

APIARY

AUTOMA

SOLITAIRE RULES FOR APIARY

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INTRODUCTION

This rulebook introduces an artificial opponent called Automa to Apiary, so you can play the game solo.

Designer's Note: Our artificial opponents got their name from the Italian word for "automaton," chosen because the first one we made was for the game Viticulture, which is set in Italy.

COMPONENTS

14 Automa cards



1 Automa docking mat





1 Automa Gained Worker Strength token



AUTOMA DOESN'T FOLLOW THE RULES

Playing against Automa, you follow the same rules as you would in a multiplayer game. Automa plays by a simplified ruleset.

This rulebook explains how Automa overrides the multiplayer rules. Other than those overrides, the game plays like a normal 2-player game.

- Automa never gains resources and never needs to pay resource costs.
- Automa uses workers of 2 different colors (yellow and gray). The different colors only matter when determining which workers get placed and retrieved.
- When Automa's workers are bumped, if they're not strength-4, they always return to her active pool.
- Automa's workers never return to the general supply. When one of her workers hibernates, she immediately gains a new one.
- Automa only gains  as described in this rulebook.
- Automa will generally gain more  than you will **during** the game. However, the more she gains during the game, the less she gains at the end.

SETUP

Set up a 2-player game as normal with the following changes:



- Remove the following seed cards with interactive one-time benefits: 32, 35, 37, and 38; the carving *Proliferation*; and the factions *Ria* and *Capen*.
- Automa's player color is gray.
- Automa is the first player. Place one of her player tokens on the **0** space of the Score Track. Return the other two player tokens to the box as she does not advance on the Queen's Favor track or teach dances.
- Choose a difficulty level (see *Difficulty Levels* on p. 3) and do the following based upon the values shown in the table for the chosen level:
 - Automa does not get a hive mat or faction tile. Instead, place Automa's docking mat with the normal side (or expert side for levels 5 and 6) facing up.
 - Place the Automa Gained Worker Strength token on the docking mat with the Gained Worker Strength value shown.
 - Place 3 gray workers on her docking mat with the strengths shown. The remaining gray worker is not used and may be returned to the box.
 - Place 2 yellow workers on her docking mat with the strengths shown. The two remaining yellow workers are not used and may be returned to the box.
 - Place 7 gray hibernation tokens on her docking mat.
 - Shuffle all 14 Automa cards and place them support side up, to form the Automa deck.
 - Leave space for the drawn Automa cards.



AUTOMA SETUP, LEVEL 2 DIFFICULTY

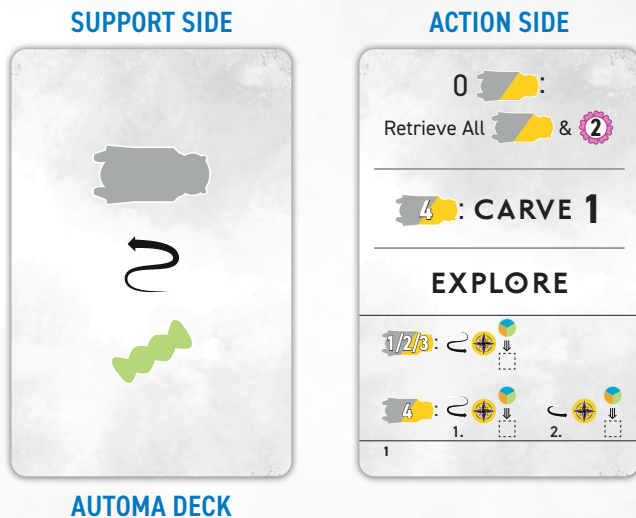
DIFFICULTY LEVELS

LEVEL	STARTING WORKER STRENGTH (GRAY)	STARTING WORKER STRENGTH (YELLOW)	GAINED WORKER STRENGTH
1	2, 1, 1	2, 1	2
2	2, 2, 1	2, 2	2
3	3, 2, 2	3, 1	2
4	3, 2, 2	3, 2	3
EXPERT MODE (USE EXPERT SIDE OF DOCKING MAT)			
5	3, 2, 2	3, 1	2
6	3, 2, 2	3, 2	3

Difficulty levels adjust the strength of Automa's workers at the start of the game, strength of new workers gained during the game,  scored for some actions during the game, and  scored at the end of the game for tiles gathered. We recommend level 2 for your first play.

AUTOMA CARDS

The Automa cards are double-sided with the **action side** determining the action that Automa will take (see *Automa Actions* on p. 6) and the **support side** containing support icons that determine how she will take certain actions.



Together, the action side of the drawn Automa card works with the support side of the top card of the Automa deck to determine what Automa does on her turn (see *An Automa Turn* on p. 4).

Note: Support icons are briefly described in the action's rules, where they are used. A more detailed explanation of the support icons is provided in 'Support Icons' on p. 10.

AN AUTOMA TURN

You and Automa take alternating turns. On Automa's turn, do the following:

1. Draw an Automa card.
2. Take an action.

DRAW AN AUTOMA CARD

At the start of Automa's turn, if there is only 1 card remaining in the Automa deck shuffle all 14 cards and place them with the support side showing to form a new Automa deck.

Draw 1 card from the Automa deck, placing it on top of any previously drawn cards, with the action side showing. This reveals the support side of a new card on top of the Automa deck.

TAKE AN ACTION

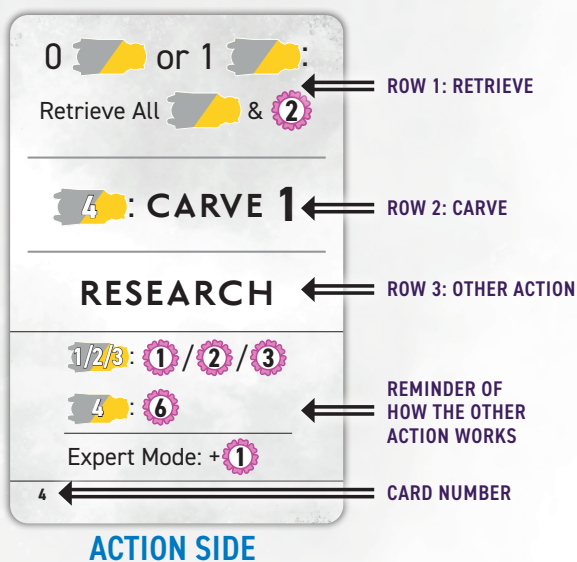
Automa will always take exactly 1 action per turn, determined by the action side of the drawn Automa card.

*Note: Actions are highlighted using this **STYLE** and are described in Automa Actions on pp. 6–9.*

Each card has 3 rows that specify potential actions. The first 2 rows (Retrieve and Carve) are conditional, based on the workers that Automa has on her docking mat.

For each row, from top to bottom, check the condition. If the condition is met, she performs that action **and then her turn ends**. Otherwise, continue to the next row.

The last row has no condition; therefore, if none of the conditions were met in the first 2 rows, she will always take the action in the last row.



ROW 1: RETRIEVE

Check to see if Automa retrieves some of her workers based upon how many workers of the indicated color she has on her docking mat.

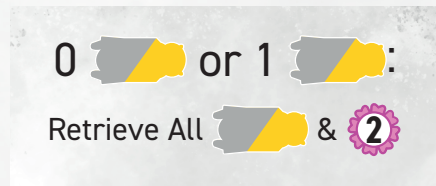
Count the workers that she has on her docking mat of the color indicated on the support card. (See *Worker Color* on p. 10).

The condition takes one of two forms:



If she has no worker of the indicated color, **RETRIEVE** all workers of that color. Then, Automa immediately gains [2] [blue].

OR



If she has no or exactly 1 worker of the indicated color, **RETRIEVE** all workers of that color. Then, Automa immediately gains [2] [blue].

ROW 2: CARVE

If Row 2 is blank, skip to Row 3. Otherwise, check if Automa has a strength-4 worker of the indicated color on her docking mat.

[4] [red] : CARVE 1

If she has a strength-4 worker of the indicated color on her docking mat and there is at least one available carving tile ([4] [red]), she takes the **CARVE** action.

ROW 3: OTHER ACTION

Automa performs the specified action: **GROW**, **CONVERT**, **RESEARCH**, **ADVANCE**, or **EXPLORE**.

In the box immediately below the action name, the card provides a reminder of how that action works for Automa.

Designer's Note: Automa rarely takes these 'other actions' with a strength-4 worker. This is intentional.

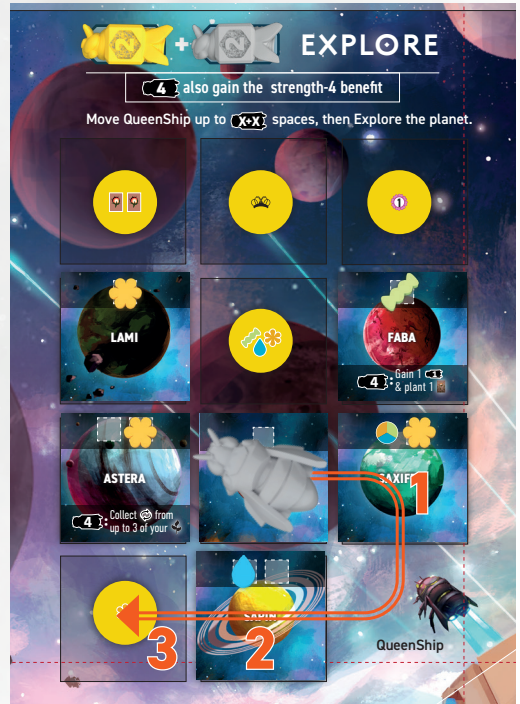
AUTOMA ACTIONS

EXPLORE

For the color indicated on the support card, take the highest strength worker from Automa's docking mat and place it on the left Explore action space. As with you, the maximum number of spaces she can move the QueenShip is the combined strength of the workers on the action.

QUEENSHIP MOVEMENT: Using the S-curve icon on the support card, move the QueenShip along the path indicated (see *S-curve* on p. 11), until it reaches a planet that has not yet been explored or until it has moved the maximum number of spaces.

If the path takes the QueenShip to the planet that the QueenShip began this turn on **or** to the QueenShip starting location space, continue moving through it and do not count it towards the number of spaces moved.



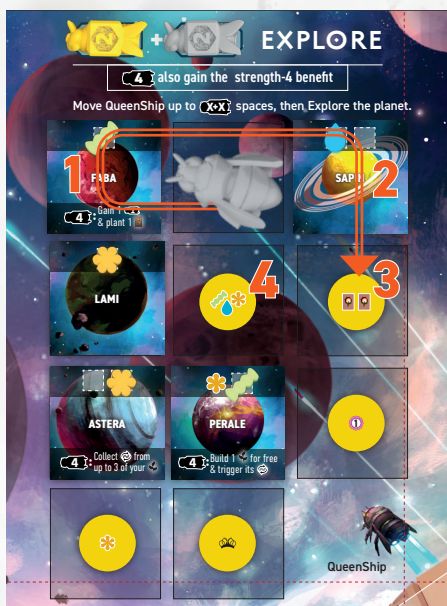
EXPLORE EXAMPLE 1: Automa can move the QueenShip up to 4 spaces to find an explore token. The S-curve indicates it should move right, then down 1 row, then left, etc.

Moving to the right, it reaches the end of the row (1). Therefore, it moves down one row and, ignoring the QueenShip starting location space, it then moves left (2). As this planet is already explored, it continues and discovers an unexplored planet (3).

EXPLORE EXAMPLE 2: The

S-curve indicates that the QueenShip should move left, then up 1 row, then right, etc.

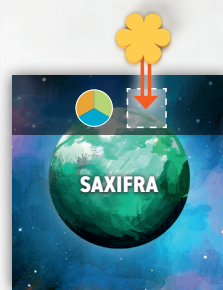
After moving one space to the left (1), the QueenShip reaches the end of the row and cannot move up (see S-curve: The Path Ends on p. 11). Since it can go no further along the S-curve path, it will reverse course and move right, then down 1 row, then left. Skipping the spot that it began on, the QueenShip moves right to an explored planet (2). Reaching the end of the row, it moves down to find an unexplored planet and explores there (3). If that planet had already been explored, the QueenShip would have moved once more to the left and explore there (4).



EXPLORE THE PLANET: As with you, if the planet has not yet been explored, Automa collects the 🌻 from the planet. Place it on her docking mat (she does not gain the benefit from the token). Then, take the top planet tile off the stack, flip it over, and place it on the current spot (under the QueenShip).

PLACE A RESOURCE: If the planet has an empty resource space (dotted outline), place the resource type indicated on the support card onto the planet (see *Resource* on p. 11). She does not gain any resources.

If the placed worker is strength-4, she will continue moving in the same direction, as she explores a second time.






PLACE A RESOURCE EXAMPLE: Saxifra has an empty resource space. The support card shows a pollen icon, so place a pollen token on the planet.


Designer's Note: The only benefit Automa gains from this action is taking an explore token. However, she performs the Explore action even if there are no more unexplored planets.

GROW / CONVERT / RESEARCH

For the color indicated on the support card, take the highest-strength worker from Automa's docking mat and place it on the associated action space.


If the worker is strength-4, she immediately gains . Otherwise, she immediately gains  equal to the worker's strength. In Expert mode, she gains an additional .


CONVERT-DANCES: Automa never teaches dances.


If **you** teach a dance, you immediately receive a one-time benefit of 4 . Automa never uses the dance.



ADVANCE

For the color indicated on the support card, take the highest strength worker from Automa's docking mat and place it on the left Advance action space.

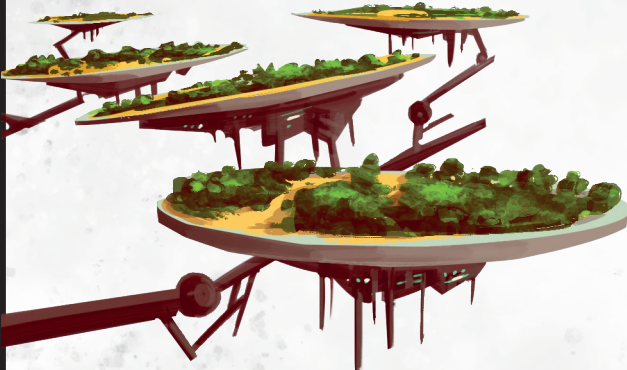
When taking the Advance action, Automa **always** gains 1 farm tile (). Then, she will gain an additional 1 or 2 tiles depending on the strength of the worker she placed:

STRENGTH-2: 1 recruit tile ()

STRENGTH-3: 1 development tile ()

STRENGTH-4: 1 recruit tile () and 1 development tile ()

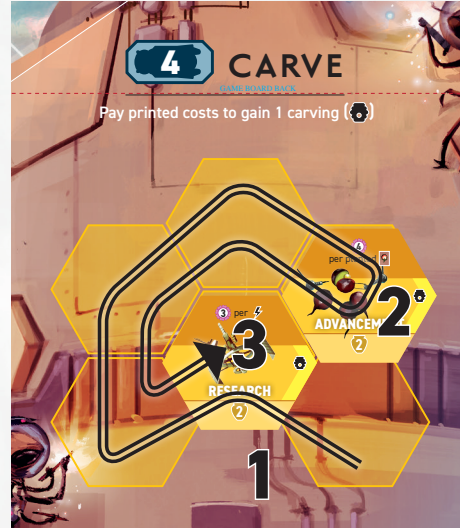
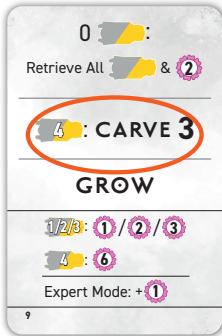
For each tile type Automa gains, remove the tiles from the leftmost and middle columns, placing the leftmost beside her docking mat and discarding the other. She doesn't gain the benefits of tiles.



CARVE

Take a strength-4 worker of the color indicated on the support card, place it on the Carve action space.

The board has 2 **curved** rows of carving tiles. Using the S-curve along with the number (1, 2, or 3) printed next to the word 'Carve', she will select the first, second, or third carving tile (🔧) and place it on her docking mat (see *S-curve* on p. 11).



CARVE EXAMPLE: The S-curve indicates that carving tiles should be counted, beginning at the lower right, left across the bottom row, then up and right across the top row. Reaching the top right corner, reverse course and continue left across the top row, then down and right across the bottom row until arriving at a carving tile for the third time.

RETRIEVE


When Automa retrieves workers, she only retrieves the workers of the color shown on the support card (see *Worker Color* on p. 10). For each worker, if it is strength-4 it must immediately hibernate. Otherwise, increase the worker's strength by +1 and return it to Automa's docking mat, Automa gains no income from retrieving workers.






BUMPED WORKERS AND HIBERNATION

BUMPED WORKERS: When an Automa worker is bumped, if it is strength-4 it must immediately hibernate. Otherwise, increase the worker's strength by +1 and return it to Automa's docking mat. There is no landing area on Automa's docking mat. All workers on the mat are active.

HIBERNATION: Any time an Automa worker hibernates (e.g., via being bumped or retrieved), it is immediately replaced by a new worker, gained with a strength based upon the difficulty level (the value is shown on the Gained Worker Strength token). Place this new worker on Automa's docking mat.

Then, Automa will choose the Hibernation Comb sector that, by placing her token there, increases the  she will score from area majority, more. She ignores any impact it might have on what **you** will score. If it is a tie, she chooses the 5-pod sector.

In the chosen sector, place one of Automa's hibernation tokens on the first vacant pod, using English reading order. For the 5-pod sector, this means  first, then , and then the  pod. Automa does not gain the benefit printed on the board and does not refresh a tile row, where applicable.

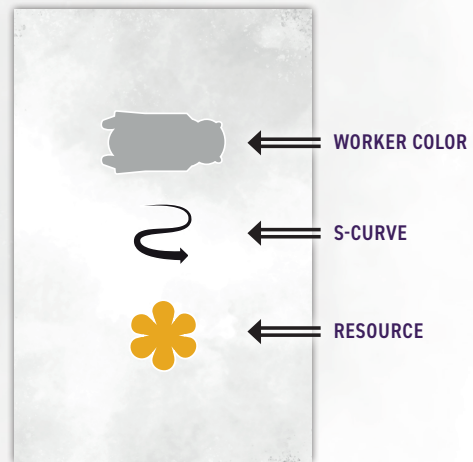
SUPPORT ICONS

Some of the actions require additional information to determine how Automa performs the action. This information is provided by the following icon types on the support side of the Automa cards.

WORKER COLOR



Any time you see the yellow and gray icon in the rulebook or on an action card, Automa will use the worker color (yellow or gray) indicated on the support card.



SUPPORT SIDE

S-CURVE

The S-curve describes a path around multiple rows of a grid. Automa uses the S-curve to select carving tiles for the **CARVE** action and to move the QueenShip around the planet grid for the **EXPLORE** action. It is not used to select pods in the Hibernation Comb.

WHERE TO BEGIN: For Carve, the tail of the S-curve determines where to begin counting the tiles.

- If the tail is at the top left, carving tiles will be counted beginning with the leftmost space of the top curved row.



- If the tail is at the bottom right, carving tiles will be counted beginning with the rightmost space of the bottom curved row.



FOLLOW THE PATH: Beginning from the tail, the S-curve represents the path followed to complete the action.

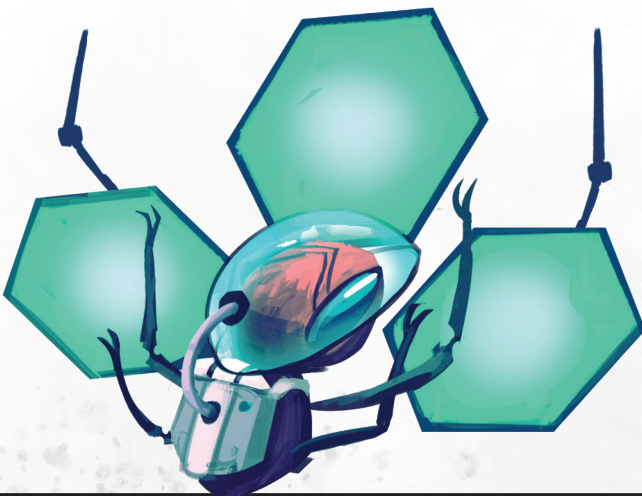
- For Carve, this represents the order in which the tiles will be counted.
- For Explore, the starting point is where the QueenShip is currently located and the path is how the QueenShip will travel. *Note: For the QueenShip, it might be helpful to point the miniature so it is facing in the direction that the arrow is pointing.*

From the starting point, follow that row in the direction of the arrow, until there are no more spaces on that row. Then, follow the path to the next row (up or down, as indicated by the S-curve icon) and continue on that row in the opposite direction.



THE PATH ENDS: If the path ever gets to a place where it can no longer continue (because there are no more rows), reverse the path and follow it back along that same row, in the opposite direction. *Note: It may help to imagine removing the arrowhead of the S-curve and attaching it to the tail. You can also rotate the support card 180 degrees.*
















RESOURCE


When Automa needs to place a resource on a planet for the **EXPLORE** action, she will select the resource associated with the resource icon on the support card.



AUTOMA END OF GAME SCORING

In addition to any  reflected on the Score Track, Automa scores  from the following:

For each	Normal Mode	Expert Mode
farm tile ()		
recruit tile ()		
development tile ()		
carving tile ()		
explore token ()		

 from sector majority in the Hibernation Comb

TIES: In the event of a tie, you win if you have taught a dance. If not, Automa wins.

SPECIAL CASE FOR AUTOMA

For the carving *Exchange*, you copy one of Automa's carvings.



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