

EUPHORIA

ESSENTIAL EDITION

AUTOMA

ARTIFICIAL OPPONENTS FOR 1-2 PLAYERS

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INTRODUCTION

This rulebook introduces a system for adding 2 artificial opponents, called Automas, to Euphoria that take the place of human players.

You can use them either to play solo or to allow 2 humans to increase the player count to 4.

The Automas play by different rules so that they are quick to manage. Their rules are described in this rulebook. Regular game rules, not explicitly overridden here, are still in effect (e.g., Automas place authority tokens when placing workers on the spaces that allow this). Human players follow the same rules as normal.

COMPONENTS

CARDS

27 Automa cards


4 faction/penalty cards

1 Automa player aid

AUTOMA RULEBOOK

DESIGNER'S NOTE: *Our artificial opponents got their names from the Italian word for "automaton," chosen because the first one we made was for the game Viticulture, which is set in Italy.*

SETUP

Remove these markets from the game (marked by ):

- Dilemma's Prison
- Fountain of Wishful Thinking

Remove these recruits from the game (marked by ):

- Amanda the Broker (Icarite)
- Ben the Ludologist (Euphorian)
- Josiah the Hacker (Subterranean)
- Khaleef the Bruiser (Subterranean)
- Lee the Gossip (Icarite)
- Maxime the Ambassador (Icarite)
- Phil the Spy (Subterranean)
- Rebecca the Peddler (Icarite)



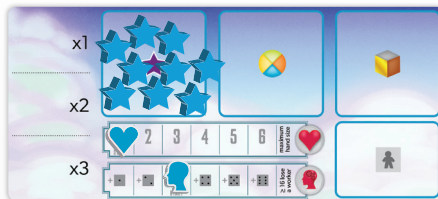
Set up the game as normal, except for the Automatas that are handled differently as described in the following 3 sections.

The Automatas take the place of human players and contribute to the player count. Therefore, you must do the setup as for a 3- or 4-player game.

GIVE THE AUTOMAS THEIR COMPONENTS

One Automa is called the **Black Automa**; the other is called the **White Automa**. Set aside space on the table for each Automa and give them 4 workers (roll them) and 10 Authority tokens corresponding to their color.

The Automatas always take their place in the turn order after the human player(s), black first, then white. It's a good idea to choose a spot for the Automa components that will help you remember this.



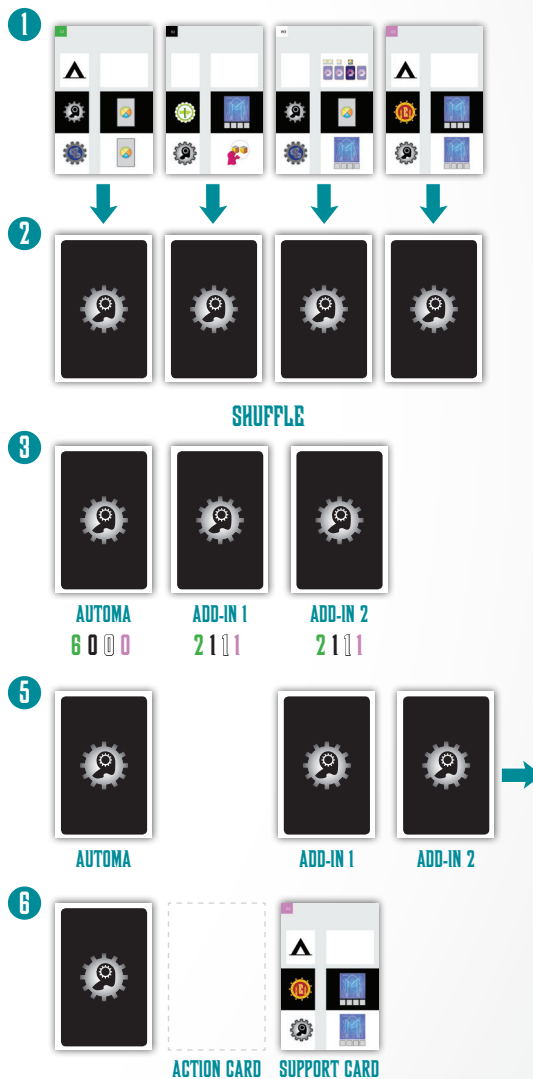
SET UP THE DECKS

1. Separate the Automa cards into 4 piles based on the color of the box in the upper left corner: green (has the letter “S” in them), black (“B”), white (W), and pink (“D”).
2. Shuffle each of the 4 piles individually and place them face-down.
3. Using these 4 piles, construct 3 face-down decks with the number of cards from each pile given below. This mix of cards represents intermediate difficulty and can be adjusted (see “Difficulty Levels”).

	AUTOMA DECK	ADD-IN DECK 1	ADD-IN DECK 2
GREEN (S)	6	2	2
BLACK (B)	0	1	1
WHITE (W)	0	1	1
PINK (D)	0	1	1

The **Automa** deck is used to control both Automas. The **add-in decks** will be added into the Automa deck later.

4. Return the remaining Automa cards to the box.
5. Shuffle the 3 decks and set the two Add-in decks aside for now.
6. Take the top card of the Automa deck and place it face up to the right of the deck leaving room for 1 card in between. This first card will be used as the support card for the first turn. (Support cards are explained in the “Automa Cards” section.)




AUTOMA FACTION SELECTION

After you've chosen your own recruits:

1. Shuffle the faction/penalty cards.



2. In a game with 1 human player:
 - a. Draw faction/penalty cards one at a time for the black Automa until it has a card with a faction that is different than either of your two recruits.
 - b. Draw cards in the same way for the white Automa.
3. In a game with 2 human players: Draw a faction/penalty card for each Automa. Unlike a game with 1 human player, the factions don't need to be different from those of other players.
4. Place the drawn faction/penalty cards next to each Automa's other components with the **non-penalty** side up. The side with the  is called the **penalty** side.
5. Return unused faction/penalty cards to the box.

WHAT AUTOMAS DON'T DO OR HAVE

- Automas have no morale or knowledge, which makes sense as they're just stacks of cardboard.
- They also have no recruits.
- They never pay the costs of using action spaces and the only benefits they gain from such spaces are:
 - » Placing authority tokens.
 - » Advancing miners.
 - » Advancing allegiance tracks.
- They never perform knowledge checks.
- They never place more than 1 worker per turn.

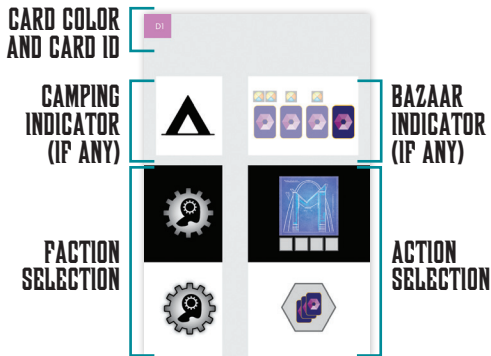
AUTOMA ALLEGIANCE

The faction icon on an Automa's faction/penalty card shows that **Automa's Faction**. The Automas will get to place up to 2 authority tokens for that faction.

- The first time that recruits of an Automa faction would be activated, either through the allegiance track or via a tunnel, place 1 of that Automa's authority tokens next to the allegiance track.
- When an Automa's faction reaches the last tier of the allegiance track, place 1 more of that Automa's authority tokens next to the allegiance track.

AUTOMA CARDS

Automa cards are used to decide what the Automatas do on their turn.



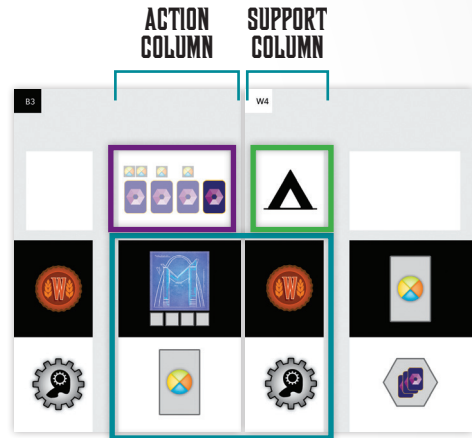
An Automa card with its various sections highlighted.

The card ID has no gameplay effect.

Automa cards are always used in pairs. These are placed horizontally next to each other and only the center area formed by the two combined cards is used in the current turn.

The left card is called the **Action card** and only its right half is used. The right card is the **Support card** and only its left half is used.

For placing workers, the black Automa uses the black section at the middle of the card and the white Automa uses the white section just below it.



Two Automa cards next to each other. The left card acts as the action card and the right card acts as the support card.

The blue box (bottom middle) is called the **worker placement box** and the icons in there are used for the two Automatas' worker placements: black area for the black Automa, white area for the white Automa.

The icon in the purple box is used to determine the artifact card to be removed from the bazaar (if any) and the icon in the green (S) box (if any) is used to determine whether an Automa will leave a worker on the board if retrieving workers.

PENALIZING MARKET

On an Automa's turn, any constructed market that doesn't have that Automa's authority token on it is a **Penalizing market** (i.e., the Automa is affected by a penalty because of that market).

Any time the Automa has any penalizing markets, the penalty side of its faction/penalty card must be face up (the side with the 🎲). Otherwise, the non-penalty side must be face up.

MARKET PENALTIES

When the penalty side (with a 🎲) of the Automa's factions/penalty card is face up:

- Every time the Automa rolls a 🎲, that worker is immediately placed on the faction/penalty card. Workers on the card are unavailable to place. It's possible for ALL the Automa's workers to be on the card.

- Workers that already have knowledge 6 when the card is turned to the penalty side (with a 🎲) are not moved to the card.

When the Automa retrieves workers, these unavailable workers are retrieved and rolled along with its other retrieved workers. This means that it is possible for the Automa to need to retrieve workers for two (or more) consecutive turns (if it rolls all 6s and the workers all become unavailable immediately).

- If the card is returned to the non-penalty side, any workers on it remain there until the Automa retrieves its workers.

AUTOMA TURNS

Both Automas' turns are handled by the same Automa card pair.

When Automas take their turn (remember that they do so after all humans) go through the following steps:

1. Draw an Automa card.
2. The bazaar (if applicable): Discard 1 artifact (and refill the bazaar as usual).
3. Black Automa's turn: Retrieve workers or place a single worker.
4. White Automa's turn: Retrieve workers or place a single worker.

DRAW AN AUTOMA CARD

At the beginning of an Automa's turn:

1. If there's an action card from the previous turn, discard the support card and slide the action card to the right so that it becomes the support card for this turn.
2. If there are no cards left in the Automa deck, rebuild the deck:
 - a. Gather all the Automa cards that were in the deck during this pass-through (discards, action, and support) as well as all the cards from 1 of the add-in decks you created during setup if one remains.
 - b. Shuffle those cards to form a new Automa deck.
 - c. Draw the top card from the Automa deck and place it as the support card for this turn.

Draw a card from the Automa deck and place it to the left of the support card. This is the action card for the two Automatas during their turn.




THE ARTIFACT BAZAAR




If an icon like the one above is present, discard the highlighted artifact from the bazaar. Only one artifact is removed, not one per Automa.

RETRIEVE AUTOMA WORKERS

When an Automa has no workers to place, it will retrieve its workers.

An Automa will also retrieve workers when *it has exactly 1 available worker and its action for the turn is* , , or . These are the actions that cannot cause an authority token to be placed.

Whenever an Automa retrieves workers:


- It will leave behind workers on construction sites.
- If there's a  icon on the support card, it will also leave 1 worker behind on a commodity area not belonging to its faction (if there is one). It will only do this, however, if it will still retrieve at least 1 worker.
- If there are multiple such workers, it will leave behind 1 worker with the highest knowledge. Use the territory tiebreaker (see "Tiebreakers" section) if there are more than one of those workers.

Remember, Automatas never do knowledge checks. Other than that, they bump and retrieve workers as normal, including rolling retrieved workers.


Remember to check whether retrieved workers with knowledge 6 should be placed on the faction/penalty card. (See the "Market Penalties" section.)

PLACE A WORKER

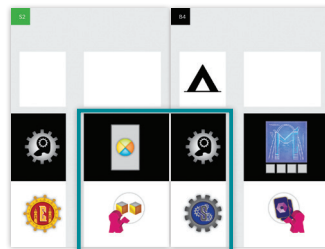
If an Automa has at least 1 available worker and doesn't retrieve, it places a worker. Look at its row in the worker placement box of the current card pair.

Placement is based both on the action icon (on the current action card) and the faction icon (on the support card). The latter can either be the icon of one of the four factions or it can be  which indicates the Automa's faction.




The action icon will show what kind of action space the Automa will place its worker on. Refer to the corresponding action subsection (see "Actions" section) and carry out the instructions there.

The Automa always places its available worker with the *highest knowledge*, *except* when it's placing in its own commodity area (). In this case, it selects its available worker with the *lowest knowledge*.

It does this whether the  icon is shown or if it is the specific icon of its faction.



Example: The black Automa's faction is Icarus and it has workers with knowledge 2 and 6 available. The worker placement box for the current card pair looks like the illustration above.

You start by looking up the icon  in the appropriate subsection and find that this symbol means the Automa will place a worker on a commodity area. Since the faction icon next to the  icon is  the Automa will place its knowledge 2 worker on the Icarus commodity area.

Had the faction icon been , the Automa would have placed its knowledge 6 worker on the commodity area in the Wastelands.

TIEBREAKERS

When placing a worker on either artifact markets or constructed markets/construction sites, the Automa will often have multiple spaces—possibly in multiple territories—that it considers for placement. These are called **valid spaces**.

THE TERRITORY TIEBREAKER

In such situations, the Automa will first select the territory to consider.

Starting in the territory corresponding to the icon shown on the current support card, it assesses the territories in the order shown, until it finds one with a valid space.



THE CONSTRUCT(ED) MARKET TIEBREAKER

When choosing a construction site or constructed market, and having applied the territory tiebreaker, there'll often still be multiple valid spaces left.

In such situations, the Automa will select the space on the rightmost location of the board.

Examples of using these tiebreakers are included in the descriptions of the actions where these are relevant.

ACTIONS

DESIGNER'S NOTE: *There can be a bit of a learning curve associated with a couple of the Automa actions, but these will soon click and play will become as smooth as butter.*

COMMODITY AREA ACTION



For this action, the Automa places a worker on the commodity area of the faction indicated on the current Automa card.

Remember: If the Automa must place a worker on the commodity area of its own faction, it will (contrary to all other situations) place the worker with the lowest knowledge.

TUNNEL + BREEZE BAR ACTION & TUNNEL + SKY LOUNGE ACTION

The two icons shown here correspond to two distinct, but very similar, actions.

For both actions, *all tunnel action spaces are valid*.

In addition, one space in Icarus is valid according to which of the two icons are shown:



Breeze Bar (market that gives artifacts) is valid.



Sky Lounge (market that gives resources) is valid.

ACTIONS













ARTIFACT MARKET ACTION



Go through the rows of the table below, from top to bottom, until you find a row that gives the Automa at least 1 valid space in any territory.


If multiple territories have valid spaces use the tiebreakers. The Automa places a worker and possibly an authority token, as specified.

DESIGNER'S NOTE: As seen in the table, the Automa starts by seeking a construction that's already taking place, which might sound counterintuitive for an action called "artifact market action," but this simulates how human players often do everything they can to join a market that's being constructed.

VALID SPACES	WHAT TO PLACE	WHERE TO PLACE
Spaces on construction sites where there's already a worker	  (only if this completes the construction)	 Rightmost available construction site space  Constructed market
Artifact markets in territories with a penalizing market	 	 Artifact market  Penalizing market
All artifact markets	 	 Artifact market  Artifact market

Example: The white Automa has drawn an artifact market action and the faction icon is Icarus.

No construction is in progress in any territory so the Automa skips the first row of the table.

Next, it checks whether there are any penalizing markets (markets where that Automa doesn't already have an ). Lo and behold, there are 3 such markets: 2 in Wastelands and 1 in Subterra.

So, the Automa uses the territory tiebreaker—starting in Icarus and following the territory tiebreaker arrows until it meets the first territory containing a penalizing market. That territory is Wastelands. (It skips Icarus and Euphoria because neither have a penalizing market.)









Therefore, the Automa must place a worker on the Wastelands artifact market.

Since there are 2 penalizing markets in Wastelands, the construct(ed) market tiebreaker tells you to place the Automa's authority token on the rightmost of the 2 Wastelands constructed markets.

CONSTRUCT(ED) MARKET ACTION



Go through the rows of the table below, from top to bottom, until you find a row that gives the Automa at least 1 valid space, using the tiebreakers as needed. The Automa places a worker and possibly an authority token, as specified.

VALID SPACES	WHAT TO PLACE	WHERE TO PLACE
Spaces on construction sites where there's already a worker	 ☆ <i>(only if this completes the construction)</i>	 <i>Rightmost available construction site space</i> ☆ <i>Constructed market</i>
Spaces on construction sites where there are no workers		 <i>Rightmost space</i>
Penalizing markets	 ☆	 <i>Penalizing market</i> ☆ <i>Penalizing market</i>
All constructed markets	 ☆	 <i>Rightmost constructed market space</i> ☆ <i>Constructed market</i>

DESIGNER'S NOTE: In this action the Automa wants to construct markets, if possible. The next priority is eliminating market penalties. If those strategies fail, it'll use a constructed market to place ☆.

Example: The black Automa has drawn a construct(ed) market action and the faction icon is Subterra.

No construction is in progress in any territory, so the Automa skips the first row of the table.

Next, it checks whether there are any construction sites without any workers and find that only the 2 markets in Euphoria are unconstructed and have no workers on their construction sites.

Therefore, row 2 of the action table applies. The 4 spaces on the construction sites for each of those 2 markets in Euphoria are valid spaces for worker placement.

Since only Euphoria has valid spaces, the territory tiebreaker isn't needed. The construct(ed) market tiebreaker means that the Automa places its worker on the rightmost Euphorian construction space on the board.

DIFFICULTY LEVELS

If you want to change the difficulty level, make the following adjustments when setting up the Automa decks:

BEGINNER:

Initial Automa deck: 8 green (S) cards.

Add-in decks: 2 green (S), 1 black (B), 1 white (W), and 1 pink (D) card(s) in each.

INTERMEDIATE (AS DESCRIBED IN "SETUP"):

Initial Automa deck: 6 green (S) cards.

Add-in decks: 2 green (S), 1 black (B), 1 white (W), and 1 pink (D) card(s) in each.

EXPERIENCED:

Initial Automa deck: 5 green (S) cards.

Add-in decks: 2 green (S), 1 black (B), 1 white (W), and 1 pink (D) card(s) in each.

VETERAN:

Initial Automa deck: 4 green (S) cards.

Add-in decks: 1 green (S), 1 black (B), 1 white (W), and 1 pink (D) card in each.

EXPERT:

Initial Automa deck: 4 green (S), 1 black (B) and 1 white (W) cards.

Add-in decks: 1 green (S), 1 black (B), 1 white (W), and 1 pink (D) card in each.

I WANT TO CRY:

Initial Automa deck: 4 green (S), 1 black (B) and 1 white (W) cards.

Add-in decks: 1 black (B), 1 white (W), and 1 pink (D) card in each.

OPTIONAL SOLO VARIANT

When setting up the game to play solo, you can draw faction/penalty cards for the Automas without regard for the factions of your recruits and the faction of the other Automa.

DESIGNER'S NOTE: *This variant can lead to interesting match-ups against the Automa, but makes the game swingier.*

