CREATURE AI

Mission 10 leads to the discovery of nanobots that control the local fauna. After that mission, you can use this new AI control system instead of the typical ROLEPLAY system. While we are uneasy about the reckless dispersal of nanobots on fragile ecosystems, the Federation realizes we cannot stop you. Instead, we must educate you on the best ways to understand and manage these creatures.

BASICS

AI CARDs display programs for each species. A roll of the Creature Selection DIE determines what they do during the Creature Phase of a ROUND. Each card has 5 functions that define a Move and Action command pair, shown as `{<Move>; <Action>}`.

For each species, roll 1 Creature Selection DIE and map that result to the corresponding AI CARD function. Have every member of that species perform the function's Move and Action commands, one creature at a time. The Move is always performed before the Action (though the Move may not have any effect).

Creatures still act in order of their species' positions on the ECO System (top-to-bottom, left-to-right). Individual creatures act in an order based on their proximity to the explorers. Creatures closer to an explorer go first. If creatures are equidistant to an explorer, randomly pick one to go first.

MOVE COMMANDS

A Move command specifies a direction in which each creature will move 1 HEX. These are relative to a variable in the world, such as their den or a certain type of creature.

- `to` indicates the creature moves closer to the given object. If they are already at their goal, they do not move.
- `from` indicates the creature moves away from the given object. If they are equidistant from what they are moving away from, they remain still.
- In both cases, if multiple HEXes are equally valid movement choices, use the one that moves the creature closer to the explorers or their buildings.

- Parasites only move when they are not attached to a creature.
- Ignore the threat radius on the Creature CARD.

Some terms are relative to the individual creature:

- `Building` is any structure that can take damage, such as the Crash Site.
- `Predator` is a carnivore or omnivore of equal or greater size.
- `Prey` is a creature or drone of equal or lesser size, with the following exceptions:
  - Injured creatures are considered smaller by an amount equal to their current damage.
  - If the creature performing `to Prey` is in a pack, combine their sizes to determine “Prey”.
  - Creatures in the Watering Hole anomaly cannot be “Prey”.

ACTION COMMANDS

An Action command specifies what the creature does after the move. This is a standard creature action or their special ability.

- If the action or actions are not possible, nothing happens.
- If two actions are listed, the creature does the first one if possible (e.g., for `Consume/Fight`, the creature will only choose Fight if there are no consumable CUBEs in the HEX).
- The Consume action only consumes CUBEs the creature eats, based on its diet.
- The Scare action moves the target creature in the opposite direction of where the creature came from (or a random HEX if it did not move).
- If multiple targets for a Fight, Scare, or Special action exist in a HEX, make a random choice.

SPECIAL ACTIONS WITH AI

If the Special action gives the creature an additional move, use the preceding Move command parameters to determine where it goes.

› **Spray**: Targets the HEX where the Amicus was (if they moved, otherwise pick a random HEX). Other creatures should treat the sprayed HEX as if it contains a Size-1 herbivore.

FIELD NOTES

The Creature AI never lets a creature act hostilely towards members of its own species. This means it will not Fight or Scare one of its own (this also includes any Special action that is harmful). Creatures also never seek out or Consume Meat from their own species. If you cannot recall what the Meat formerly was, it has decomposed to the point that any meat-eating creature will want it.

Domestication triggers an override in the nanobots. Domesticated creatures ignore the AI CARDs and follow the explorers' orders.

The AI system dictates creature behavior without the explorers' intervention. However, if you miss some aspects of the ROLEPLAY system, we encourage you to use a hybrid system. By releasing fewer nanobots, you can use the DIE rolls to select actions, but ROLEPLAY target selection. We are happy to give you the freedom to find what makes you happy and experiment on these innocent creatures.