



# Steve

*artificial intelligence*

rulebook

## Steve

Steve is an “artificial intelligence” you can use to simulate an opponent. You can play against Steve one-on-one or in a game with up to 4 players, using the instructions below. If there is no description of an action for Steve, it means that he must follow the rules that apply to any other player (we are talking here about the Priority Rule and other aspects of the phases described in the basic rules).

### Preparing for the Game

1. Set up the game according to the basic rules (including Retailers, counting Steve as another player).
2. Prepare the players following the normal process, including Steve like a regular player. Choose any color for Steve. He does not need a screen or Pads.
3. Place Steve's Pad nearby.
4. Place Steve's starting Improvement on the “Delayed Improvement” (🕒) space, face up.
5. Place Steve's marker (👤) nearby.

### Steve's Behavior During the Phases of a Round

In the first round of the game, you will need to place Steve's marker (👤) by following the steps described in “Phase 6. Logistics” on page 3.

Steve plays through the phases of each round just like a normal player, taking his turn according to the **Priority Rule**. He makes decisions by following the simple instructions described below.



#### Phase 1. Planning

Give 1 📄 to Steve. Then, move the Improvement on the Delayed Improvement space (🕒) to the part of Steve's Pad with the current round number, face up. During the first round, you move his starting Improvement.

During the following phases, **all** of the cells on Steve's Pad are always active.



#### Phase 2. Set Prices

Adjust Steve's price █ in the Price Block by counting the active 📈/📉 symbols on his Pad.



#### Phase 3. Production

In Steve's organizer, move as many █ as there are active 📄 symbols on Steve's Pad plus all of his 📄 into the Available Goods section.



#### Phase 4. Improve Production

When it is Steve's turn, take the top Improvement from the Improvement Block and place it on the Delayed Improvement (🕒) space of Steve's Pad.



#### Phase 5. Research Technology

When it is Steve's turn, take as many █ from Steve's organizer as there are active 📄 symbols on Steve's Pad. Place these █:

on the Technology Steve is already studying;

If there is no such Technology—

on the least expensive Technology that still has a Patent available;

If there is no such Technology—

on the least expensive Technology Steve does not yet have.

If none of those options are possible, Steve simply skips this phase.

**Important:** Steve does not use any bonuses from Technologies he has acquired (but he does gain VP from his Patents!).

## Phase 6. Logistics

When it is Steve's turn, take as many  from Steve's organizer as there are active  symbols on Steve's Pad. First, place these  in the region with Steve's marker () , placing an  for him if possible.

As soon as you place Steve's , move :

to the largest region available to Steve;

If there are several such regions—

to the available region with the fewest other ;

If there are several such regions—

to the available region whose name appears first in alphabetical order.

If none of those options are possible, Steve simply skips this phase.

**Important:** Steve does not use any bonuses from Retailers.



## Phase 7. Selling Goods

Steve sells his  as follows:

Place 1  in each region where Steve is the only player with an .

If any  are left, then—

place 1  in each region where 2 or more players (including Steve) have an . Continue placing  in these regions as long as Steve has  to sell and the opportunity to place them on a buyer;

If any  are left, then—

place as many  as possible in each region where only Steve has an .

In every case, if it is unclear where to put Steve's , use the alphabetical order of the regions. If Steve has any  left that he cannot sell, they are lost.



## Phase 8. Receive VP

Award VP to Steve in accordance with the basic rules.

**Regions in alphabetical order:** Australia, Canada, Caribbean, China, CIS, Emirates, Europe, India, North Africa, RSA, South America, USA.

At the end of the game, compare Steve's VP total to the other players' as normal. It's completely possible that the artificial intelligence will prove to be the best business "person" in the world!

# Steve Rules Summary

## Preparing for the Game

1. Prepare the game and the players according to the basic rules. Steve does not need either a screen or a Pad.
2. Place Steve's starting Improvement on the ⌚ space. Place 🧑 nearby.

## During the Round



Give 1 📄 to Steve. Move the Improvement from the ⌚ to the space with the current round number.



Adjust Steve's price (Ⓢ/Ⓢ).



Produce Steve's 🏠: all 📄 + 📄.



Take the top Improvement and place it on the ⌚.



1 ⚙️ = 1 🏠. Place 🏠 on:

The Technology Steve is already researching;

the cheapest technology with a patent;

the cheapest technology.

Otherwise Steve skips this phase. He does not use any bonuses.



1 🏠 = 1 🏠. Place 🏠 in the region with 🧑. After placing 🏠, move 🧑 to:

The largest region available;

the available region with the fewest 🏠;

the first available region in alphabetical order.

Otherwise Steve skips this phase. He does not use any bonuses.



Place Steve's 🏠:

Place 1 🏠 in each region where only Steve has an 🏠;

Place 1 🏠 in each region with 2 or more 🏠 (including Steve)—Keep placing Steve's 🏠 as long as possible;

In the regions where only Steve has an 🏠.

If several options are possible, use the alphabetical order of the regions. Any remaining 🏠 disappear.



Award VP to Steve as normal.

**Regions in alphabetical order:** Australia, Canada, Caribbean, China, CIS, Emirates, Europe, India, North Africa, RSA, South America, USA.

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