



INTRODUCTION

This rulebook introduces an artificial opponent called Automata to Braided Skies, so that you can play the game solitaire.

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

AUTOMA DOESN'T FOLLOW THE RULES

Playing against Automata, you follow the same rules as you would in a multiplayer game. Automata uses a simplified ruleset.

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

For Automata, there is no difference between tourists or different tapstone tokens; when she gains or pays a resource, any type will do.

COMPONENTS

12 Automata cards



4 Automata starting wonder cards



1 Automata wonder card (double sided)



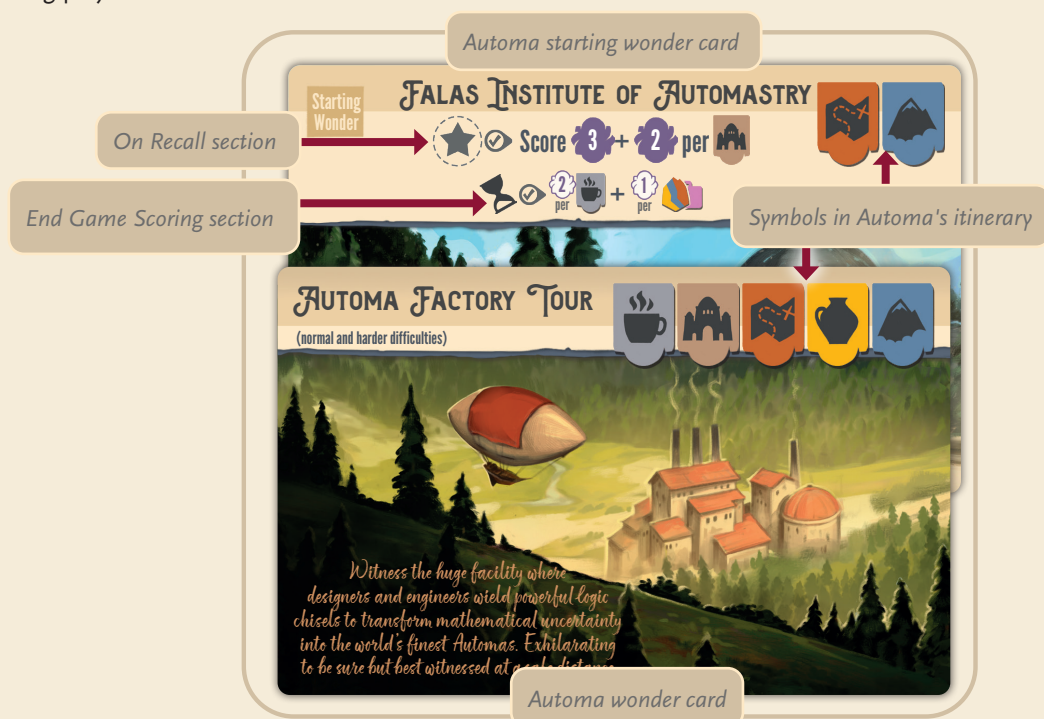
SETUP

Set up the shared components and your components for a 2-player game as normal.

Automa will not use a captain mat or player mat. Instead, set aside a small area for her and do the following:

- Choose a color and give her the 3 drop ships in that color.
- Place her 3 harvesters in *Thunder's Workshop* and 3 crewmates in the *Cracked Flagon*.
- Place 1 of her wonder track tokens at the bottom of each of the 3 wonder tracks and her fame track token on the 0 space of the fame track.
- Choose or randomly select 1 Automa starting wonder card and place it in her play area. Then, place the Automa wonder card with the *Automa Factory Tour* side facing up, as the next card in her itinerary.
- Shuffle the Automa cards and place the deck face down leaving space for a discard pile.

You are the starting player.



DIFFICULTY LEVELS

For an **easier** play, use the *Automa Workshop Visit* side of the Automa wonder card. To make the play **easier still**, during the game when Automa gains leftover fame tokens from the board, she does not advance on the fame track.

To make play a **little bit harder**, Automa gains 3  during setup. To make the play **much harder**, Automa also gains 1 of her crewmates placed randomly on 1 of her drop ships during setup. Finally, if you want to make the play **too hard**, she gains a second crewmate during setup.

THE AUTOMA CARD

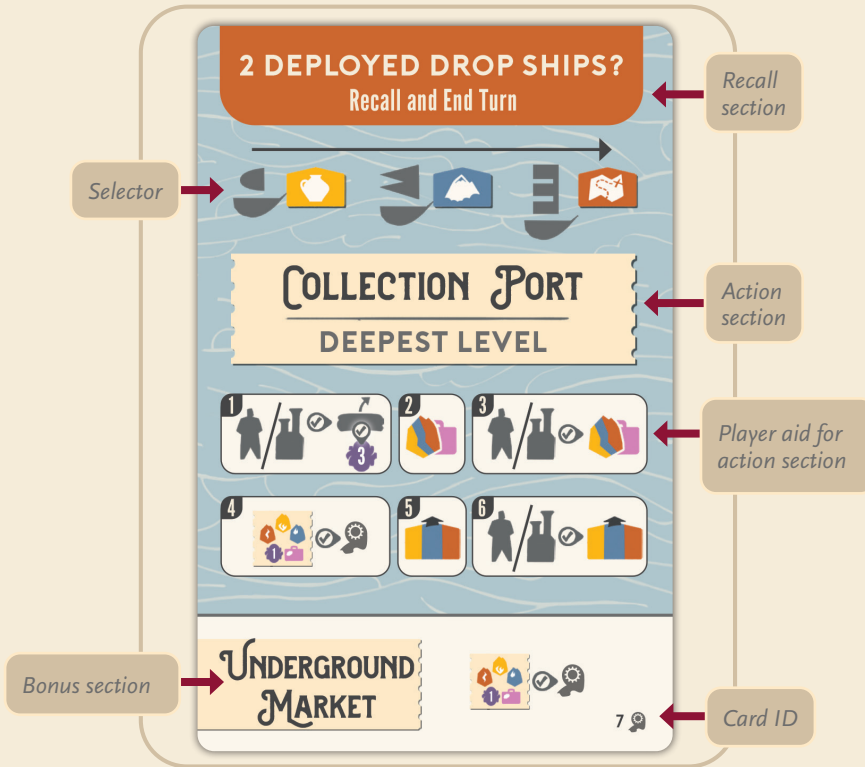
Each Automa card is divided into 4 sections.

RECALL SECTION—Determines whether Automa will recall her drop ships, if she has 2 on the board.

THE SELECTOR—Determines which drop ship is deployed and which wonder track is selected, if applicable.

ACTION SECTION—Determines where Automa will deploy a drop ship as a main action. Immediately below the Action section is a reminder of the steps to complete the action.

BONUS SECTION—Determines additional things that Automa gains on her turn, if any.



AN AUTOMA TURN

You and Automa take successive turns.

If all 3 of Automa's drop ships are deployed on the board do the following:

1. Recall all 3 drop ships.
2. She gains the benefits defined in the On Recall section (★👁️) of her starting wonder card.
3. Her turn ends.

Otherwise, if the Automa deck is empty, shuffle all Automa cards and form a new deck. Draw an Automa card and resolve each of the sections as described below, if applicable.

LEFTOVER RESOURCES AND FAME TOKENS

As normal, Automa gains any leftover tapstones, tourists, and fame tokens found at the location where she deploys her drop ship. She also gains any at the location printed in the Bonus section. Do the following with these resources:



TAPSTONES AND TOURIST TOKENS—place in her play area.

FAME TOKENS—return the fame tokens to the supply and advance her tracker on the fame track by the corresponding amount, as normal.

RECALL SECTION

RECALL 2 DROP SHIPS—If the Automa card has a Recall section and Automa has **exactly** 2 drop ships on the board:

1. Recall both drop ships from the board.
2. She gains the benefits defined in the On Recall section (★👁️) of her starting wonder card.
3. Her turn ends; ignore the additional sections on the card.



ACTION SECTION

For her main action, Automa will select a drop ship and deploy it into a wonder port or a collection port. She will never deploy a drop ship on any of the other locations on the board.

DEPLOY INTO THE WONDER PORTS

Using the selector on the Automa card, follow the drop ship icons, from left to right, to place her first available drop ship on the wonder port indicated by the associated port icon.

Then do the following:

1. **LEFTOVER RESOURCES AND FAME TOKENS—**

As normal, she gains leftover resources and fame tokens found at the location.



2. **FEWER THAN 4 RESOURCES?**—If Automa has fewer than 4 tapstones and tourist tokens in total <4 , she will not gain a wonder card. Instead do the following:



Advance her token on the fame track by 3.



Then, on the track where her drop ship was deployed, she advances 1 space.



If her drop ship has a crewmate, she advances 1 more space.



If her drop ship has a harvester, she advances 1 more space.

This means if her drop ship has both a crewmate and a harvester, she advances a total of 3 spaces.

When Automa advances on a wonder track, she does not gain the immediate bonuses printed on the track. In the event that Automa cannot advance any further, nothing happens.

3. **4 OR MORE RESOURCES, GAIN THE WONDER CARD**—If Automa has 4 or more tapstones and tourist tokens in total ≥ 4 , return any 4 of her tokens to the supply and she gains the wonder card.

Automa gains the immediate advancements shown on the wonder card.

For the icon, advance on the track where her drop ship was deployed.



DEPLOY INTO THE COLLECTION PORTS

Using the selector on the Automa card, follow the drop ship icons, from left to right, to place her first available drop ship on a collection port that matches the drop ship type, as normal.

- If “Top Level” is printed, place her drop ship on the top-level collection port.
- If “Deepest Level” is printed, place it on lowest-level collection port that is available.

Then do the following:

1. **EXPLORE**—If her drop ship contains either a crewmate or a harvester AND there is a cloud tile vertically adjacent to the collection port, remove the cloud tile and resolve as normal, except for the following:



- a. Ignore the left side of the cloud tile. Instead, advance Automa’s token on the fame track by 3.
- b. On the right side of the cloud tile, Automa will not take advantage of any options that say “All players may”.

2. **GAIN BENEFITS**—Instead of the benefits printed on the board, Automa gains all the following benefits:



- a. 2 resources if her drop ship has a crewmate and/or harvester, 1 resource otherwise. Remember it makes no difference what type of resource she gains.
- b. Any leftover resources or fame tokens found at the location.
- c. On the wonder track, indicated by its icon beside the drop ship icon on the selector, advance 2 times if her drop ship has a crewmate and/or harvester, otherwise advance 1 time.

Remember that when Automa advances on a wonder track, she does not gain the immediate bonuses printed on the track.



Example: Automa’s drop ship is available and will be deployed in Braided Falls because it is the deepest available port for that ship. If she advances as a part of the action, she will advance on the track.

BONUS SECTION

Automa gains any leftover resources or fame tokens from the location printed in the Bonus section.



Then do the following for that location:

THUNDER'S WORKSHOP—If the drop ship that Automa just deployed does not have a harvester, take one of her harvesters from *Thunder's Workshop* and place it on the drop ship. She pays nothing to gain the harvester. If the drop ship already has a harvester, nothing happens.



FREE FLYER'S GUILD—Discard outfitting cards 3 and 4. Refill, as normal.



CRACKED FLAGON—If the drop ship that Automa just deployed does not have a crewmate, take one of her crewmates from the *Cracked Flagon* and place it on the drop ship. She pays nothing to gain the crewmate. If the drop ship already has a crewmate, nothing happens.



TOMTOM FESTIVAL OR UNDERGROUND MARKET—Nothing happens.

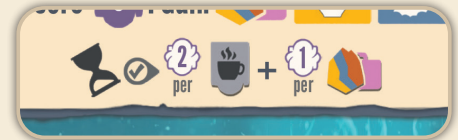
END OF GAME

Automa can trigger the end of the game in the same way you can:

- Her token(s) reaching the final scoring threshold on the wonder track(s).
- Having 7 wonder cards in her itinerary.
- Reaching or passing 60 fame.

At the end of the game, calculate Automa's score normally.

In addition, she gains 2 per culinary site in her itinerary and 1 per remaining in her play area as shown in the End Game Scoring section of her starting wonder card.



In the event of a tie, use the tiebreakers from the multiplayer rules.

For the first tiebreaker, count the tapstones and tourists in her play area.

For the third tiebreaker, she has no grit.





WANT TO BE IN THE LOOP ABOUT FUTURE SOLO MODES OR HELP US PLAYTEST?

Subscribe to our newsletter at automafactory.com/newsletter



© 2026 Stonemaier LLC. Braided Skies is a trademark of Stonemaier LLC. All Rights Reserved.