

# MAGNATE

## EXTRA AI DECK

The Magnate AI deck allows you to add an additional AI player to Magnate (see AI mode rules in the main rulebook p16), allowing a single player to experience a 3 player game, multiple players to experience larger player count games or even spectators to watch a '0 player' game played only by AIs.

We don't recommend adding more than two AIs to Magnate using additional extra AI deck expansions. The game will function but you may find it time consuming to administer and it is likely to create very odd game patterns.

### COMPONENTS

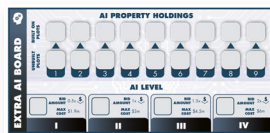


**31** AI cards:

- 9x I cards
- 6x II cards
- 6x III cards
- 8x IV cards
- 2x AI player aids

(Sold separately)

**1** Print & play AI board



(Attached below)

### PRINT & PLAY PREPARATION

Print out the attached sheet onto white paper or thin card and cut out the second AI board, using the crop marks to help you. We recommend storing this (along with your extra AI deck) inside the main game box for ease of access.

### CREDITS

#### Designed & Published by:

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**NOTE:** This expansion requires the **Magnate core game to play.** Visit [magnategame.com](http://magnategame.com) for more.



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## RULES

### SETUP

Set the game up using the AI mode rules as normal but do not use the AI company markers. Instead, give the first AI a set of one of the regular company markers and the matching wallet.

Repeat the above again for the second AI player using your extra AI deck and the AI board attached to this document. Give this AI another set of regular company markers and the matching wallet. These wallets will be used to help you keep the two AIs' money clearly separate. We recommend that the second AI is set to the same difficulty as the first AI for ease of use, but you can make them different.

If you are playing with two or more human players, make sure the AIs are not adjacent to each other at the table (for turn order). If you want to place the AIs together for convenience of use, place their company markers at the correct places between human players to show where they would be seated (and therefore positioned for turn order) if they were human players.

### PHASE 1: BID FOR TURN ORDER

In games against a single human opponent, both AIs use the bidding rules as described in the rulebook. When the AI that is second clockwise in turn order would make the same bid as the AI first in turn order it passes instead because its bid does not exceed the previous bid.

In games against two or more human opponents both AIs always pass.

### PHASE 2: ATTRACT TENANTS

Once both AIs have finished attracting tenants, check the advertising icon on the bottom right of both of the most recently discarded AI actions cards. Add the number of advertising tokens indicated on the card with the highest advertising value to the 'advertising spent' section of the property market board from the supply.

### PHASE 3: ACTIONS

The AI does not sell plots that have no tenant tokens on them. If there are no tenant tokens on the plot, it consults instead.

This does not affect sales made after the crash. In this situation the AI sells empty buildings as normal.

When discarding AI cards, ensure the discard piles of the AI's action decks are kept separate from each other.

## EXTRA AI BOARD



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## AI PROPERTY HOLDINGS

UNBUILT PLOTS

BUILT ON PLOTS

1	▶	
2	▶	
3	▶	
4	▶	
5	▶	
6	▶	
7	▶	
8	▶	
9	▶	

## AI LEVEL

BID AMOUNT  
0.5x \$  
MAX COST \$1.9m

I

BID AMOUNT  
1x \$  
MAX COST \$3m

II

BID AMOUNT  
1.5x \$  
MAX COST \$4.5m

III

BID AMOUNT  
2x \$  
MAX COST \$6m

IV