + \text{Automa's } \text{Diamond} - \text{your } \text{Diamond}$$

EXAMPLE: You're resolving an Attack action for the Explorer with the board looking like this:



The two locations with purple numbers are the locations with your *combat* units that Automa's mech can move to. Note that her mech cannot move to location 9 because the map token on location 6 would force it to stop there.

You have deployed the Speed mech (so, you have range 2).

You each have 3 combat cards.

If Automa were to attack on location 8 the power balance calculation would be:

ESTIMATE AUTOMA'S POWER: She would have 1 combat unit present and so could play 1 combat card. Multiply that 1 card by 7 to get 7, then add the maximum of 7 power she can commit to get a total of 14.

ESTIMATE YOUR POWER: You have 1 combat unit on location 8, so you multiply 1 combat card by 7 and add the 5 power you can spend for a total of 12. It doesn't matter whether any of your combat cards would allow you to play more combat cards because that's hidden information and is therefore not considered in the calculation.

This results in a **power balance** of $14 - 12 = 2$

On location 7 you have 2 combat units, so you'd be able to play 2 combat cards. This would make your estimated power $2 \times 7 + 5 = 19$. Automa's estimated power is the same on all locations she

can move to because she only has 1 combat unit, so it's 14, creating a power balance on location 7 of $14 - 19 = -5$.

This means that location 8 has the highest power balance of all valid destinations and so it's the only location that remains valid.

The current support card has the power balance limit shown to the right.



Thus, the power balance of location 8 is high enough that it doesn't become invalid and Automa moves and attacks you there.

If you were playing Rusviet from the Scythe base game and had activated the mech ability shown to the right, you would be able to play an additional combat card on location 7. It's public information that you have the ability activated, so your estimated power would be 7 higher, making the power balance -5 instead of 2.



All the initially valid destinations would have a power balance lower than the support card requirement, so they would be invalid and Automa would skip the Attack action.

THREAT MOVE

If you use the Threat Variant and an Attack /→ action would be skipped because none of your combat units were within range of Automa's units, do this Threat Move action instead:

1. SELECT DESTINATION:

- All locations that any Automa unit can move to are valid destinations.
- For each valid destination calculate the power balance it would have if both you and Automa moved all combat units there that are within range (for Constantinople's mech ability Warp assume that Automa moves to the location being considered if possible.)
- Destinations with a power balance less than the number given in the left column of the current support card become invalid.
- If that leaves no valid destination, skip this action.
- If there are multiple valid destinations, only those that are the shortest distance from any location containing your combat units remain valid.



2. SELECT ORIGIN:

- If a unit on her home base can move to the selected destination, then her home base is the selected origin and you skip to step 3.
 - Otherwise, all locations with Automa units that can move to the selected destination are valid origins.
3. **MOVE UNIT:** Move an Automa unit from the selected origin to the selected destination.
4.  **REPEAT:** If Automa has at least 2 units, repeat steps 1-3 one time ignoring the unit you just moved.

DESIGNERS' TIP: *In most cases you don't need to calculate the power balance for each valid location. You can start by calculating power balances for the locations closest to where the Automa wants to go. If any remain valid, you don't need to look any further.*

COMBAT

If you attacked, move to the combat location all Automa units that are within range of it. The rest of the process is the same no matter who attacked.

You, as usual, decide how much power you'll spend and how many combat cards you'll play. Then resolve the procedures in the next two subsections.

AUTOMA CHOOSES POWER AND COMBAT CARDS

Draw and discard a new support card. Look at the combat table in the right column of the card and go through the conditions on the table's left side, top to bottom until you reach the first condition that is fulfilled. To the right of that condition read the amount of power and combat cards Automa wants to spend. These will be limited by her power, combat cards, and combat units she has at the combat location.

The last row has no condition and will therefore take effect if no row above it does.

Possible conditions:

★: All combat Triumph categories have a star.

⊗ ⊗: There are 2 combat Triumph categories without a star.

⚖ < X: The power balance for the location is lower than X (see the box in *Attack*).

⬠: Power is a Triumph category without a star.

⬢: Combat cards is a Triumph category without a star.

If the result is that she spends no power and no combat cards, she's considered to spend 1 power, but she doesn't lose any power when doing so.

	⬠	⬢
⚖ < -1	0	0
⬠	1	0
	7	3

COMBAT RESOLUTION

1. Randomly reveal the number of Automa's combat cards determined in the previous subsection.
2. For each of these combat cards that has a power value equal to or lower than the difficulty level, draw, reveal, and add a combat card from *the supply*. If you played the card on the right, these extra cards are ignored for its effect.
3. Automa's total power is the sum of the power on the cards from steps 1 and 2 plus the power determined in the previous subsection.
4. Do not resolve the text on combat cards played by Automa.
5. Resolve combat as normal.



EXAMPLE: You play against the Scythian in the situation shown below. Phase card 2 has been revealed, so her range is 2. You decide to attack her character on location 7 and move your mech there.



In response, she moves all her units that are within range to the combat location: Her mech on location 10 moves to location 7.

You decide to spend 7 power and play the combat card on the right.

You draw and discard a new support card. The combat resolution table on it starts with a power balance requirement so you must calculate the power balance.



	0	0
	1	0
	7	3

You both have 3 combat cards in hand, but for this combat you only have 1 combat unit. Automa has 2 so she can play 2 cards and you can only play 1. She has no power to spend, while you can spend the maximum of 7. Her estimated power is $2 \times 7 + 0 = 14$ and yours is $1 \times 7 + 7 = 14$ creating a power balance of $14 - 14 = 0$.

Zero is higher than or equal to the trigger on the support card (-1), so you move on to the next condition: ★. Combat cards is a Triumph category in the game, but a star was already

placed there, so you move to the last row of the table. It tells you that Automa will spend up to 7 power and up to 3 cards. With 0 power available, 3 combat cards available, and 2 combat units at the location, she will spend 0 power and play 2 combat cards.

You draw 2 of her combat cards: a 2 and a 5 (remember that for her, the effects on the cards don't trigger). You're playing difficulty level 2, so 1 of her cards has power value less than or equal to the difficulty level. Therefore, you draw 1 combat card from the supply and add its power value to her total power. It's a 4. Her total power is $0 + 2 + 5 + 4 = 11$.

The extra card played from the supply doesn't count towards the effect on the combat card you played, so that ability only adds 2 to your power for a total of $7 + 4 + 2 = 13$.

Thus, you win the combat. You place 1 of your stars on an empty combat Triumph category, move Automa's 2 units to her home base, and give her a combat card because she lost a combat and spent at least 1 power or card.

Since you placed a star, Automa also draws a Meloch card (see the next section).

MELOCH CARDS

When Automa places a Meloch card, she places it with a random orientation covering “your” half of the previous Meloch card.

When she gains benefits from Meloch cards, she gains power and combat cards as normal but all other icons on the cards are ignored. If at least 2 icons are ignored, draw and discard a support card and resolve a  *Make Progress* action.

DIFFICULTY LEVEL VARIANT

If you want more fine-grained control of the difficulty level and game experience, you choose the number of Automa cards in the action deck independently of the difficulty level. If you for example don't want the full step up from level 2 to 3, you stay on level 2 but only add 4 Automa cards to the action deck.

AUTOMA PLAYING CONSTANTINOPLE IN SCYTHE

If you're using Duel of Meloch as an expansion for Scythe and Automa plays Constantinople, Automa doesn't use the faction icons on the cards but she starts 1 space advanced on the star tracker card.

GAME VARIANTS

You can use Automa with the Scythe vs. Scythe and Expeditions vs. Expeditions variants from the base game rulebook. Assign home bases and determine the first player randomly in both cases.

Locations with your combat units are ignored when determining valid destinations for  and  actions.

SCYTHE: THE RISE OF FENRIS

Warning: This section contains (slight) *SPOILERS*

When using the Armor ability: If Automa has at least 1 combat card, discard 1 of them and gain 2 power.

When calculating power balance ignore the Death Ray ability.





POWER BALANCE



Instead of doing the full power balance calculation, you can use this table:

1. Subtract the number of combat cards you can commit from the number Automa can commit to select a row in the table.
2. Subtract the power you can commit from the power Automa can commit to select a column in the table.
3. The cell where that row and column intersect tells you the power balance. If the cell is **<-3**, then it's less than the power balance test of all support cards. If the cell is **≥7** then it's above the power balance test of all support cards.

		AUTOMA'S  - YOUR 														
		-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7
AUTOMA'S  - YOUR 	...	≥7	≥7	≥7	≥7	≥7	≥7	≥7	≥7	≥7	≥7	≥7	≥7	≥7	≥7	≥7
	1	0	1	2	3	4	5	6	≥7	≥7	≥7	≥7	≥7	≥7	≥7	≥7
	0	<-3	<-3	<-3	<-3	-3	-2	-1	0	1	2	3	4	5	6	≥7
	-1	<-3	<-3	<-3	<-3	<-3	<-3	<-3	<-3	<-3	<-3	<-3	-3	-2	-1	0
	...	<-3	<-3	<-3	<-3	<-3	<-3	<-3	<-3	<-3	<-3	<-3	<-3	<-3	<-3	<-3

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