

A STORY OF PROSPERITY *Asian Tigers*

Rulebook
EN



Asia, the 1960s.

In a world striving for economic success, four Asian economies emerge from the pack: South Korea, Taiwan, Singapore, and Hong Kong. These so-called Asian Tigers are now implementing policies and creating optimal investment conditions for international players to enter their economies and achieve impressive economic growth.

You are an investor sponsored by each of the Asian Tigers, and your goal is to help these markets flourish and achieve the much-desired success. You will build power plants, research laboratories, sponsor universities, and establish factories that will produce resources with the purpose of serving local and, more importantly, international markets.

An easy-going mechanism provides a very interactive experience in which players dispute the relevance of their presence in each of the Tigers and also the personal goals established by their own management decisions. Producing resources such as Ships, Machinery, Automobiles, Chemicals, Finance, and Electronics is the way to serve the global markets to succeed.

The economic revolution in Asia has started, and you are a part of it.

In **Asian Tigers: A Story of Prosperity**, you take on the role of an investor, strategically allocating your funds to the 4 Asian Tigers to achieve prosperity.

On your turn, you **must place a worker** on the game board to perform the associated action:

- You may **either** build an infrastructure;
- **Or** sell goods on the global market.

Moreover, you may activate any immediate effects triggered by your action.

Asian Tigers is played over 2 Eras.

Within each Era, all players must place their 10 workers, which is followed by a management phase. The game ends after the second Era, and the player with the most **prosperity points** is the winner.

COMPONENTS

1 Game board



(double-sided)

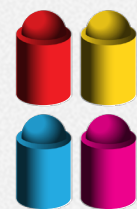
4 Player boards



4 Bags



140 Infrastructures



96 Generic infrastructures
(24 of each color)



24 Factories
(6 of each color)



16 Satellites
(4 of each color)



4 Headquarters
(1 of each color)

60 Goods



10 Electronics



10 Automobiles



10 Machinery



10 Finance



10 Ships



10 Chemicals

51 Workers



(17 of each type)

36 Flags



(4 of each type)

35 Energy tokens



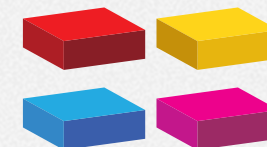
25 Science tokens



24 Parts factories



20 Squared markers



(5 of each color)

6 Region bonus tokens



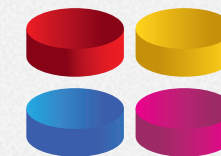
Front

Back

1 Round marker

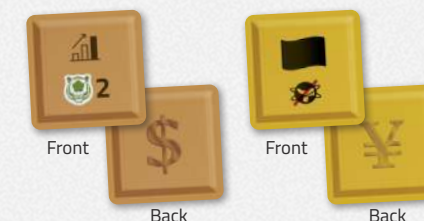


20 Discs



(5 of each color)

12 Performance tokens



Front

Back

6 Tokens \$

6 Tokens ¥

5 Prosperity tokens



(double-sided)

1 Scorepad multiplayer/solo



(double-sided)

In case the scorepad runs out,
you may **download**
a digital version from the
Pythagoras website.

Only used in the solo mode

1 Automa board



10 Action tiles



Front

Back

9 Campaign tiles



Front

Back

GENERAL SETUP

1 ■ Assemble the **game board** by correctly connecting its 6 parts. Place it at the center of the table, with the side for the correct number of players facing up. For 3 or 4 players, use the front side. Otherwise, use the back side.

2 ■ Mix the **prosperity tokens**. Place 1 at random on each Tiger, on the side corresponding to the number of players. Note that the number of players is represented by the number of dots on the tokens. Return the leftover token to the game box.

3 ■ Mix the **region bonus tokens**. Place 1 at random on each Tiger, and the remaining 2 tokens next to the game board as they may be necessary [see appendix 'Region bonuses'].

4 ■ Mix 3 **workers**, one of each type. Place one worker at random in the investment center A of the Tiger with the highest prosperity. Place another worker randomly in the investment center B of the Tiger with the second highest value. Finally, place the last worker in the investment center C of the Tiger with the third highest value.

5 ■ Sort the **flags** by type. Depending on the number of players, discard the unnecessary flags:

- for a **3-player game**, remove the tokens marked with 4 dots;
- for a **2-player game**, remove the tokens with either 3 or 4 dots.

Sort each type sequentially, keeping the highest value on top, and place each type in the designated space of the game board.

6 ■ Sort the **performance tokens** by type (\$ and ¥), placing them in 2 separate rows next to the game board, face up.

7 ■ Form a **general supply** within reach of all players. Include the **goods** sorted by type, **energy** tokens, **science** tokens, and **parts factories**.

8 ■ Each player selects a **color** from the available ones. Then, mix a **disc** of each color together. Draw one disc at random and place it in the first position on the **turn order track**. Place the remaining discs in the subsequent positions on the track, following a clockwise direction from the first player, until all player discs have been assigned to a position.

9 ■ Place a **squared marker** of each player's color on the **global market track** in the starting positions that correspond to their turn order. Place the first player's marker in position 1, the second player's marker in position 2, and continue in this way for each player.

10 ■ Place a **disc** of each player's color on the position 6 of the **investment funds track** for each Tiger.

11 ■ Place a **squared marker** of each player's color on the position 0 of each Tiger's **influence track**.

12 ■ Place the **round marker** on the **management track** in the initial space for Era I.

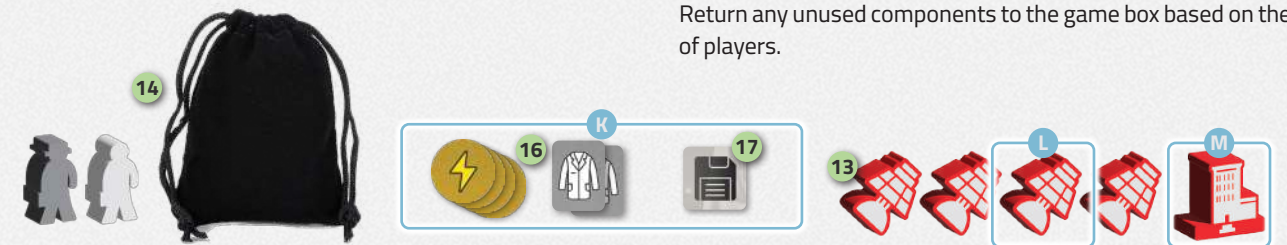


PLAYER SETUP

13 ■ Provide each player with a **player board** and **infrastructures** in their color. Each player places the 24 **generic infrastructures** in the round spaces and the 6 **factories** in the square spaces. Also, each player keeps their 4 **satellites** and 1 **headquarters** next to their player board.

14 ■ Give each player a **bag** and 4 **workers** of each of the 3 types. Simultaneously, each player mixes the 12 workers in their bag and draws until they get 2 workers of different types. If a player draws multiple workers of the same type, they return them to the bag, ensuring that there are 10 workers in the bag after this procedure.

15 ■ Then, each player repeats the following procedure for the 10 workers in the bag: randomly select a worker and place it in the next available spot in the team area on their player board, always from left to right. **Note:** The 2 remaining workers not on the player board will not be used during Era I.



For a **3-player game**, place unused colored infrastructures on each Tiger as blockers. These represent a neutral player and should be placed on the 5 infrastructures marked with 4 dots: a university, a department, a factory, a power plant, and a laboratory. Also, place a **squared marker** in the 5th position on the **influence track** of each Tiger. For a more advanced mode, add a **parts factory** to all of the neutral player's **factories** and place their **squared markers** on the **influence track** of each Tiger in the 6th position instead.

Return any unused components to the game box based on the number of players.



- A** Global market
- A1** Global market track
- B** Management track
- C** Turn order track
- D** Investment funds track
- E** Influence track
- F** Prosperity token
- G** Region bonus token
- H** Performance tokens \$
- I** Performance tokens ¥
- J** General supply
- J1** Goods
- J2** Energy
- J3** Science
- J4** Parts factories
- K** Personal supply
- L** Satellite
- M** Headquarters
- N** Team area
- O** Generic infrastructure
- P** Factory
- Q** Infrastructure bonus
- R** Final scoring bonus
- S** Nation bonus

PLAYER'S TURN

Asian Tigers: A Story of Prosperity is played over 2 Eras, with consecutive turns determined by the **turn order track**.

On your turn, you **must always** take the **leftmost** worker from the team area on your player board and place it on the game board, complying with certain placement rules. Then:

- If your worker is in an **investment center**, you must **build an infrastructure**;
- If your worker is in a **trade center**, you must **sell goods on the global market**.

In either case, you **may** always activate any immediate effects triggered by your action.

During gameplay, you have full control over how to activate any bonuses or immediate effects unlocked. Moreover, triggering one bonus may lead to another, creating a cascading effect. This means you may use any benefits gained during your action or from a previous bonus to do something in a subsequent bonus. If you unlock a bonus before finishing your current action/bonus, you may choose to activate it immediately or only after you complete your current action/bonus. This applies to all types of bonuses, which you are able to find in the appendix. Later on, you may read in the appendix an example clarifying the cascading effect, under 'Cascading effect'.

BUILD AN INFRASTRUCTURE

ANATOMY OF A TIGER



- A Prosperity token
- B Regional bonus token
- C Headquarters
- D Investment funds track
- D1 Starting funds
- E Influence track
- E1 Starting influence
- F Investment center
- F1 Local market
- G University
- G1 Department
- H Satellite
- I Factory
- J Power plant
- K Laboratory
- L Infinite spaces



INVESTMENT FUNDS TRACK

You start the first Era with 6 **investment funds** per Tiger to **build infrastructures** in that region. Each **investment funds track** caps at 10 units, and these funds only last for one Era; any unused funds are lost at the end of the first Era.

However, similar to the first Era, you will always begin the second Era with 6 **investment funds** per Tiger, regardless of any leftover from the previous Era. If you deplete your **investment funds**, you **must not** build any infrastructure in that region unless you accumulate funds through your actions to finance further constructions.



INVESTMENT CENTERS

Each Tiger features 3 unique **investment centers**: **A**, **B**, and **C**. To build an infrastructure in a region, you **must place a worker** in one of these investment centers and **pay** the specified amount, decreasing your total on that Tiger's **investment funds track**.

PLACEMENT RULES

The **type of worker** initially placed in an investment center **sets the precedent** for all subsequent workers allocated to that investment center, applicable to **all players** until the current Era ends. This rule is also established by the initial 3 workers placed during the general setup. Additionally, **within the same Tiger**, each investment center **must host** a unique type of worker, preventing 2 investment centers from allowing the same worker type.

Investment centers, type C

When you place a worker in an investment center of **type C**, you **must** spend 1 **investment fund**, decreasing your total on the **investment funds track** for the respective region. This action enables you to build 1 infrastructure, but only in **column C**.

Investment centers, type B

When you place a worker in an investment center of **type B**, you **must** spend 2 **investment funds**, decreasing your total on the **investment funds track** for the respective region. This action enables you to build 1 infrastructure, either in **column B** or in **column C**.

Investment centers, type A

When you place a worker in an investment center of **type A**, you **must** spend 3 **investment funds**, decreasing your total on the **investment funds track** for the respective region. This action enables you to build 1 infrastructure in **any of the 3 columns** (A, B, or C).

LOCAL MARKETS

Every investment center is connected to a **local market**, which requires a unique type of good, different from the others in the same region. Within each Era, **only 1 good** may be sold to each local market.

When you place a worker in an investment center, you **may** sell a good on the respective **local market**. This sale occurs after you pay the **investment funds** to the investment center but before you build the infrastructure. You make the sale by placing the good on the corresponding space of the local market, which allows you to advance on that region's **influence track** by the specified amount.

Local markets, type C

When you place a worker in an investment center of **type C**, you **may** sell 1 good, but only in **column C**.

Local markets, type B

When you place a worker in an investment center of **type B**, you **may** sell 1 good, either in **column B** or in **column C**.

Local markets, type A

When you place a worker in an investment center of **type A**, you **may** sell 1 good in **any of the 3 columns** (A, B, or C).



A ▶ B ▶ C



INFLUENCE TRACK

You start with **no influence points** for each Tiger. There are several ways to earn these points as the game progresses, which increases your total on the respective region's **influence track**. Each **influence track** is **not** restricted to 40 units.

INFRASTRUCTURES

You start with a set of infrastructures on your player board, ready for you to build anywhere on the game board. Your set of infrastructures includes 24 generic infrastructures and 6 factories.

When you allocate a worker to a Tiger's investment center, you **may select any** infrastructure from your player board **to build** in a region. This aims to unlock and activate the **infrastructure bonuses** displayed on your player board [see appendix 'Infrastructure bonuses'].



LABORATORIES

To **build a laboratory** in a specific region, place your worker in an investment center. After paying the specified amount, select **any** generic infrastructure from your player board and place it in an **available** construction space for a laboratory, following the previously described **placement rules**.

Then, you receive **2 science tokens** from the general supply, or just 1 if you built on a space marked with an infinity symbol (∞). Constructing a laboratory **does not** require any cost.

At the beginning of Era II, in addition to the 6 **investment funds** you receive per Tiger, you also receive 1 **investment fund** for each of your **laboratories** built in that region.



Carolina, who is playing with pink, intends to build a laboratory in Taiwan. She starts her turn by placing the leftmost worker from her team area (A) into the investment center B of Taiwan (B). This requires the payment of 2 **investment funds** (C), which **Carolina** deducts from that region's **investment funds track** (D). As allowed by the investment center, she chooses to sell chemicals to local market C, placing a matching good from her personal supply (E) into the corresponding space of that market (F) and advancing 2 spaces on the region's **influence track** (G). Then, **Carolina** takes a generic infrastructure from her player board (H) and establishes it as a laboratory in Taiwan (I). As a result, she receives 2 science tokens (J) from the general supply.

At the end of the game, your position on the **influence tracks** relative to the other players, determines how many **prosperity points** per region you earn.

Your **generic infrastructures** may be used to build **universities, departments, power plants, and laboratories**. After building an infrastructure, **always check** your player board for unlocked infrastructure bonuses and activate them **immediately**.

Multiple infrastructures **cannot** share the same construction space, **except** in spaces marked with an infinity symbol (∞).



POWER PLANTS

To **build a power plant** in a specific region, place your worker in an investment center. After paying the specified amount, select **any** generic infrastructure from your player board and place it in an **available** construction space for a power plant, following the previously described **placement rules**.

Then, you receive **3 energy tokens** from the general supply, or only 2 if you built on a space marked with an infinity symbol (∞). Constructing a power plant **does not** require any cost.

Each **power plant** constructed provides a **discount of 1 energy token** on the construction cost of the 2 **factories connected** to that power plant. This discount is available to all players, regardless of who constructed the power plant.



Daniel, who is playing with blue, intends to build a power plant in Taiwan. He starts his turn by placing the leftmost worker from his team area (A) into the investment center B of Taiwan (B). This requires the payment of 2 **investment funds** (C), which **Daniel** deducts from that region's **investment funds track** (D). Then, **Daniel** takes a generic infrastructure from his player board (E) and establishes it as a power plant in Taiwan (F). As a result, he receives 3 energy tokens (G) from the general supply.



FACTORIES

You start with a set of 6 **factories** on your player board, each corresponding to the production of a different type of **good**. To **build a factory** in a specific region, you **must pay an additional cost** for its construction, besides the specified amount to place your worker in an investment center.

The base cost for each factory is **4 energy tokens**, as shown on the game board, **discounted by 1 for each adjacent power plant** built. Automobile and ship factories require an **additional 2 science tokens**, as depicted on your player board.

Next, select the factory that produces the desired type of good from your player board and place it in a **matching available** construction space, following the previously described **placement rules**. Upon construction, you activate the **production** of the factory and receive **2 goods of the matching type** from the general supply.



Maria, who is playing with yellow, intends to build an electronics factory. She starts her turn by placing the leftmost worker from her team area (A) into the investment center A of Taiwan (B). This requires the payment of 3 **investment funds** (C), which **Maria** deducts from that region's **investment funds track** (D). In addition, **Maria** pays 3 energy tokens as a construction cost (E), receiving a discount of 1 energy token from the base cost (F) because a power plant is already built adjacent to the factory location (G). Then, **Maria** takes the matching factory from her player board (H) and establishes it (I). As a result, the factory produces goods and she receives 2 matching electronics tokens (J) from the general supply.



UNIVERSITIES

To **build a university** in a specific region, place your worker in an investment center. After paying the specified amount, select **any** generic infrastructure from your player board and place it in an **available** construction space for a university, following the previously described **placement rules**.

Optionally, you **may** execute the **additional action** indicated in the construction space, which may be **either** building a department within the same region **or** constructing a parts factory in any region. In the second case, you **must pay** the associated cost of **1 energy token**. However, even though you may ignore the additional action, you cannot decide to carry it out later.

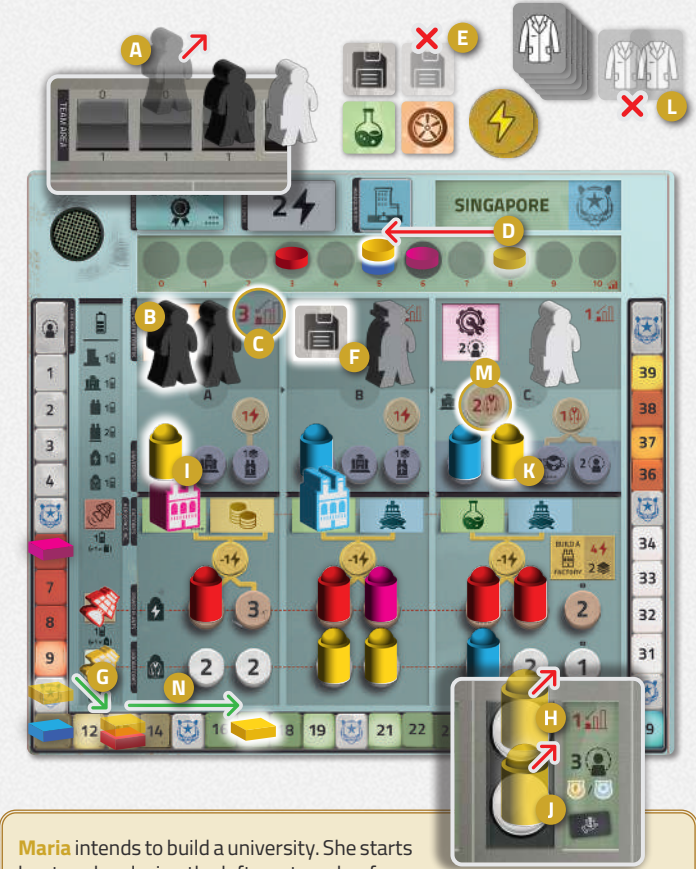
Direct construction in type C university spaces is **not allowed**. These spaces are reserved for the construction of **departments**, which may only be built using the **additional action**.

Departments

When you build a university, you **may** gain an **additional action** to construct a department. To **build a department**, you **must pay** its construction cost, which is either 1 or 2 **science tokens**, as shown in the construction space.

Next, select **any** generic infrastructure from your player board and place it in an **available** construction space for a department, which **must be** in the same region where you built the university.

Lastly, you receive the **bonus** indicated in the construction space, which may be **either** to advance on the **global market track** **or** to advance on the region's **influence track**.



Maria intends to build a university. She starts her turn by placing the leftmost worker from her team area (A) into the investment center A of Singapore (B). This requires the payment of 3 **investment funds** (C), which **Maria** deducts from that region's **investment funds track** (D). As allowed by the investment center, she chooses to sell electronics to local market B, placing a matching good from her personal supply (E) into the corresponding space of that market (F) and advancing 3 spaces on the region's **influence track** (G). Then, **Maria** takes a generic infrastructure from her player board (H) and establishes it as a university in Singapore (I), gaining the additional action of building a department in the same region. Consequently, she takes another generic infrastructure from her player board (J) and establishes it as a department in column C (K), paying 2 science tokens (L) as a construction cost (M). As a result, **Maria** advances 4 more spaces on the region's **influence track** (N).

ACTIVATE AN INFRASTRUCTURE BONUS

When you build an infrastructure and **remove the last** existing one in a sector, you receive a **one-time, immediate infrastructure bonus**. You **may** ignore this bonus effect, but you **cannot** decide to activate it later. Some infrastructure bonuses have an associated cost, which you **must pay** in **investment funds** from the Tiger where you plan to use the bonus.

You start with a set of **special infrastructures** next to your player board: 1 **headquarters** and 4 **satellites**. These are **initially unavailable** and may only be unlocked by activating infrastructure bonuses.

You are **not required** to activate the infrastructure bonus **in the same** region where you built the infrastructure that unlocked the bonus.



Carolina built a laboratory in Taiwan and the generic infrastructure she removed from her player board was the last in the lower right sector (A), which triggers the activation of an infrastructure bonus. This bonus allows her to build a satellite in any of the 4 Tigers (B), but requires the payment of 2 **investment funds** (C). **Carolina** deducts these **investment funds** from the Hong Kong **investment funds track** (D), where she intends to build the satellite. Then, **Carolina** takes a satellite from beside her player board (E) and establishes it in the power plant's row of Hong Kong (F).

Several examples from previous chapters should also include the activation of infrastructure bonuses after construction completion. However, those examples do not showcase the bonus activation to maintain a clear focus on clarifying the build actions.



PARTS FACTORIES

When you receive the additional action of **building a parts factory**, whether from constructing a university or through another immediate bonus, you **must pay** the cost for the construction of the parts factory, **if specified**.

Then, you receive a parts factory from the general supply and **place it under** one of your **already built factories**, which **cannot** have been previously activated by another parts factory.

Upon construction, you activate the **extraordinary production** of that factory and receive 1 **good** from the general supply **matching** the type of the factory.



HEADQUARTERS

When you activate an infrastructure bonus and unlock your **headquarters**, you take that special infrastructure from beside your player board and place it in an **available** construction space for a headquarters.

Each Tiger only allows the construction of **one** player's headquarters, serving as a **tie-breaker** in favor of that player **in the respective region**.



SATELLITES

When you activate an infrastructure bonus and unlock one of your **satellites**, you **must pay** its construction cost, as shown on your player board. This cost is 2 **investment funds** and **must** be deducted from the respective Tiger's **investment funds track**.

Then, you take one of your satellites from beside your player board and place it in an **available** construction space for a satellite, **matching** the type depicted on the infrastructure bonus you are activating. If you are building the **generic satellite**, it matches **all types** of satellites.

INVESTMENT POINTS

Every infrastructure you build contributes to your **investment points** per Tiger. By default, each infrastructure is worth 1 **investment point** in that region. This includes universities, departments, factories, power plants, laboratories, satellites, headquarters and infrastructures in spaces with the infinity symbol (∞).

Moreover, each **parts factory** attached to your own factories adds an **investment point** to the corresponding factory. Also, each of your **satellites** acts as a modifier and adds an additional **investment point** to your infrastructures in the respective row. However, this **does not** include infrastructures in spaces with the infinity symbol (∞) or parts factories.

At the end of each Era, your **investment points** per Tiger award you **influence points**, based on your total compared to the other players.



Counting 1 **investment point** per infrastructure, **Daniel** has 4 **investment points** — 1 headquarters (A), 1 factory (B), 1 power plant (C), and 1 satellite (D). Moreover, **Daniel's** satellite in the power plants row provides 1 additional **investment point** to his power plant (E), resulting in a total of 5 **investment points** (F) in South Korea. Currently, **Daniel** does not have any universities, departments, laboratories, or parts factories built in South Korea to provide additional **investment points**.

Each player's **investment points** are marked on the **investment funds track** for the sole purpose of the example (F)–(I). During the Eras, you **must never** track your **investment points** on the **investment funds track**. However, this track **may** be used as a helper to track **investment points** during the management phase, as any remaining **investment funds** are lost during this phase.

SELL GOODS ON THE GLOBAL MARKET

ANATOMY OF THE GLOBAL MARKET



- A International trade centers
- B Regional trade center
- C Special trade center
- D Global market track
- D1 Milestone
- E Nation flags
- F Special flags



GLOBAL MARKET TRACK

You start with a specific number of points on the **global market track**, matching your position in the turn order. As the game progresses, you **may** advance on the **global market track**, which sets a new turn order at the end of each Era.

The **global market track** features **milestones** marked with **globes** every **5 spaces**, which serve as multipliers, awarding you **prosperity points** at the end of the game.

TRADE CENTERS

The global market features 4 distinct **trade centers**. To sell goods to the global market, you **must** place a **worker** in one of these trade centers.

PLACEMENT RULES

The **type of worker** initially placed in a trade center **sets the precedent** for all subsequent workers allocated to that trade center, applicable to **all players** until the current Era ends. Additionally, with the **exception** of the **special trade center**, each trade center **must** host a unique type of worker, preventing 2 trade centers from allowing the same worker type. The special trade center **always** allows **all types** of workers simultaneously.

SELL GOODS

When you place a worker in a trade center, you **may** sell goods to **one or more** different nations.

To sell goods to a nation, you **must** provide the goods that the **nation demands** to the general supply. For each nation, the required goods are shown on the game board. After selling, you receive the **top flag** from the stack of the **nation** you sold to and advance on the **global market track** the number of spaces shown on that flag.

When selling goods to multiple nations, each trade center allows you to sell **to all the nations** it represents, but you **may** only make **1 sale per nation**. After paying for **all sales** and receiving **all the flags**, you **must** choose **only 1 flag** to advance on the **global market track**.

International trade centers
Each trade center allows you to make **1 to 3 sales**, with each sale made to a **different nation** at the cost of **2 different goods** identified in the global market for each nation.

Regional trade center
This trade center allows you to make **1 to 2 sales**, with each sale made to a **different nation** at the cost of **any 2 or 3 different goods** of your choosing.

Special trade center
This trade center allows you to perform **one of two possible actions**. You **may** make a sale to **any nation** in another trade center, **paying** the required goods and earning the corresponding **flag**, **without** advancing on the **global market track**. Alternatively, you **may** advance 2 spaces on the **global market track**. This trade center accepts **all types of workers** simultaneously, so you **may** **always** take a turn by placing a worker in this center, regardless of the type of worker you must play on your turn.



Pedro, who is playing with red, intends to sell goods on the global market. He starts his turn by placing the leftmost worker from his team area (A) into the upper international trade center (B). In that trade center, Australia has demand for chemicals and automobiles (C), which **Pedro** has previously produced and owns in his personal supply (D). Upon payment of those goods to the general supply, **Pedro** takes the topmost Australian flag (E) and advances 6 spaces on the **global market track** (F).

BONUSES

FINAL SCORING BONUSES

The **right margin** of your player board is divided into 6 **sectors**, and each sector aligns with a **final scoring objective**. These **may** award you **prosperity points** for each of the **4 Tigers**, determined by the **stars on the flags** you allocate to that sector, and provided that you **fulfill the requirement** for that bonus [see appendix 'Final scoring bonuses'].

Each sector features one or more rows with specific nation flags, and each row shows a **one-time immediate nation bonus**, which you unlock by allocating a flag to a final scoring bonus.

NATION BONUSES

Whenever you sell goods to a nation through the global market, you receive the corresponding nation's flag. Next, you allocate the flag to one of the designated spaces on the right margin of your player board, and unlock a **one-time immediate nation bonus**. You **may** choose to ignore this bonus effect, but you **cannot** decide to activate it later [see appendix 'Nation bonuses'].

When selling goods to multiple nations, you receive flags from each nation you sold to. Then, you **allocate each flag individually**, activating each nation's bonus **one at a time**. The number of flags you may allocate in each sector corresponds to the number of rows composing the sector, with each row allowing you to allocate **only 1 flag** from those depicted.

Every time you allocate a flag, you **may** place it in **any** final scoring objective sector that accepts the corresponding nation's flag. Also, there is **no specific order** in which you must allocate your flags.



Pedro sold goods to Australia in the upper international trade center of the global market and received a flag to allocate to his player board (A). **Pedro** chooses to allocate it to the final scoring bonus associated with scoring the satellites (B), which triggers the activation of a nation bonus (C). The Australian flag matches the first row of the bonus sector (D), providing **influence** on a Tiger in the upper area of the game board (E). **Pedro** chooses to gain this **influence** in South Korea, advancing 3 spaces on that region's track (F) at no additional cost.

END OF AN ERA

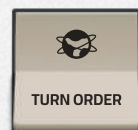
Asian Tigers: A Story of Prosperity is played over 2 Eras, with consecutive turns. Within each Era, all players must place their 10 workers, followed by a management phase. This phase consists of a sequence of steps, which are represented on the **management track** and followed with the **round marker**.

TIE BREAKERS

In case of a tie in a **Tiger**, the tie is broken in favor of the player with their **headquarters** in that region. If none of the tied players built the headquarters in that region, the tie is further resolved by considering the player with more **investment points** in columns A, B, and C respectively [see chapter 'Investment points']. In all other circumstances, preference is given to the one who, among the tied, is **first in turn order**.

MANAGEMENT PHASE: ERA I

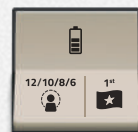
In the game setup, the **round marker** is placed on the first space of Era I on the **management track**. During the **first management phase**, the round marker progressively advances in the rightward direction, one space at a time.



GLOBAL MARKET

Determine the **new turn order for Era II** based on the positions on the **global market track**. The player whose marker is **furthest along** the track plays first, followed sequentially by the others in order. In case

of a tie, the player whose marker is at the **bottom** is considered to be **furthest along** the track because they were **the first** among the tied players to reach that space.



INFLUENCE

Increase the **influence points** for each player on the **influence track** of each Tiger, based on their **investment points** in the same region [see chapter 'Investment points']. The total **influence points** to

increase are depicted on the **management track** in the same space of the **round marker**.

In a **3-player game**, the neutral player is treated like a regular player, always receiving **influence points** and advancing on the **influence track** as usual.

Special flags

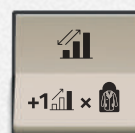
Special flags are stored in a **restricted section** of the global market, and they **do not** have a cost. Additionally, they **cannot be acquired** through trade center sales and may only be assigned to a player during the first management phase.

After increasing the **influence points** for all players on the 4 Tigers during this step, each Tiger **awards a special flag** to the player **leading** on its **influence track**. In case of a tie, preference is given to the one who, among the tied, is **first in turn order**.

▪ If the player accepts, they **must** move their squared marker **back** to the previous space with a Tiger icon on the track, even if they are already on space with a Tiger icon. Afterwards, they **must** immediately place the flag in a section of their player board that accommodates special flags, but **without** activating the nation bonus. Subsequently, they advance 2 spaces on the **global market track**.

▪ If the player declines, offer the special flag to the next player on the **influence track**. Continue this procedure until a player accepts. If no one accepts, return the special flag to the game box.

In a **3-player game**, the neutral player is treated like a regular player, always accepting the special flags and moving back on the **influence track** as usual. In case of a tie, the tie is broken in favor of the neutral player.



INVESTMENT FUNDS

Set each player's **investment funds** on the 4 Tiger's **investment funds track** back to 6. In addition to their initial funds per Tiger, each player also receives 1 additional **investment fund** for each laboratory they built in that region. Laboratories built on spaces marked with an infinity symbol (∞) also provide this additional **investment fund**.



Daniel is the last player in the turn order (A). After performing his final turn, the players are ready for the management phase that occurs at the end of Era I.

First, they move the round marker 1 space to the right on the **management track** to the step that determines the new turn order for Era II (B). Since **Daniel** leads on the **global market track** (C), he takes 1st place (D), followed by **Maria** (E), **Carolina** (F), and **Pedro** (G), according to their relative positions on the track.

Next, they move the round marker to the step that determines who is leading in terms of **investment points** in each of the 4 Tigers (H). For this purpose, they are going to use the **investment funds track** of each region to help track their corresponding **investment points** (I). Considering that all the remaining **investment funds** are lost during the management phase, there are no impacts in doing so.

Let's take Singapore as an example of the process that occurs in all 4 Tigers during this step. **Carolina** has 2 **investment points** (J), **Pedro** (K) and **Daniel** (L) are tied with 3, and **Maria** leads with 5 **investment points** (M). As **Pedro** has more **investment points** in column A (N), that breaks the tie in

his favour instead of **Daniel's**. Starting with **Maria**, who is in the lead, and following their relative quantity of **investment points**, she advances 12 points on the region's **influence track** (O), **Pedro** advances 10 (P), **Daniel** advances 8 (Q), and **Carolina** advances 6 (R).

After distributing the **investment points**, **Pedro** is in the lead of Singapore's **influence track**. So, he is offered a special flag (S) to allocate on his player board, which he declines. Next player in relative order on the track is **Maria**, who accepts the special flag. After moving her marker back to the previous space with a Tiger on the **influence track** (T), **Maria** allocates that special flag on her player board.

Then, they move the round marker to the step that provides the starting **investment funds** for Era II (U). Let's continue the example in Singapore, knowing that this process occurs in all 4 Tigers. All players advance their markers to match the base quantity of 6 **investment funds** (V). In addition, **Maria** built 2 laboratories (W) in Singapore during Era I and **Daniel** also built 1 (X). As a result, **Daniel** advances 1 extra step on the **investment funds track** (Y) and **Maria** advances 2 extra spaces (Z).

SETUP: ERA II

After completing the management phase of Era I, set up for Era II. Start by moving the round marker on the **management track** to the initial space for Era II. Then, for each Tiger, **remove all goods tokens** from the local markets and return them to the general supply.

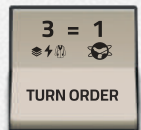
Retrieve **1 worker of each type** from the game board and set them aside. Afterwards, each player simultaneously retrieves **10 workers** from the game board until they have **4 of each type** again, including the 2 workers that were leftover from the beginning of Era I. Next, each player repeats the same worker setup process from the start of Era I.

Lastly, mix the **3 remaining workers**, one of each type, and do so randomly:

- Place a worker in investment center A of the Tiger with the highest prosperity.
- Place another worker in investment center B of the Tiger with the 2nd highest value.
- Place the final worker in investment center C of the Tiger with the 3rd highest value.

MANAGEMENT PHASE: ERA II

By the end of Era I, the **round marker** is placed on the first space of Era II on the **management track**. During the **second management phase**, the round marker progressively advances in the rightward direction, one space at a time.



GLOBAL MARKET

Every player advances 1 space on the **global market track** for every **3 leftover resources**, which include **goods, energy and science**. Then, determine the new turn order based on the positions on the **global market track**, serving as an effective tiebreaker.



INFLUENCE

Increase the **influence points** for each player on the **influence track** of each Tiger, based on their **investment points** in the same region [see chapter 'Investment points']. The total **influence points** to increase are depicted on the **management track** in the same space of the **round marker**.

In a **3-player game**, the neutral player is treated like a regular player, always receiving **influence points** and advancing on the **influence track** as usual.

Record the **prosperity points** on the scorepad based on the positions of the players on the **influence track** of each Tiger. The total **prosperity points** to award per region are depicted on the corresponding region's **prosperity token**. In case of a tie, preference is given to the one who, among the tied, is **first in turn order**.

In a **3-player game**, the neutral player is treated like a regular player, always receiving **prosperity points**, but not recording them. In case of a tie, the tie is broken in favor of the neutral player.



FINAL SCORING BONUSES

For each of the **6 sectors** on the right margin of the player board, each player calculates their **prosperity points**. First, count how many of the 4 tigers met the associated requirement. Then, count the number of stars on the flags assigned to that sector. Lastly, multiply both values and record them as **prosperity points** on the scorepad.

If you **do not meet** a requirement in at least one Tiger or **do not allocate** at least one flag to that sector, you score **0 prosperity points** for that sector.



NATIONS

First, count how many distinct nation flags are on the right margin of your player board, including special ones. Then, count the number of milestones (highlighted globes) reached on the **global market track**. Lastly, multiply both values and record them as **prosperity points** on the scorepad.

Pedro is the last player in the turn order (**A**). After performing his final turn, the players are ready for the management phase that occurs at the end of Era II.

First, they move the round marker 1 space to the right on the **management track** (**B**). Based on their remaining resources, **Daniel** (**C**), **Maria** (**D**), and **Pedro** (**E**) advance 2 steps on the **global market track**, and **Carolina** advances 1 (**F**). Since **Pedro** leads on the **global market track**, he takes 1st place (**G**) and, according to her relative position on the track, **Maria** takes 4th place (**H**). **Carolina** and **Daniel** are tied for 2nd but, as **Daniel** is first in the current turn order, that breaks the tie in his favour (**I**) instead of **Carolina's** (**J**).

Next, they move the round marker to the step that determines who is leading in terms of **investment points** in each of the 4 regions (**K**). For this purpose, they are going to use the **investment funds track** of each region to help track their corresponding **investment points**.

Let's take Hong Kong as an example. After distributing the **investment points** the same way as by the end of Era I, **Carolina** is in the lead of that region's **influence track** (**L**). So, she is awarded 22 **prosperity points**, which she records on the scorepad. Following the relative positions on the **influence track**, **Daniel** (**M**) receives 16 **prosperity points**, **Pedro** (**N**) receives 10, and **Maria** (**O**) receives 4.

Then, they move the round marker to the step that provides **prosperity points** based on the achieved final scoring bonuses (**P**). Let's take **Pedro's** player board as an example. **Pedro** gains 6 **prosperity points** from the 1st objective (**Q**) for having at least 8 **investment points** in 3 Tigers and 2 stars in the flags that act as multipliers for that goal (**R**). Similarly, he receives 9 **prosperity points** for the satellites (**S**), 12 for the parts factories (**T**), and 4 for the laboratories (**U**).

However, since **Pedro** did not build 5 different types of infrastructure on any Tiger, he does not score the 2nd objective (**V**), even though he has 2 stars as multipliers. Similarly, he does not score any **prosperity points** for his power plants because he did not attach any nation flag to the 5th objective (**W**). In total, **Pedro** gains 31 **prosperity points** from final scoring bonuses.

Finally, they move the round marker to the last step on the **management track** to score according to the nations (**X**). Let's take **Carolina's** achievements as an example. **Carolina** was able to collect 4 different flags during the game (**Y**) and passed through 5 milestones on the **global market track** (**Z1-Z5**). As such, **Carolina** gains 20 **prosperity points** awarded by the nations.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
D	20	12	16	8	56	0	6	4	16	6	0	32	20	108																										
P	5	0	10	16	31	6	0	9	12	0	4	31	36	98																										
M	10	18	4	26	58	12	4	12	0	0	2	30	20	108																										
C	15	7	22	2	46	2	0	4	2	0	8	16	20	82																										

After adding up the 3 partial scores from the Tigers, the final bonuses, and the nations, **Maria** and **Daniel** are tied with 108 **prosperity points**. The effective tie breaker is the final turn order, which breaks the tie in favor of **Daniel** instead of **Maria**.

SOLO MODE

In the **solo mode**, you face off against an **Automa opponent**. The goal is to determine which one of you will emerge as the most successful investor, sponsored by the Asian Tigers.

GENERAL SETUP

Set up the game for 2 players as usual, but with a few minor adjustments:

- Place your disc in the 1st position on the **turn order track**, and the Automa's disc in the 2nd.
- Do not place the Automa's discs on the **investment funds track** for any Tiger.

AUTOMA'S SETUP

Follow these steps to set up the Automa:

- Mix the 10 **action tiles** and create a face-down pile in the designated Automa play area on the table. Leave room for one revealed tile to be placed on its side during the Automa's turns.
- Place the **Automa's board** in the center of their designated play area.
- Select one of the unused player colors to represent the Automa and assign them the **infrastructures** of the chosen color.
 - Place 18 **generic infrastructures** in the designated numbered spaces of their board.
 - Place the 6 **factories** in the spaces of their board that depict goods.
 - Place the 4 **satellites**, 1 **headquarters**, and the remaining 6 **generic infrastructures** next to their board as a **supply**. These infrastructures will only be used as needed.
- Set up the Automa's **workers** as you would for a player.
- Do not provide the Automa with any starting **energy** tokens, **science** tokens, or **goods**.

Return any unused components to the game box based on the number of players.

PLAYER'S TURN

You are the first player and will alternate turns with the Automa, performing your turns as usual.

Before your first turn, choose your preferred mode for the specific game, keeping in mind that the mode will influence the game's difficulty. This choice will determine a multiplier for scoring the Automa's stars on their flags:

EASY ★
Multiply the total number of stars in the flags by 1.

NORMAL ★★
Multiply the total number of stars in the flags by 2.

HARD ★★★
Multiply the total number of stars in the flags by 3.

VERY HARD ★★★★
Multiply the total number of stars in the flags by 4.

AUTOMA'S TURN

Similar to you, whenever it's Automa's turn, they will perform their turn by taking the leftmost worker from their team area and placing it on the game board.

To identify the location where the Automa places their worker, reveal the next tile from their pile and follow the instructions on it. For detailed information about each Automa tile, refer to the appendix '**Automa: Action tiles**'.

BUILD AN INFRASTRUCTURE

The Automa starts with a set of **infrastructures** on their board, ready to build, just like you.

To build **universities**, **departments**, **power plants**, and **laboratories**, the Automa always selects the next **generic infrastructure** from their board in numerical order, from 1 to 18.

To build **factories**, the Automa selects the **matching** factory for the corresponding construction space.

ACTIVATE AN INFRASTRUCTURE BONUS

When the Automa **builds an infrastructure** and removes the last one in a sector, they receive a **one-time, immediate infrastructure bonus**, just like you. For detailed information about each Automa infrastructure bonus, refer to the appendix '**Automa: Infrastructure bonuses**'.

ACTIVATE A NATION BONUS

When the Automa **places a flag** on their board, completing a sector with all the depicted flags, they receive a **one-time, immediate nation bonus**. For detailed information about each Automa nation bonus, refer to the appendix '**Automa: Nation bonuses**'.

PLACEMENT RULES

The Automa **must always** comply with the type of worker allocated to both the investment and trade centers, respecting the **placement rules**. Therefore, if there is already a worker of the same type in the location identified by the Automa's tile, the Automa **must place** their worker and perform the corresponding action there. Otherwise, from the investment or trade centers that are still unoccupied:

- They always select the leftmost **investment center**.
- During Era I, they always select the topmost **trade center**. During Era II, they select the bottommost trade center instead.

The Automa **does not** handle **investment funds** during the game, so they neither pay nor receive any. Additionally, the Automa does not collect any **goods**, **energy** tokens, or **science** tokens.

MANAGEMENT PHASE

The **management phase** occurs as usual, with one minor difference:

- Both you and the Automa **always accept** special flags when offered, and **always move back** on the corresponding **influence track**.

AUTOMA'S SETUP: ERA II

At the beginning of Era II, set up the game as you normally would. Additionally, follow these steps to set up the Automa:

- Mix the 10 **action tiles** and create a face-down pile in their designated play area.
- Set up the Automa's **workers** as you would for a player.

END OF THE GAME

After calculating your total **prosperity points (PP)**, calculate the Automa's score. Their scoring method is identical to yours, except for the stars on their flags. The star multiplier **depends on the game mode** you selected at the beginning of the game, not the number of Tigers where certain objectives were achieved. You win if your final score equals or surpasses the Automa's score.

Alternatively, you may aim to **beat your own score**. If you choose this option, the Automa **does not score** any points at the end of the game. Instead, your goal is to exceed your previously recorded high score.

RANK	SCORE
Bankruptcy	< 115 PP
Small Investor	115–129 PP
Successful	130–144 PP
Wealthy	145–160 PP
Magnate	> 160 PP

SCENARIO VARIANT

For the **scenario variant**, randomly select one campaign tile during setup. Before your first turn, choose a difficulty level. Gameplay proceeds as usual, but with an additional goal specified by the tile. For detailed information about each tile, refer to the appendix '**Automa: Campaign tiles**'.

You **win the scenario** if you manage to complete the goal indicated on the tile and score higher than the Automa. Otherwise, you lose.

CAMPAIGN VARIANT

For the **campaign variant**, you may choose to play **between 2 to 9** scenarios. Randomly select the desired number of tiles and display them face-up during setup. Optionally, you may display all 9 campaign tiles, with the remaining ones face-down.

Whenever you achieve the 1st goal of a game session, flip the corresponding tile face-down, indicating that it's no longer available to achieve during the campaign. Additionally, any other goals you achieve during the same game session remain face-up. In other words, you **must never** flip more than one campaign tile face-down during the same game session.

If you fail to achieve a goal during a scenario, you start the next session with only 1 science token instead of 2. If this occurs a 2nd time, you start the subsequent session with no science tokens. A 3rd failure results in immediate termination of the campaign.

You **win the campaign** if you manage to play through all game sessions, complete a different goal in each session, and maintain a higher score than the Automa. Otherwise, you lose.

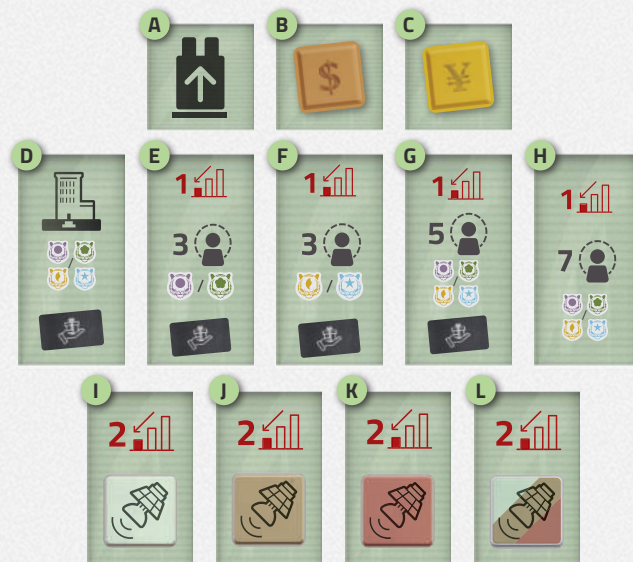
APPENDIX

CASCADING EFFECT

On your turn, triggering one bonus may lead to another, creating a **cascading effect**. For example: suppose you place a worker in a trade center to sell goods to the global market. After paying the required goods, you receive a flag and attach it to a final scoring bonus. This action activates the nation bonus which allows you to remove a generic infrastructure from your player board. By removing the last generic infrastructure in the topmost right sector, you will trigger the infrastructure bonus that allows you build your headquarters and activate the corresponding region bonus. Assuming that this region bonus lets you to gain a good token from the general supply, you may use it to sell another set of goods in your current trade center, continuing the main action of your turn that was briefly interrupted to activate the cascading bonuses.

INFRASTRUCTURE BONUSES

When you build an infrastructure from your player board and **remove the last** existing one in a sector, you receive a **one-time, immediate infrastructure bonus**. You **may** ignore this bonus effect, but you **cannot** decide to activate it later.



- A** Receive a **parts factory** from the general supply, to build and activate according to the usual rules, without any associated cost.
- B** Select and activate a **performance bonus** from the \$ set, among the available options [see appendix 'Performance bonuses'].
- C** Select and activate a **performance bonus** from the ¥ set, among the available options.
- D** Build your **headquarters** in any of the 4 Tigers, provided another player's headquarters is not already there, and activate the **bonus** of that region.
- E** Pay 1 **investment fund** from a Tiger in the **upper area** of the game board to advance 3 spaces on its **influence track**, and activate the **bonus** of that region.
- F** Pay 1 **investment fund** from a Tiger in the **lower area** of the game board to advance 3 spaces on its **influence track**, and activate the **bonus** of that region.

- G** Pay 1 **investment fund** from **any** of the 4 Tigers to advance 5 spaces on its **influence track**, and activate the **bonus** of that region.
- H** Pay 1 **investment fund** from **any** of the 4 Tigers to advance 7 spaces on its **influence track**.
- I** Pay 2 **investment funds** from **any** of the 4 Tigers to build a **satellite** in the construction space of the **laboratories** row of that region, if available.
- J** Pay 2 **investment funds** from **any** of the 4 Tigers to build a **satellite** in the construction space of the **power plants** row of that region, if available.
- K** Pay 2 **investment funds** from **any** of the 4 Tigers to build a **satellite** in the construction space of the **factories** row of that region, if available.
- L** Pay 2 **investment funds** from **any** of the 4 Tigers to build a **satellite** in **any** of the **available** construction spaces of that region.

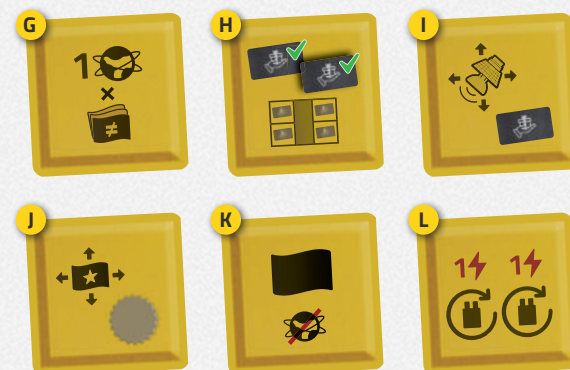
PERFORMANCE BONUSES

When you activate infrastructure or nation bonuses, you may receive a **one-time, immediate performance bonus**. Upon activating one of these bonuses and receiving its **benefit**, flip the token face down, turning it **unavailable** for all players until the end of the game. These bonuses are divided into **2 sets** and are located next to the game board.

BONUSES \$



BONUSES ¥



- A** Advance 1 space on the **investment funds track** for **both** Tigers in the **upper area** of the game board.
- B** Advance 1 space on the **investment funds track** for **both** Tigers in the **lower area** of the game board.
- C** Advance 2 spaces on the **investment funds track** for **South Korea**.
- D** Advance 2 spaces on the **investment funds track** for **Taiwan**.
- E** Advance 2 spaces on the **investment funds track** for **Hong Kong**.
- F** Advance 2 spaces on the **investment funds track** for **Singapore**.
- G** Advance 1 space on the **global market track** for each **different flag** allocated on the right margin of your player board. A special flag is considered a different flag for this purpose.
- H** Activate the 2 **region bonus** tokens leftover from the game setup, located next to the game board.
- I** Relocate one of your built **satellites** to a different Tiger, following the usual construction rules and maintaining the **satellite type**. Also, activate the new region's **bonus**.
- J** Relocate one of your **special flags** to another row on your player board, following the usual placement rules. Also, activate the **nation bonus** of the new row.
- K** Make a **sale** to any trade center following the usual rules, but **without assigning a worker** to that trade center or advancing on the **global market track**.
- L** Pay 1 **energy token** to activate the **production** of one of your **factories** in any Tiger. **Optionally**, spend an additional **energy token** to activate the **production** of another of your **factories**. Both factories may be in the same or different Tigers.

REGION BONUSES

When you activate infrastructure or performance bonuses, you **may** have the possibility to immediately activate a **region bonus**.



- A** Advance 4 spaces on the **global market track**.
- B** Remove **any** generic infrastructure from your player board, **without building it** on the game board. In case you **remove the last** existing infrastructure in a sector, **activate** the infrastructure bonus immediately.
- C** Receive 1 **good** from the general supply.
 - a. If the bonus token **is allocated to a Tiger**, choose a good from those produced in that region.
 - b. If the bonus token **is leftover**, choose any good.
- D** Receive 2 **science** tokens from the general supply.
- E** Receive 2 **energy** tokens from the general supply.

- F** Advance 3 spaces on the **influence track** from **one** of the 4 Tigers.
 - a. If the bonus token **is allocated to a Tiger**, gain **influence** in that region.
 - b. If the bonus token **is leftover**, gain **influence** in any Tiger of your choice.

FINAL SCORING BONUSES

Each **final scoring objective** may potentially be achieved in all 4 regions. However, you only score in a particular region if the associated **requirement is met**. You **must have at least**:

- A** 8+ **investment points** in your infrastructures built in the region.
- B** 5 **different infrastructures** built in the region: universities, factories, power plants, laboratories, satellites, and/or headquarters. A parts factory **is not** considered an infrastructure and a department is considered a university.
- C** 1 **satellite** built in the region.
- D** 1 **parts factory** built in the region.
- E** 1 **power plant** built in the region.
- F** 1 **laboratory** built in the region.

NATION BONUSES

When you assign a **nation flag** to a **final scoring objective** on your player board, you **may** receive a **one-time, immediate nation bonus**.

- 14** Pay 1 energy token to receive a **parts factory** from the general supply, to build and activate according to the usual rules.
- B/C** Build a **factory** in a construction space of a **column B or C**, following the usual rules.
- 1** Remove **any** generic infrastructure from your player board, **without building it** on the game board.
- \$ / ¥** Select and activate a **performance bonus** from the \$ or ¥ set, among the available options.
- 3** Advance 3 spaces on the **influence track** from a Tiger in the **upper area** of the game board, without any associated cost.
- 3** Advance 3 spaces on the **influence track** from a Tiger in the **lower area** of the game board, without any associated cost.
- 3** Advance 3 spaces on the **global market track**.
- 24** Receive 2 **energy tokens** from the general supply.
- 2** Receive 2 **science tokens** from the general supply.

AUTOMA: ACTION TILES

- 

The Automa starts their turn by placing their worker in a **trade center** of the **global market**.
- 

The Automa starts their turn by placing their worker in an **investment center** of **South Korea**.
- 

The Automa starts their turn by placing their worker in an **investment center** of **Hong Kong**.
- 

The Automa starts their turn by placing their worker in an **investment center** of **Taiwan**.
- 

The Automa starts their turn by placing their worker in an **investment center** of **Singapore**.
- 

The Automa chooses **between 2 Tigers** where to place their worker (in this case, either in South Korea or in Taiwan), according to the region where they have **more investment points**.
- 

The Automa chooses **between 2 Tigers** where to place their worker (in this case, either in Hong Kong or in Singapore), according to the region where they have **less investment points**.
- 

In case of a tie between the 2 Tigers, the tie is broken in favor of **South Korea**.
- 

In case of a tie between the 2 Tigers, the tie is broken in favor of **Hong Kong**.
- 

In case of a tie between the 2 Tigers, the tie is broken in favor of **Taiwan**.
- 

In case of a tie between the 2 Tigers, the tie is broken in favor of **Singapore**.
- 

Everything on the **left side** of the tile refers to the action Automa performs during **Era I**.
- 

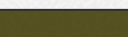
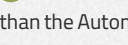
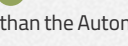
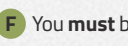
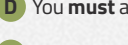
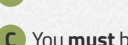
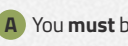
Everything on the **right side** of the tile refers to the action Automa performs during **Era II**.
- 

During **Era I**, if there is not another worker of the same type in the global market, the Automa chooses to place their worker in the **topmost** of the trade centers that are still **unoccupied**.
- 

During **Era II**, if there is not another worker of the same type in the global market, the Automa chooses to place their worker in the **bottommost** of the trade centers that are still **unoccupied**.
- 

The Automa advances 2 or 4 spaces on the **influence track** of the region where they are performing the action.
- 

The Automa sells a good to the corresponding local market, using a token from the general supply, **without advancing** on the **influence track**. In case that local market is already occupied, the Automa sells to another local market of the same region, following a rightwards direction from the current investment center.



In case there is a flag in the trade center that differs from those the Automa already has, they take it. Otherwise, they select a repeated one. When the Automa must take multiple different flags and there aren't enough on the game board, they always take as many as possible. The Automa only selects flags identical to their own when there aren't any different flags available. Regardless, they always choose the one with the higher value and advance the corresponding steps on the **global market track**.

If there are no flags in the trade center where the Automa was going to place their worker, they place it in the **special trade center** instead, and choose to advance 2 spaces on the **global market track**.

The Automa follows a set priority to determine which infrastructure to build. They always proceed **from top to bottom**, following the order indicated for the infrastructures (in this case: a university, a factory, a laboratory, or a power plant). Furthermore, the Automa always aims to build an infrastructure into the investment center where they place the worker. Only if they are unable to build all of the 4 options, they attempt to construct in an adjacent investment center to its right, following a rightwards direction from the current one. If there are no unoccupied construction spaces, they are always able to build power plants and laboratories in the spaces with the infinity symbol (∞).

AUTOMA: CAMPAIGN TILES

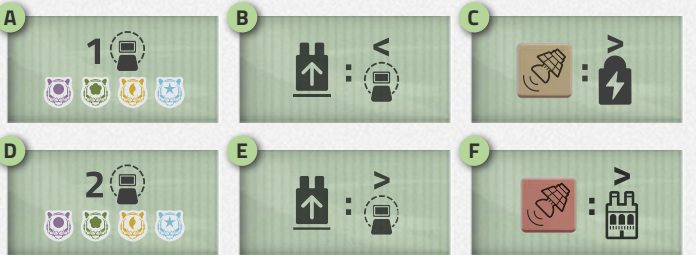


- A** You **must** build, at least, 5 universities; departments **do not** count.
- B** You **must** build all 6 different types of factories from your player board.
- C** You **must** build, at least, 5 laboratories.
- D** You **must** allocate, at least, 7 different flags to your final objectives.
- E** You **must** build your headquarters and all 3 types of satellites.
- F** You **must** build, at least, 5 power plants.
- G** You **must** have more **investment points** in either South Korea or Taiwan than the Automa.
- H** You **must** have more **investment points** in either Hong Kong or Singapore than the Automa.
- I** You **must** reach, at least, space 45 of the **global market track**.

AUTOMA: INFRASTRUCTURE BONUSES

When the Automa **builds an infrastructure** and removes the last one in a sector, they receive a **one-time, immediate infrastructure bonus**, just like you.

In case of a tie regarding where to apply a bonus from the Automa board, they apply the bonus in the region where you have **the most investment points**. If there is still a tie, they activate the bonus in the region where you have **the most investment funds**. If the tie persists, **you choose** from the tied regions where to activate the bonus for the Automa.

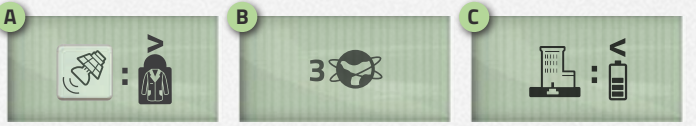


- A** The Automa advances 1 space on the **influence track** of **all 4 Tigers**.
- B** The Automa builds a **parts factory** in the region where they have **the least influence**, and at least one of their factories.
- C** The Automa builds a **satellite** in the construction space of the power plants row of the region where they have **the most power plants**.
- D** The Automa advances 2 spaces on the **influence track** of **all 4 Tigers**.
- E** The Automa builds a **parts factory** in the region where they have **the most influence**, and at least one of their factories.
- F** The Automa builds a **satellite** in the construction space of the factories row of the region where they have **the most factories**.

AUTOMA: NATION BONUSES

When the Automa **places a flag** on their board, completing a sector with all the depicted flags, they receive a **one-time, immediate nation bonus**.

In case of a tie regarding where to apply a bonus from the Automa board, they apply the bonus in the region where you have **the most investment points**. If there is still a tie, they activate the bonus in the region where you have **the most investment funds**. If the tie persists, **you choose** from the tied regions where to activate the bonus for the Automa.



- A** The Automa builds a **satellite** in the construction space of the laboratories row of the region where they have **the most laboratories**.
- B** The Automa advances 3 spaces on the **global market track**.
- C** The Automa builds their headquarters in the region where they have **the least investment points**.

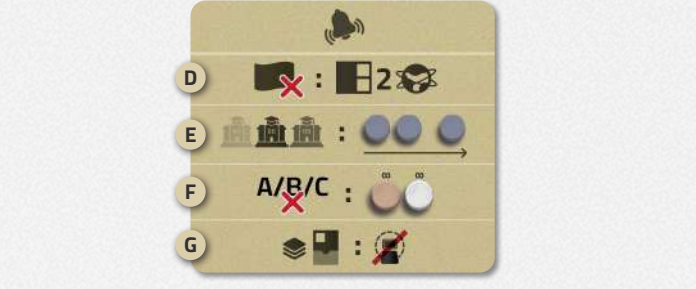
AUTOMA: PLAYER AID



- A** When placing a worker, if **there is** already another worker of the same type in the location identified by the Automa's tile, the Automa **must place** their worker and perform the corresponding action there.
- B** When placing a worker, if **there is not** another worker of the same type in the location identified by the Automa's tile, the Automa **chooses** from the investment or trade centers that are still unoccupied:
 - a.** During Era I, they always select the topmost trade center, whereas in Era II, they always choose the bottommost **trade center**.
 - b.** In both Eras, they always select the leftmost **investment center**.



- C** **In case of a tie** regarding where to apply a bonus from the Automa board, they apply the bonus in the region where you have **the most investment points**. If there is still a tie, they activate the bonus in the region where you have **the most investment funds**. If the tie persists, **you choose** from the tied regions where to activate the bonus for the Automa.



- D** If there are no flags in the trade center where the Automa was going to place their worker, they place it in the **special trade center** instead, and choose to advance 2 spaces on the **global market track**.
- E** When the Automa builds a university that allows the construction of a department, they always build the department in the first unoccupied construction space from left to right, and activate its bonus.
- F** If there are no unoccupied construction spaces where the Automa was going to place their worker, they are always able to build power plants and laboratories in the spaces with the infinity symbol (∞).
- G** When the Automa sells a good to a local market, they **never** advance on that region's **influence track**.

ICONOGRAPHY

INFRASTRUCTURES



University



Factory



Satellite



Laboratory



Power plant



Headquarters

TIGERS



South Korea



Hong Kong



Taiwan



Singapore

GOODS



Electronics



Automobiles



Machinery



Finance



Ships



Chemicals

TRACKS & POINTS



Player influence



Automa influence



Prosperity



Investment points



Investment funds



Global market

FLAGS



COLOR CODE

- Prosperity points
- Influence
- Investment funds
- Investment points
- Global market track
- Turn order track
- Management track
- Refer to the Appendix

OTHER ICONS



Energy



Science



Any good



Parts factory



Remove a generic infrastructure



Any Tiger



Flag stars



Different flag



Milestone



Performance tokens



Region bonus tokens



Prosperity tokens

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