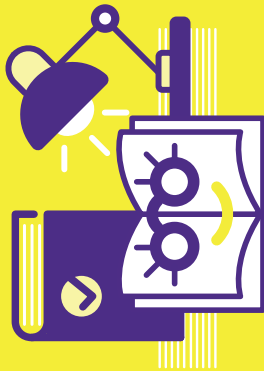


ami!
Who can be
the first to
create a smart
AI solution?



You are an inventor in an international technology competition. You are racing to be the first to build an Artificial Intelligence solution which makes people's lives easier in some way. Quick, build it before someone else snaps up the top prize!

You have to build an AI system on one of the four ama! themes: Health, Mobility, Work or Climate.



THE AIM OF THE GAME

Try to build your AI solution first by putting down the right cards to suit your AI system.

You can have 2-5 players.

NOTE: With 5 people, the game takes longer. For your first game, we recommend having 3 or 4 players.



Watch the video with an explanation of the game and learn more about AI at www.adaptcentre.ie/amai-game/

GAME EQUIPMENT

(27 large and 147 small cards)

22 AI systems - 24 Condition cards:
 8 Legal, 8 Ethical, 8 Robust - 70
 Feature cards: 15 Independent,
 15 Self-learning, 40 Data - 38
 Specialisation cards: 6 Sound,
 8 Graphics, 8 Language, 8 Robotics,
 8 Machine Learning - 15 Event cards
 - 5 Cheat sheets



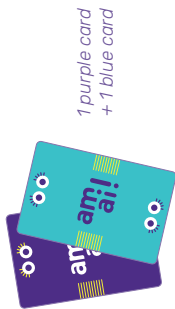
PREPARATION

NOTE: For a game with **two players** you need to remove some cards from the deck. See page 14.

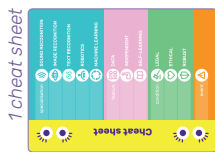
Make one pile of cards with a purple back and one pile of blue cards, and shuffle both piles. Deal each player one card from each pile.

NOTE: if you get an **orange Event card**, you may return it to the bottom of the purple pile and take a new purple card.

Each player takes one **Cheat Sheet** and one **AI system**, and sets them out in front of them.



1 purple card
+ 1 blue card



1 cheat sheet



1 AI-system

This is how each player starts

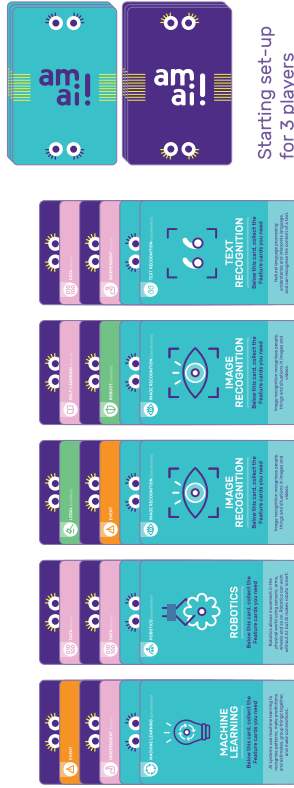


Then deal out as many columns of cards on the table as the number of players plus two. Each column consists of four cards with a purple back, and two blue cards on top. The bottom card is face down, the next card face up, and so on up the column (see illustration).

Next to the columns place the piles of blue and purple cards face down.

Next to these piles, keep a space free for two discard piles.

The player who has the most letters As and Is in their forename gets the first turn. If there is a tie, the youngest player starts. Then the game continues clockwise.



Starting set-up
for 3 players



PLAY

Each turn consists of 3 steps.

Step 1: Collect — **Step 2:** Build — **Step 3:** Discard

Step 1: Collect

Choose a column of cards and take cards from this column (starting with the top card) until you have five cards.

If you draw an orange Event card, first follow the instructions on the card. Then you discard the Event card and only then continue taking cards. Thus you always end the turn with five cards in your hand, unless the Event card says otherwise.

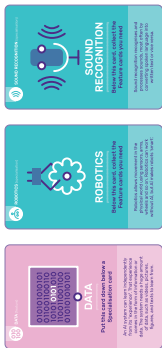
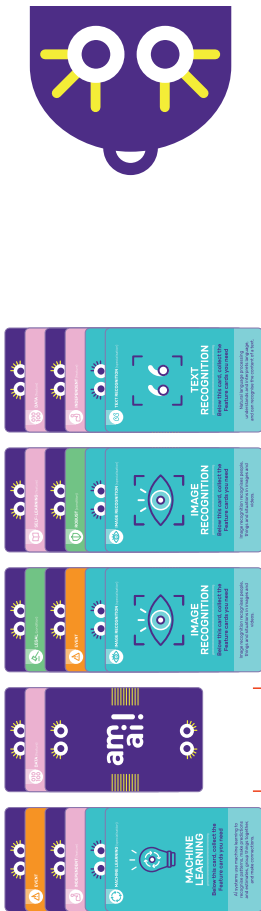
Once a column is completely empty, deal out a new column in the same pattern. If a column runs out of cards

before you have five cards in your hand, you first deal a full new column, then replenish your hand with cards from the new column.

NOTE: You can never draw cards from different columns in the same turn.

NOTE: If the draw pile is empty, shuffle the discard pile to make a new draw pile.

NOTE: If all players have already collected the specialisation cards for their AI system, you do not need to add any more blue specialisation cards to the new columns.



As you start with 2 cards already in your hand, take 3 more at the start, giving you 5 in total.



Step 2: Build

Lay down cards to build your AI system.

During this step, you can lay down three types of cards:

- The blue Specialisation cards
- The pink Feature cards
- The green Condition cards

You lay down cards from your hand that you can use to build the plan on your AI system.

Cards that you can't or don't want to lay down remain in your hand.

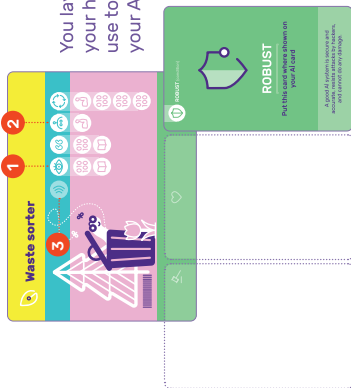
Your AI system shows which cards you need and the order in which you should lay them down. The symbols

on your AI system correspond to the symbols in the top-left corner of the cards.

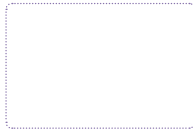
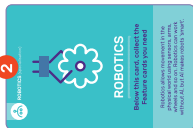
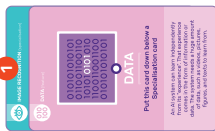
You can find more information about the different cards and how to play them from page 11 below.

Step 3: Discard

You may, if you wish, throw away one or more cards with the same symbol (e.g. 3 Data cards) from your hand onto the discard pile. You keep the rest of the cards in your hand.



You lay down cards from your hand that you can use to build the plan on your AI system.



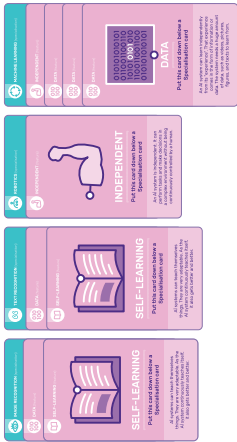
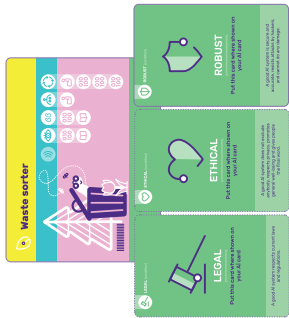
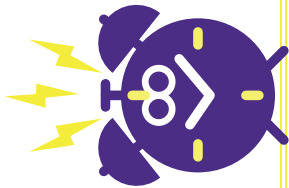
Cards you cannot or do not want to play remain in your hand.



END OF THE GAME

You win the game if you are the first player to:

- lay down all three of the (green) Condition cards
- lay down all the (blue) Specialisation cards for your AI system.
- lay down all the (pink) Feature cards for your AI system in the correct order.



CARDS

You have five types of card: AI systems
Condition cards — Event cards

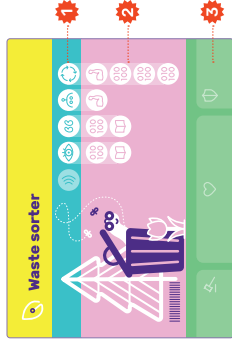
Specialisation cards — Feature cards

AI systems:

Your AI system shows you which cards to lay down **and in what order**. You must always lay down the blue Specialisation card **1** before laying down the corresponding pink Feature cards **2**. The pink Feature cards must also be in the correct order. The order in which you play the blue Specialisation cards and green Condition cards is **not** important.

On the AI system you will find a short description of the system and the names of the people who came up with it during the aamai project.

Your AI system also needs Condition cards. The green section **3** at the bottom of the AI card shows which cards they are. You can put the Condition cards down on these symbols when you play them.



12



Specialisation cards

(Graphics, Sound, Language, Robotics and Machine Learning):

Different specialisations lie at the heart of each AI solution. Put these cards down below your AI system as shown on p9.

NOTE: You can start developing a Specialisation as soon as you have laid the card down. You don't have to wait until you have laid all the Specialisations to play Feature cards.

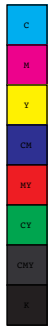
NOTE: If all players have already collected the Specialisation cards for their AI system, there is no need to deal blue specialisation cards onto new columns.

Feature cards

(Data, Independent and Self-learning):

Every Specialisation Card needs Data. How many Data cards a Specialisation needs can be found on your AI system.

Some Specialisation cards need Independent or Self-learning cards in addition to Data. How many of each Feature card you need can be seen from the symbols on the AI system.





Condition cards

(Legal, Ethical and Robust):

These cards apply to your AI system. They are very important for building a good AI solution, and they protect you from some of the Event cards.



Event cards:

These cards can help you or hinder you. As soon as you draw one of these cards, stop drawing cards and first do what it says on the Event card. Once you have done this, discard the card onto the discard pile and carry on taking cards to complete your hand (unless otherwise indicated on the Event card). If you cannot carry out the instructions on the event card, you discard it and continue with your turn.

NOTE: You can only lose cards because of an Event card if:

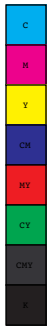
- they are in your hand, or
- they are 'free', i.e. you have laid them down but they have not yet been covered by another card.

GAME FOR TWO PLAYERS

All the rules of the game remain the same. Only the number of cards changes. On the right is the number of cards you need of each kind in a game for two players. In brackets is the number of each kind of card from that you need to remove from the full deck to reach this number.

20 AI systems

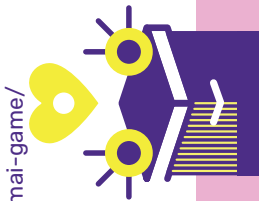
- 15 Condition cards
(remove 3 of each kind):
5 Legal, 5 Ethical, 5 Robust
- 50 Feature cards:
10 Independent (remove 5),
10 Self-learning (remove 5),
30 Data (remove 10)
- 23 Specialisation cards
(remove 3 of each kind):
3 Sound, 5 Graphics, 5 Language,
5 Robotics, 5 Machine Learning
- 15 Event cards
- 2 Cheat sheets

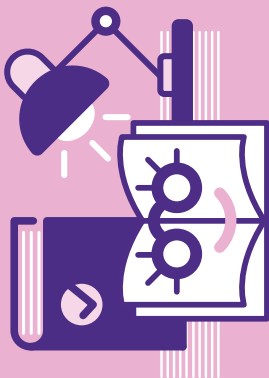


OPTIONS FOR ADDITIONAL OR ALTERNATIVE GAME RULES

- Once all players have the Specialisation cards they need to build their AI system, no more new Specialisation cards need to be added to the columns. *Also, from the next discard phase, players may discard multiple blue cards if they wish, even if they do not have the same symbol.*
- You can use the blank system cards to add your own AI systems to the game. Use a pen to ring 3 or 4 specialisations and draw the symbols for the features in the columns below.

- 3 or 4 circles should be filled with the independent or self-learning symbol, the rest you fill with data. The total number of all the trait and specialisation cards you need to collect for an AI system should come out to 13.
- For more player interaction, you can add the ability to trade cards with other players after step 1 ('Collect').
- This game can be used as an introduction to learn more about AI. Read more on this page: www.adaptcentre.ie/amai-game/





This game was created as part of the amai: project.

