CREATURE AI DETAILS

Mission 10 leads to the discovery of nanobots that control the local fauna. After that mission, you have the option to 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.

AI CARDs describe how creatures act during the Creature Phase. For each species, roll 1 Creature Selection DIE. The maps to a Move and Action pair on the AI CARD. Have every member of that species perform the matching Move and Action. The Move is always performed before the Action (though the Move may not have any effect).

Creatures act in order of their species' positions on the ECO System. They go in order of top-to-bottom, left-to-right (the same as the ROLEPLAY system). 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.

The Move specifies a direction in which each creature will move 1 HEX.

- "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, pick the one that moves the creature closer to the explorers or their buildings.
- Parasites only move when they are not attached to a creature.

Some terms are relative to the individual creature:

- "Predator" is a carnivore or omnivore of equal or greater size.
- "Prey" is a creature (or drone) of equal or lesser size.
- "Food" is any CUBE eaten by the creature (e.g., Plant or Meat), or if no food CUBEs exist, a smaller creature.
- "Habitat" is a HEX matching the creature's preferred terrain type.

The Action specifies what the creature does after the move.

- The Consume action only consumes CUBEs the creature eats, based on its diet.
- 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).
- If the action or actions are not possible, nothing happens.
- If multiple targets for a Fight, Scare, or Special action exist in a HEX, make a random choice.
- If the Special action gives the creature an additional move, use the preceding Move criteria to determine where it goes.

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.