SOLO GAME

The solo version of Cóatl is played against A.D.A.M. (Automated Dragon Assembling Machine), an A.I. that collects Cóatl pieces and completes Prophecy cards according to the rules described below. Except where specified, the rules of the solo game are identical to those of the multiplayer game.

SETUP

- Return the **Sacrifice tokens** and the First Player marker to the box. They are not used in the solo game.
- Prepare the **Supply bags** with 16 body segments, 3 heads and 3 tails of each color. **1**
- Orient the **Supply board** so that the chin is pointing towards you. **2**
- Put the **Prophecy deck** and the **Prophecy supply** in a row above the **Supply board**, as shown. **3**
- Reveal 3 **Prophecy cards** to the right of the **Supply board**. These belong to A.D.A.M. Leave room nearby for its fulfilled pile. **4**
- Reveal **2 Temple cards**. **5**
- Draw **5 Prophecy cards** from the deck, keep 3 as your hand, and discard the rest. **6**
- A.D.A.M. always takes the first turn.

A.D.A.M.'S TURN

A.D.A.M. collects pieces and completes its Prophecy cards according to a rigid protocol.

1. Search

- A.D.A.M. determines which pieces are required to fulfill its leftmost Prophecy card and searches the Supply board for them. A.D.A.M. is only concerned with the quantity of pieces. Their shape and order are irrelevant.

- Proceeding sequentially from supply spaces 1 through 10 (see image), A.D.A.M. takes the contents of the first supply space that contains at least one of the pieces it is searching for.

- A.D.A.M. always satisfies the ' ∞ ' symbol with a single piece and ignores 'X' symbols.

- If A.D.A.M. fails to find any such piece for his first card, it searches for the pieces required by its second Prophecy card. If A.D.A.M. fails to find those pieces, it searches for the unfulfilled pieces required by his third Prophecy card. In the rare case that A.D.A.M. fails to find a piece required by its third card, A.D.A.M. takes the pieces from the lowest numbered supply space possible and discards them as its turn.

- A.D.A.M. places each collected piece on its leftmost Prophecy cards that requires it. When collecting body segments, if A.D.A.M. collects one that is not required by its Prophecy cards, that body segment is discarded.

- If any of A.D.A.M.'s Prophecy cards are satisfied to their maximum requirement, A.D.A.M. fulfills them.

2. Fulfill

- For each Prophecy card satisfied to its maximum requirement, A.D.A.M. does the following:
  - ↳ A.D.A.M. collects the pieces used to fulfill that card and, starting with the leftmost of its remaining Prophecy cards, places the pieces on the first card that requires them. He then discards any unused pieces.

Discard

Note: A.D.A.M. cannot fulfill Temple cards.

- Once all satisfied cards have been fulfilled, A.D.A.M. moves them to its fulfilled pile. A.D.A.M. takes the rightmost card of the Prophecy supply and places it to the right of its remaining cards, if any. Repeat this process until A.D.A.M. has 3 Prophecy cards.

Fulfilled

THE PROPHECY ROW

At the end of any turn in which Prophecy cards were taken, refill the Prophecy supply. Slide the cards in the Prophecy supply to the right. Reveal and add Prophecy cards to the left of the existing supply until there are 6 faceup Prophecy cards.

GAME END

You and A.D.A.M. continue taking turns until one of the following game end triggers occurs:

- You complete your 3rd Cóatl.
- There are no body segments remaining in the supply (neither on the board nor in the bag).

SCORING

A.D.A.M. scores points for all of its fulfilled Prophecy cards. (Reminder: A.D.A.M. fulfills all requirement cards according to their listed maximum.) If you scored more points than A.D.A.M., you win! In case of a tie or if A.D.A.M. has more points... A.D.A.M. wins!

A.D.A.M.'S ADVANCED ALGORITHMS

Once you are able to defeat A.D.A.M., feel free to upgrade its operating system with these new difficulty settings. Each of these can be used on their own, or combined in any way.

Level 1
You must complete at least 1 Temple card.

Level 2
Your hand limit is reduced to 4 Prophecy cards.

Level 3
Each Prophecy card fulfilled by a single Cóatl must be of a different color.

Level 4
You may only complete a Cóatl if 4 Prophecy cards are fulfilled upon its completion.

Level 5
During setup, reveal 4 Prophecy cards for A.D.A.M. instead of 3.