







TAPESTRY

AUTOMA

RULES FOR SOLO PLAY

*Designed by Morten Monrad Pedersen and David Studley
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COMPONENTS

	BASE GAME	PLANS & PLOYS	ARTS & ARCHITECTURE	FANTASIES & FUTURES
Automa income mat 	1			
Decision cards 	22		10*	
Automa income cards 	2		2	
Automa civilization cards 	2	2	2 (+1*)	3
Automa player aid cards 	2	2	1	
Scoring overlay tile 			1	
Rulebook	1	1	1	1*

* Replaces component(s) from base game or earlier expansion

INTRODUCTION


This rulebook introduces a system for adding two artificial players, the Automa and the Shadow Empire. They take the place of human players and are collectively known as bots.

You can use the Automa and the Shadow Empire together to play by yourself or you can use just the Shadow Empire with 2 human players. For the latter, read the separate rule sheet.

To reduce your effort, the Automa and the Shadow Empire play by their own simpler rules. **Any rule not explicitly overridden here is still in effect**, which includes you following the multiplayer rules.

The following icons appear in this rulebook beside rules that only apply when playing with each expansion:

 Plans & Ploys

 Arts & Architecture

 Fantasies & Futures

When the expansions are referred to in the text they're abbreviated to P&P, A&A, and F&F.

COMPONENTS TO REMOVE AND REPLACE

Remove the components listed below from the game.

Tapestry cards: Age of Sail*, Alliance, Coal Baron*, Dictatorship, Diplomacy*, Espionage*, **AA** Granges, **FF** High Council, Marriage of State, Oil Magnate, Olympic Host, **FF** Robotic Decoys*, **FF** Soothsaying*, Steam Tycoon*, **FF** Superpower Regulators, Trade Economy*.

Traps: 2 traps (there should be 5 traps in the game).

AA FF PP Keep all traps in the game.

Civilizations: Advisors*, Futurists*, Heralds*, Inventors*, **PP** Spies, and Traders.

*These components may be used, but they will either unfairly benefit or hurt you.

AA Before your first play with A&A, permanently replace the following 10 Automa decision cards provided in the base game (card IDs: 1, 2, 4, 5, 8, 10, 13, 15, 17, and 19) with the ones provided in A&A. The replacement cards work with and without expansions.

AA PP If you have the A&A and P&P expansions, use the Hucksters/Trailblazers civilization card provided with A&A and permanently replace the one from P&P.

Designer's Note: Our artificial opponents got the name "Automa" from the Italian word for "automaton," chosen because the first opponent we made was for the game Viticulture, which is set in Italy. Well, the Shadow Empire didn't get its name this way.

SETUP

Set up as you would for a 3-player game except that you always start on the territory labeled "2/4" no matter which capital city mat you're using.

Set up for yourself first following the normal rules, (**AA PP** except for the landmark cards), then for the **bots**:

- Choose a color for the Automa (*Designer's note: We suggest blue for consistency with the icons.*) Give it the following components and nothing else:
 - The Automa income mat with the Normal side up (default difficulty level).

AA If playing with the arts track, place the scoring overlay tile on top of the technology and exploration scoring icon on the Automa's income mat.



- All outposts of its color. Place 2 of them on the territory labeled "3/5".
- All player tokens of its color: Place 1 on 0 VP and 1 on the starting space of each advancement track.
- Give the Automa a random civilization from among all Automa civilizations and place it in the corresponding box in the top-left corner of its income mat. For the first couple of games use either Engineers, Explorers, or Scientists.

- The track icon shown next to **♥** on the Automa's civilization card is the **Automa's favorite track**.

AA FF PP If a **♣** is shown next to **♥** roll the science die to determine the Automa's favorite track.

- Place another of its player tokens on the start space of its favorite track and move the two tokens together when the Automa advances or regresses.

- Choose a color for the Shadow Empire (*Designer's note: We suggest gray for consistency with the icons.*) Give it the following components and nothing else:





- All outposts of its color.
- All player tokens of its color. Place 1 on the starting space of each advancement track.
- Roll the science die until you get a track different than the Automa's favorite track. **This is the Shadow Empire's favorite track.** Place another of its player tokens on the start space of its favorite track and move the two tokens together when the Shadow Empire advances or regresses.

- Shuffle decision cards 8-22 (they have rectangles in the bottom right corner—the color is irrelevant) to form the face-down **progress deck**.



- Shuffle the topmost card from the progress deck and the 7 remaining decision cards (1-7, with a circle in the bottom right corner) to form the face-down **decision deck**. During the game cards are drawn from the decision deck to determine what actions the bots will take. Cards are gradually added to the decision deck from the progress deck.






5. **AA PP** Instead of the normal landmark card setup:
- Gain 2 landmark cards; choose 1.
 - Place the unchosen card's landmark in the  box on the Automa's income mat and discard the card.
 - AA** When playing with the arts track: For difficulty levels 3 and 4, **+**  : Draw 2 more landmark cards, place both landmarks in the  box on the Automa's income mat and discard the cards.

THE SHADOW EMPIRE

The Shadow Empire increases the competition for landmarks and the "complete any advancement track" achievement.

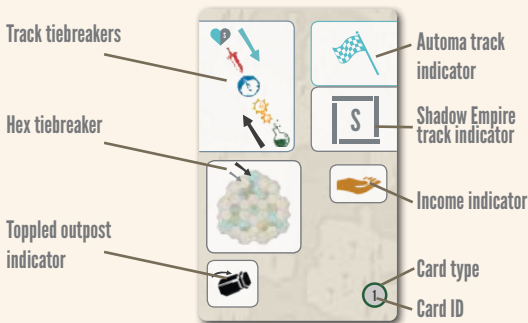
- It follows a small subset of the Automa's rules.
- It functions as a neighbor and opponent for both you and the Automa.
- Note that it never places its outposts; those are instead placed as part of the Automa's conquer actions.

WHAT THE BOTS NEVER GAIN

The bots only gain what's explicitly mentioned in this rulebook (e.g., they never gain income buildings or resources, and the Shadow Empire also never gains VP). Since they don't gain income buildings they won't help you meet the related tech card upgrade requirements, e.g.  **WRITING**  .

ANATOMY OF A DECISION CARD

Decision cards consist of several elements:

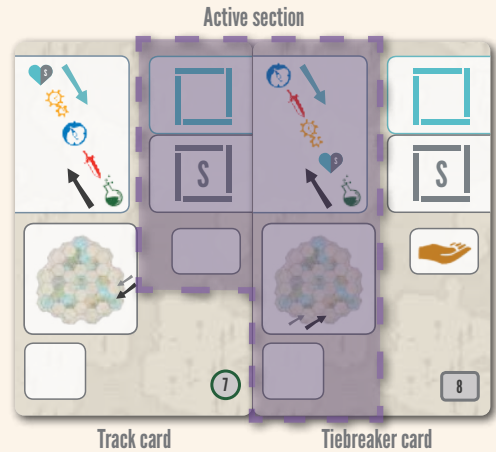


The Card ID number has no gameplay function but the card type indicates how the card is handled during setup: Circle cards go in the decision deck from the beginning and rectangle cards go in the progress deck. The shading and color relates to the Shadow Empire 2-player variant.

The other card elements are explained later.

A DECISION CARD PAIR

Decision cards are placed as pairs on the table to determine what the bots do:




The left card is called the track card and the right card is called the tiebreaker card. Only the active section (highlighted in purple) is used during the turn.

A BOT TURN

The bot pair take their turn together either before or after you depending on whether you're first player or not.

Like a human player, the bots' first turn is an income turn (see *Income Turn*).

For all other turns: If the decision deck is empty, take an income turn. Otherwise, follow these steps:

- Discard the decision card pair from last turn (if any).
- Draw the topmost 2 cards of the decision deck and place them face up randomly as a decision card pair.
- If the decision deck is now empty and the track card has an income icon, the bots take their income turn and you skip the last step of this procedure. 
- Otherwise, take an advance turn:
 - Advance on one track for the Automa (see the next section).
 - Advance on one track for the Shadow Empire.

You can look through the decision deck discard pile at any time.

ADVANCE ON ONE TRACK

The blue track indicator icon on the track card defines one or more valid tracks for the Automa. The Shadow Empire uses the same icons in gray and with an “S” on them.

The valid tracks are:



All tracks where the bot hasn't reached the end.



The track(s) with the shortest distance from the bot's token to either an unclaimed landmark or the end of the track. Ignore tracks where the token is on the last space.



The track(s) with the shortest distance from the bot's token to the end of the track. Ignore tracks where the token is on the last space.



If more than one track is valid, the bot advances on the track that's first in the track tiebreaker section on the tiebreaker card—top to bottom for the Automa and bottom to top for the Shadow Empire.



Indicates the bot's favorite track.

When regressing, tracks where the Automa is on the start space are valid. Regressions on such tracks have no effect.
























Example: If the military and technology tracks are valid for an Automa advance, the tiebreakers on the left would make it pick the technology track.

If the same tracks were valid for the Shadow Empire and its favorite track was science, then it would pick the military track.


BENEFITS

- When advancing to a new space the Automa only gains benefits from icons that are listed in this chart. Benefits and text not shown here are ignored.
- The same goes for benefits gained in other ways.
- If a benefit is granted multiple times on a space, the Automa only gains it once.
- The Shadow Empire never gains benefits.
- Neither bot gains bonuses.

NORMAL BENEFIT	AUTOMA BENEFIT
 or 	Roll and advance on the indicated track (with or without the benefit). If the Automa is at the end of the track, then the roll is wasted.
	Discard all 3 face-up tech cards and replace them.
 or 	See <i>Conquer</i> .
 or 	See <i>Explore</i> .
  /  /  / 	Roll  until it selects one of the indicated tracks. Carry out the corresponding advancement/regression.
 /  / 	
 / 	
	Give the Automa a tapestry card face down next to its mat.
 	Discard all 3 face-up masterpiece cards and replace them.

Designer's note: The Automa implements these icons (and no others) because they relate to interactions between players.

LANDMARKS

If **either bot** gains a landmark, place it in the  box on the Automa's income mat. All landmarks there belong to the Automa. Note that for the purposes of the Historians civilization, landmarks gained by the Shadow Empire don't count as being **gained** by the Automa and vice versa.

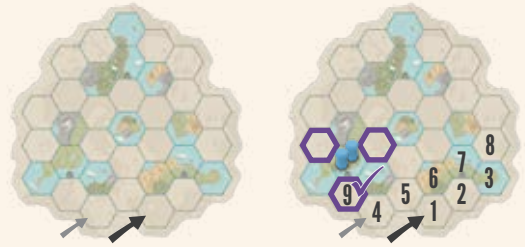
For the purposes of the tapestry card Age of Wonders the landmarks gained by the Shadow Empire count as **belonging** to the Automa.

THE HEX TIEBREAKER

All procedures for placing tiles and outposts on the board use the hex tiebreaker to choose 1 hex among a set of valid hexes.

Using the hex tiebreaker icon on the tiebreaker card, start with the hex that the black arrow points to. Look at the hexes in order along the row in the direction indicated by that arrow.

If you don't reach a valid hex, go on to the row pointed at by the gray arrow, then the row beyond that, etc. Continue until you reach a valid hex. The Automa chooses this hex.



Example: The hexes with purple borders are the valid hexes for an explore action. Using the hex tiebreaker icon on the left you go through the hexes in the numbered order.

The first valid hex you reach is the one labeled "9", so the Automa places a territory tile there.

DISTANCE

Some of the Automa actions refer to a hex closest to a specific hex. This is the hex that is the fewest hexes away, not "as the crow flies", but via the shortest path along which the Automa could do a series of conquests (i.e., a path of hexes with 0 Automa outposts and 0-1 of your tokens). The path can include empty hexes.

There's an example in the *Conquer Opponent* section.

A hex is closest to itself (distance 0), e.g. the middle island hex is the hex that's closest to the middle island.

CONQUER

The Automa's conquer actions are divided into 2 different procedures:

1. If the Automa can legally conquer a territory you control, carry out the *Conquer Opponent* procedure.
2. Otherwise, carry out the *Conquer Neutral* procedure.



CONQUER OPPONENT

Valid territories: All territories you control, which the Automa can legally conquer, are valid (this includes "anywhere" when applicable).


Tiebreakers

1. If the Automa can still gain the "middle island" achievement, only the valid territories closest to the middle island remain valid.
2. Use *the hex tiebreaker* to pick one territory among the valid ones.


Action: Place an outpost from the Automa's supply on the chosen territory and topple your outpost, or the Automa's outpost if you play a trap. **FF** **PP** Other response cards can also modify which outpost is toppled (see *Response Cards*).

EXAMPLE: CONQUER OPPONENT

The Automa, playing as blue, takes a conquer action.

There are territories you control that the Automa can legally conquer (marked by a  border), so the *Conquer Opponent* procedure must be carried out.

Valid territories: Your 2 territories which the Automa can legally conquer, are both valid.

Tiebreaker 1: Since the Automa can still gain the "middle island" achievement the valid territories are reduced to those closest to the middle island (which is marked by ).


The bottom illustration shows how the distances to the middle island are counted around the territories that can't be conquered by the Automa. There's only one closest territory, the one marked with "3", and so it's selected.

Therefore, the Automa places one of its outposts there and your outpost must be toppled unless you play a response card that prevents it.



CONQUER NEUTRAL

Valid Hexes


1. All hexes that can legally be conquered or explored by the Automa are valid (this includes “anywhere” when applicable).
2. Hexes adjacent to territories you control are only valid if a  icon is on the tiebreaker card.

If there are no valid hexes, skip the action.

Tiebreakers

1. If the Automa can still gain the “middle island” achievement, only the valid hexes closest to the middle island remain valid.
2. If you control any territories that have a single token on them, only valid hexes closest to such territories remain valid.
3. If you don’t control a territory with a single token on it, only valid hexes closest to any territory you control remain valid.
4. Use *the hex tiebreaker* to pick one hex among the valid ones.

Actions

1. If the Automa is conquering an unexplored hex: Draw a territory tile and place it face-up with a random orientation on the chosen hex.
2. Place an outpost from the Automa’s supply on the conquered territory.
3. If the  icon is on the tiebreaker card and the conquered terrain isn’t the middle island, place one of the Shadow Empire’s outposts toppled on the territory.






EXAMPLE: CONQUER NEUTRAL


The Automa, playing as blue, takes a conquer action.

The Automa can’t legally conquer any territory you control, so the Conquer Neutral procedure must be carried out.

Valid hexes, step 1: The 10 hexes the Automa can legally conquer are valid (marked by thick borders).

Valid hexes, step 2: Let’s say there is no  icon on the tiebreaker card, so the hexes marked by  are no longer valid because they’re adjacent to territories you control.



Tiebreaker 1: Since the Automa has already conquered the middle island (marked by ), this tiebreaker does nothing.

Tiebreaker 2: Because you control a conquerable territory, only the valid hexes closest to it remain valid (marked by ). Distance is indicated by the number inside the highlighted hexes.

Tiebreaker 3: Since one of the territories you control has only a single token, this tiebreaker has no effect.

Tiebreaker 4: The hex with the green check mark is selected as it’s the first valid hex starting from the black hex tiebreaker arrow.

Therefore, the Automa places one of its outposts there.

If there had instead been a  icon on the tiebreaker card, only the hexes marked by  would have been valid after tiebreaker 2. Based on tiebreaker 4, the Automa would have placed one of its outposts together with a toppled Shadow Empire outpost on the hex with the red check mark.

EXPLORE

Valid hexes: All hexes that the Automa can legally explore are valid (this includes “anywhere” when applicable). If there are none, skip this action.



Tiebreakers

1. If the Automa doesn't have military as its favorite track, then only the valid hexes with the longest distance to territories you control remain valid.
2. Use *the hex tiebreaker* to pick one hex among the valid ones.

Action: Draw a territory tile and place it face up with a random orientation on the chosen hex.



RESPONSE CARDS

If you conquer a territory controlled by the Automa and it has any tapestry cards next to its mat:

1. Discard one of its tapestry cards at random.
2. If that card was a trap, the Automa retains control of the territory and your outpost enters play toppled.
3. Repeat step 1 and 2 until the Automa either discards a trap or runs out of tapestry cards.

FF F&F has 4 response cards that a player may discard when attacked.

Ghost Ships, Gremlins, Kraken, and League of the Charmed: These cards function like the trap cards from the core game if the Automa draws them when you try to conquer its territories.

PP There are 5 response cards in P&P:


Double Cross, Stolen Plans, and Surrender: When drawing tapestry cards from the Automa's deck, these 3 cards function as any other non-trap cards.

Retreat and Surprise Party:

- If the Automa fulfills the conditions, these cards work as written. If there are multiple options for Retreat, use the hex tiebreaker.
- If the Automa does not fulfill the conditions, discard the card and continue drawing tapestry cards from its deck as usual.

EXAMPLE: EXPLORE

The Automa, playing as blue, has science as its favorite track and takes an explore action.

Valid hexes: All the hexes that the Automa can legally explore are valid (marked by ).

Tiebreaker 1: Since the Automa's favorite track isn't military, only the valid hexes that are the longest distance from territories you control remain valid (distance is indicated by the number inside the highlighted hexes). There's only 1 such hex (marked by "5" and a green check mark) and therefore, the Automa will select that hex.

The Automa places a territory tile there.

If the Automa's favorite track was military instead, tiebreaker 1 wouldn't have an effect, so distance is ignored.

Tiebreaker 2 would be applied using the hex tiebreaker to select the space with "4" and a red check mark.

ACHIEVEMENTS

- The Automa earns achievements and the VP from them in the same way as you, except that only your outposts count towards the “topple 2 opponent outposts” achievement.
- The Shadow Empire can only earn the “complete any advancement track” achievement but gains no VP from doing so.

TIEBREAKING WITHOUT A CARD

If the Automa ever needs to use a tiebreaker and it does not have any decision cards face up, draw one from the progress deck. After use shuffle it back into the progress deck.

INCOME TURNS

The Automa gains what's listed on the income chart on its mat, top to bottom, left column first. So, for the default difficulty (Level 2), the order is:

Change favorite track, civilization ability, gain VP, add cards to the decision deck, place tapestry card on the income mat, gain tapestry card, and finally reshuffle the decision deck.



For each bot, if its tokens on its favorite track have reached the end of there's a further advanced token there, then the bot changes its favorite track.

The track it chooses is the one that would be chosen if it used / (shortest distance to unclaimed landmark or end of track) during an advance turn. This can be the same track as the current favorite or the favorite of the other bot.

Move one of its two tokens from its current favorite track to the token already on the new favorite track.



Advance track tokens of both bots using the currently face-up decision card pair. The Automa gains the benefits (if any). This means that the Automa will do an advance and gain income during a single turn. It also means that the most recent card pair is sometimes used twice.



The Automa gains the income turn bonus (if any) from its civilization card.



Automa gains VP using the icons below "Maker of Fire" and the leftmost not covered multipliers as described below.



The Automa gains VP for each landmark on its mat **and** for each controlled territory.

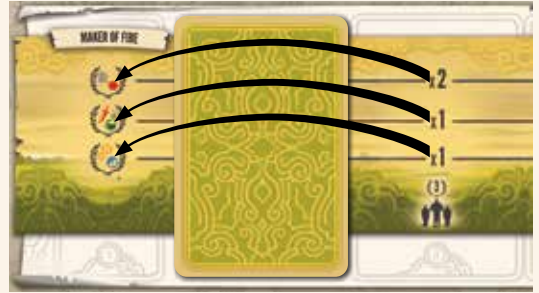


The Automa gains VP for each space advanced on each of the indicated tracks.

For each of the VP icons, multiply the number of advancements/landmarks/territories by the leftmost multiplier not covered by a tapestry card.

Note that the multipliers are not applied to the extra VP from Automa civilizations such as the 1 VP per landmark for the Engineers.

Note that contrary to human players, the Automa gains VP before playing a tapestry card and it almost exclusively gains VP during income turns.



Example: During income turn 3, the multipliers are x2, x1, and x1, respectively. This means that the Automa gains 2 VP per territory it controls, 2 VP per landmark on its mat, 1 VP for each advance on the military and science tracks, and 1 VP for each advance on the exploration and technology tracks. If it was the first to start a new era, it also gains 3 VP.



If the Automa is the first to start a new era, it gains the VP shown.



Add the 2 topmost cards from the progress deck to the decision deck discard pile.



Place a card from the tapestry deck (not from the Automa's tapestry cards) face down on the leftmost empty tapestry space on the Automa's income mat.



Discard the face-up decision card pair, then shuffle the decision deck discard pile (including any cards added this turn) to form a new face-down decision deck.



GAME END

Determine the winner following the instructions in the core rulebook. The Shadow Empire doesn't participate in determining the winner at the end of the game. Only you or the Automa can win.

DIFFICULTY LEVELS

You can choose one of the difficulty levels below to get the level of challenge you want.

- The setup instructions use level 2.
- On levels 1, 3, and 4 cover the income chart of the Automa's mat with the corresponding income card.
- On levels 5 and 6, flip the Automa's mat to the Hard side.
- **AA** **When playing with the arts track:** For levels 1-4, cover the income chart of the Automa's income mat with the corresponding A&A income card. Levels 5-6 still use the income chart as printed on the Hard side of the income mat.
- On level 1 as the first step of your first income turn advance once on each track (in the order listed in the table) gaining the benefits. On level 5 each bot advances once on their favorite track, and on level 6 they each advance once on all 4 tracks (in the order listed). **AA** On levels 1 and 6 there are no free advances on the arts track.
- On level 6, the Automa starts with an extra civilization (your choice). The favorite track of that civilization card has no effect. During income turns, apply the effects of the first civilization before the second.

LEVEL	INCOME TURN 1: YOU	INCOME TURN 1: BOTS	INCOME MAT
1—Automa the Underachiever			Normal
2—Automa the Average			Normal
3—Automa the Slightly Intimidating			Normal
4—Automa the Somewhat Awesome			Normal
5—Automa the Definitely Awesome		Advance on favorite track	Hard
6—Automa the Crusher of Dreams			Hard

Go to tinyurl.com/tautomavideo for an instructional video that was kindly made available by Lines J. Hutter.

Visit tinyurl.com/tapautoma for a webapp that helps you manage the Automa. It was kindly made available by Gavin McGruddy.

Thank you guys.

AA VARIANT: SHADOW EMPIRE'S TWIN IMPACT

With the addition of the arts track, you might want to increase the competition for landmarks.

With Twin Impact, the Shadow Empire controls two sets of player tokens, both moving along the tracks each turn.

Note: The Shadow Empire is still considered a single bot; it's just more powerful.

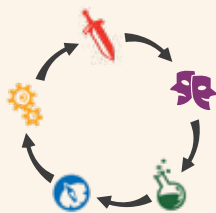
During Setup, choose an unused color for Twin Impact and place 1 player token of that color on the starting space of each advancement track.

THE SHADOW EMPIRE ADVANCES

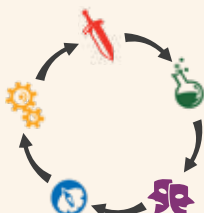
Each time the Shadow Empire advances on a track, its Twin Impact occurs, if possible: advance the Twin Impact token on the track 1 track clockwise from the one the Shadow Empire advanced on.

Shown below are all four possible locations for the arts track.

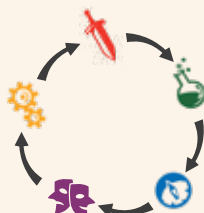
Note: The arts track is always considered 1 track clockwise from the track it is placed beside.



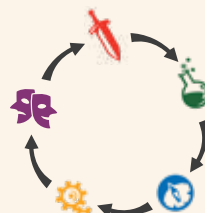
Arts track next to
Military




Arts track next to
Science



Arts track next to
Explore



Arts track next to
Technology

Any landmarks taken by Twin Impact are placed in the  box on Automa's income mat.

The Twin Impact's tokens cannot earn the "complete any advancement track" achievement.

SPECIAL CASES WITH TWIN IMPACT

Neighbors (III or IIII): For rules that consider neighbors, Twin Impact tokens are ignored. Automa and the Shadow Empire are the player's neighbors.

Landmarks gained by Twin Impact do not trigger the Historians' ability.

The Chosen gain 3 VP instead of '1 VP per opponent' for their achievement track ability.

FF PP SCENARIOS

If you want new challenges that force you to rethink your strategies, these scenarios are for you. You can play any single scenario as a one-off game or play them consecutively in 2 campaigns.

SCENARIO RULES

- Unless otherwise noted you and the Automa each gain your civilization as normal.
- All scenarios have special rules that take precedence over the normal rules.
- Any components removed in a scenario's setup are in addition to those normally removed when playing solo.
- To win a scenario you must win the game as normal while following the scenario rules and accomplish the scenario goals, if any. Otherwise the Automa wins.

PP CAMPAIGN: THE FATE OF ATLANTIS

Lead your civilization through the tragedies and soaring successes of Atlantis.

You can play through scenarios 1-5 in order as a campaign:

- You can choose which Automa difficulty level to use for each scenario.
- The player (you or the Automa) who wins a scenario gains campaign points (CP) equal to the scenario number multiplied by the Automa difficulty level number.
- Components removed in a specific scenario are added back in before playing the next.
- At the end of the campaign the winner is the one with the most total CP. In case of a tie, the Automa wins.

Designer's note: *The scenarios are to various extents puzzles and have different but smaller strategic spaces and so are only intended for a few plays each.*

This campaign was designed before the publication of the A&A and F&F expansions, therefore it isn't considered compatible with any of their components.

PP THE FATE OF ATLANTIS—SCENARIO 1: FOCUS

The preeminence of Atlantis came from each civilization's razor-sharp focus on one area of knowledge.

SETUP & INCOME TURN 1

Remove from the game:


Civilizations: Alchemists, **PP** Aliens, The Chosen, and **PP** Tinkerers

PP Automa civilizations: Equalizers, Iconoclasts, and Trailblazers (Hucksters that are on the backside of Trailblazers can still be used.)

Tapestry cards: Broker of Peace and Socialism

Don't pick your civilization until instructed to below.

After the Automa and the Shadow Empire have marked their favorite tracks:

1. Pick one of the two remaining tracks as your favorite.
2. Mark it with 2 player tokens as you do for the bots.
3. Place them on the 4th space of your chosen favorite track.
4. Choose to gain the benefits (not a bonus) of any 1 of the first 4 spaces on that track or gain its first landmark. If you do not choose the landmark, place it in the  box on the Automa's income mat.
5. Place a "blocking" outpost of an unused color on the start space of each of your 3 non-favorite tracks.
6. Gain 3 civilizations instead of the normal 2; choose 1 and discard the other 2. If you draw the Militants or Nomads civilizations, you may redraw them.
7. As the first step of income turn 1 both bots advance once on the track that is no one's favorite. The Automa gains the benefit of that space.

Note: There's a player aid card for this scenario.

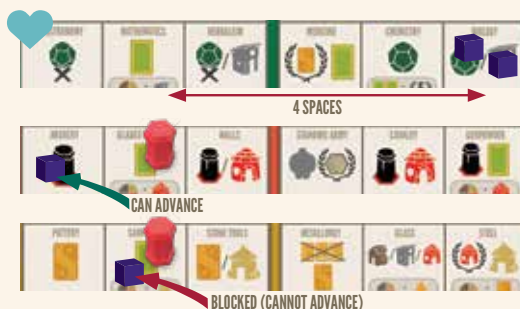
Designer's tip:

Make sure to position yourself so that you're in a strategically sound position when you switch favorite tracks.

IN-GAME RULES

The blocking outposts "follow" the movement of your player token on your favorite track to limit your tokens' advances on the other tracks.

- Anytime you move your player token on your favorite track adjust the blocking outposts so they are 4 spaces less advanced on their tracks than your player token is on your favorite track (if possible).
- If you ever have tokens on more than 1 space on your favorite track, only the most advanced token is used for the comparison.
- Your player tokens that are at least as advanced as the blocking outpost on their track are blocked.
- Blocked tokens cannot advance until the blocking outpost moves.



- If at any time a roll of the science die would advance a blocked player token, immediately reroll until you roll a track that has a non-blocked player token.

Whenever you advance to the last space of your favorite track, change your favorite track using the following procedure before gaining the benefits of the advance:

- The new favorite track becomes the one where you're most advanced but not at the end – your choice in case of ties. Move your "favorite track" player token to your most advanced player token on the new favorite track to indicate that it's now your favorite.
- Move the blocking outpost from your new favorite track to the old one and position all 3 blocking outposts in relation to your new favorite track.
- From this point on the remaining token on the previous favorite track is ignored in relation to all rules dealing with favorite and blocked tracks.
- You cannot change favorite tracks in any other way.
- These rules do not apply to the bots.

PP THE FATE OF ATLANTIS—SCENARIO 2: WORLD WAR

After centuries of skirmishes and feuds, total war between the two most powerful Atlantean civilizations is inevitable.

SETUP & INCOME TURN 1

Before the normal setup steps:


- Remove these tapestry cards from the game: Astronomy, Broker of Peace, Cartography, Exploitation, Militarism, Pillage & Plunder, Pirate Rule, and 1 regular trap card (there should be 6 in the deck).
- You and the Automa each receive all outposts of an unused color. Those outposts work exactly like your own outposts so you can place more outposts than in a normal game.
- Place a random terrain tile face up on each empty hex. The orientation doesn't matter.
- Gain a trap card from the deck.

Instead of gaining start civilizations, you play as the Leaders and the Automa plays as the Equalizers.

The Automa starts with the military track as its favorite.

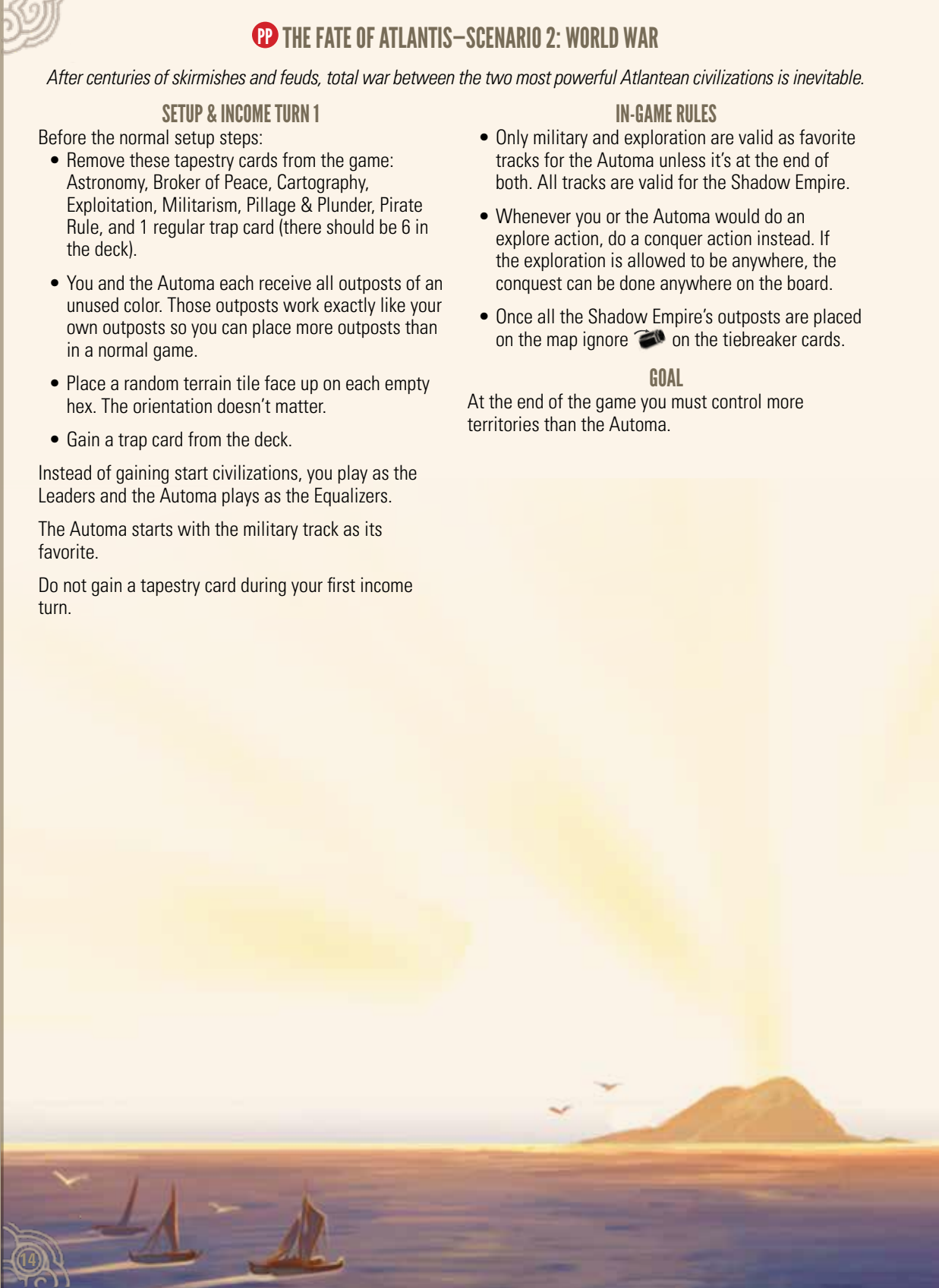
Do not gain a tapestry card during your first income turn.

IN-GAME RULES

- Only military and exploration are valid as favorite tracks for the Automa unless it's at the end of both. All tracks are valid for the Shadow Empire.
- Whenever you or the Automa would do an explore action, do a conquer action instead. If the exploration is allowed to be anywhere, the conquest can be done anywhere on the board.
- Once all the Shadow Empire's outposts are placed on the map ignore  on the tiebreaker cards.

GOAL

At the end of the game you must control more territories than the Automa.



PP THE FATE OF ATLANTIS—SCENARIO 3: UTOPIA

After nearly causing the end of all Atlantean civilizations, everyone embraces peace and starts to rebuild.

SETUP

Don't place any player tokens on the start space of the Military track.

Remove from the game:

Civilizations: Isolationists and Militants

PP Landmark card: Urban Farm

Tapestry cards: Broker of Peace, Dystopia, Exploitation, Infrastructure Boost, **PP** Manifest Destiny, Militarism, Pillage & Plunder, Pirate Rule, Revolution, all Traps, **PP** and all response cards (Double Cross, Retreat, Stolen Plans, Surprise Party, and Surrender).

Tech cards: Radio and Siege Craft

Instead of gaining starting civilizations, you play as the Islanders and the Automa plays as the Explorers.

IN-GAME RULES

Military can't be a valid track for the Automa or the Shadow Empire for any purpose. Any advance or regression you would do there is ignored.

- If military is rolled on the science die, reroll it until another track is shown.
- Whenever the Automa would advance on the military track because of its civilization ability, use the science die to pick a different track.
- Requirements on tech cards that relate to the military track are ignored.
- Each time you draw a card or tile that depends on your position on the military track or the number of territories controlled, you may discard it and redraw.

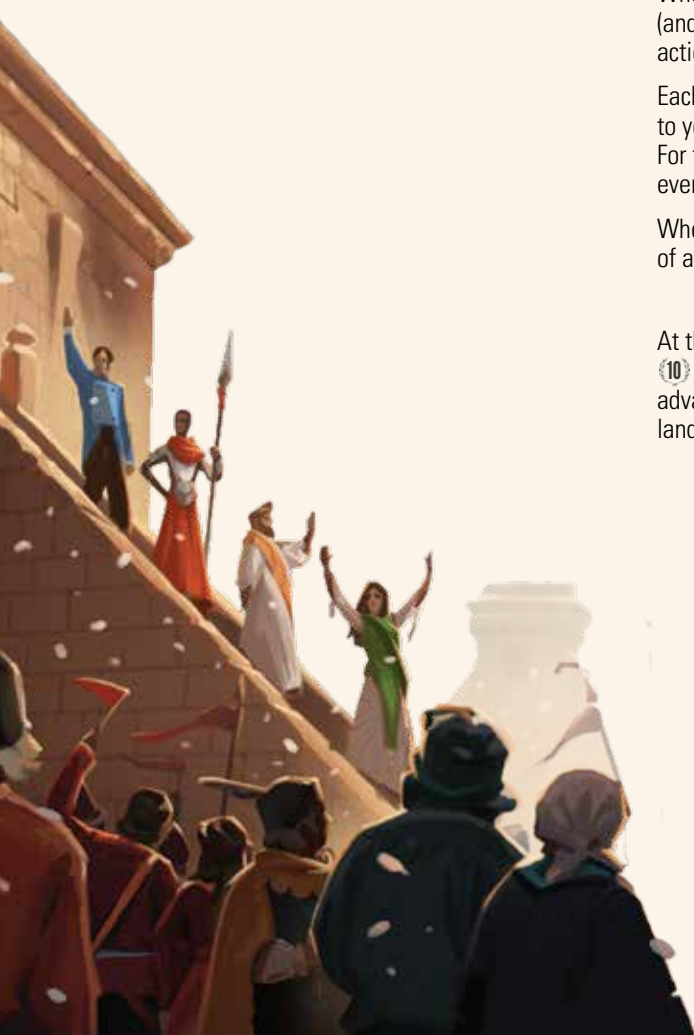
Whenever you or the Automa would conquer a territory (and for the Automa also an empty hex), do an explore action instead.

Each of you can explore any empty hex that's connected to your own capital via a series of adjacent territories. For the Automa only, use the hex tiebreaker for this even though its favorite track is not military.

Whenever the Automa would advance but is at the end of all 3 tracks, it gains (5).

END OF GAME

At the end of the game both you and the Automa gain (10) for each of your landmarks that came from the advancement tracks. For the Automa this includes landmarks gained by the Shadow Empire.



PP THE FATE OF ATLANTIS—SCENARIO 4: THE FALL OF ATLANTIS

As peace is achieved, Atlantis is suddenly ravaged by earthquakes and sinks into the ocean thus causing its civilizations to fall apart.

SETUP & INCOME TURN 1

Remove from the game:

PP **Civilizations:** Aliens, Riverfolk, Tinkerers, and Utilitarians

Space tiles: Any that give ongoing benefits

Tapestry cards: Dark Ages, **PP** Status Quo, and

PP World's Fair

Tech cards: Lithium-Ion Batteries and Radio

Instead of placing 1 player token on the start space of each advancement track, you and the bots place:

- One player token on the second to last space of the Military track (Drone Assassins).
- One player token on the last space of the other tracks.
- No benefits are gained from those spaces.
- Advancement along the tracks will be reversed for this scenario.

Instead of gaining start civilizations you play as the Historians and the Automa plays as Iconoclasts Automa civilization.

Instead of carrying out your first income turn, perform the following in the order listed:



1. Gain 1 of each resource.
2. Gain 2 civilizations; choose 1 and discard the other. It's considered gained during setup, not during the game. This is in addition to the Historians civilization.
3. Gain 3 tapestry cards; choose 2 and discard the third.
4. Gain 3 tech cards one at a time. You may take them from the 3 face-up cards in the usual manner. Choose 2 and discard the third.
5. Do 1 upgrade but don't gain the benefit.

Note: There's a player aid card for this scenario.

IN-GAME RULES

If you have an opportunity to play a tapestry card during the first era, you play it on top of Maker of Fire.

All rules that depend on the direction of the tracks and advancements along them are the same, with the direction being reversed.




Example: The  which gives VP for each space you've advanced on the Military track, gives  for a player token that is on the space that's normally second to last on the military track (Drone Assassins).



Example: The end of track achievement can be gained by reaching the space that's the first in a normal game.

You and the bots gain a landmark when you advance to the space it's on, not when you advance to a new tier.

The spaces that are normally start spaces on the advancement tracks are not used in this scenario.

Track movement:

- All track regressions are ignored. For example, the Neuroscience space on the science track has no effect.
- The cost of advancing to spaces of each tier as numbered on the board are:
Tier IV: 1 track specific resource and 
Tier III: 1 track specific resource and 
Tier II: 2 track specific resources.
Tier I: 1 track specific resource and 

You go through the eras in the normal order. E.g., if you're the first to take an income turn after having advanced for one era, you'll gain , not .

Tech cards: Ignore all upgrade prerequisites.

GOAL & END OF GAME

You must gain all income buildings of at least 2 types (e.g. all houses and all armories).

***Designer's suggestion:** If you want, for use in Scenario 5 you may make a note of the tapestries you played and the order in which they were played. If there's more than one on a space choose one to note down and ignore the rest. Ignore any that you played on Maker of Fire.*

PP THE FATE OF ATLANTIS—SCENARIO 5: FORESHADOW


The only path to success is to follow in the footsteps of your Atlantean ancestors.

SETUP & INCOME TURN 1

Instead of gaining start civilizations, you play as Mystics and the Automa plays as Hucksters.

You make your Mystics' predictions at the end of income turn 1.

During your first income turn:

- Gain 9 tapestry cards instead of 1.
- Play cards to the 3 blank spaces on your income mat as if you were going through the  step of income turns 2-4.
- You may instead use the cards you played in a previous play of Scenario 4, "The Fall of Atlantis" (in the same order).
- The tapestry cards don't take effect.
- Turn the cards on your mat face-down and shuffle your remaining cards into the deck.

IN-GAME RULES

Tapestry cards:

- You are allowed to look at the face-down side of the tapestry cards on your income mat that you haven't yet turned over.
- You do not gain tapestry cards from the resource tracks on your income mat.
- Instead of playing a tapestry card during income phases 2-4 flip over the leftmost face-down tapestry card on your income mat. Carry out the instructions on it as if you had just played it.

END OF GAME

You must score at least 30 VP from your Mystics' predictions.



FF MINI-CAMPAIGN: RISE OF THE KAIJU

The F&F expansion contains two thematically connected scenarios that can be played either individually or consecutively as a mini-campaign. They work with the core game as well as with any combination of the expansions.

FF RISE OF THE KAIJU—SCENARIO 1: THE KAIJU MASTERS.

Word reached your lands that a group of magicians calling themselves the Kaiju Masters had taken control of the neighboring civilization using giant monsters called kaiju.

Everyone wrote it off as fanciful rumors—until a giant three-headed lizard emerged from the ground and smashed its way through the defensive wall of your capital.


SETUP

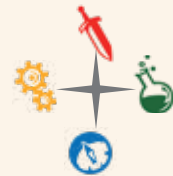
- The Automa has no civilization but otherwise it and the Shadow Empire (AA) as well as Twin Impact) work as normal.
- Don't use advanced capital city mats.
- Don't use civilizations that place income buildings or landmarks in places other than the capital city.
- Place an outpost of an unused color in the top right district of your capital city mat. It's not on any single plot. This is the **kaiju**.
- Roll the Science die to determine the favorite track of the Automa.

Designer's note: This scenario destroys buildings in your capital, creating significant regression to what has always been progression in the game. It's not for the faint of heart.

IN-GAME RULES

When the Automa advances according to a decision card pair, before moving the Automa marker(s) on the relevant track, do the following:

1. Find the topmost icon on the tiebreaker card that's also on the compass to the right and move the kaiju to the neighboring district in the indicated direction.
 - a. If that would move the kaiju outside the city, it instead moves in the opposite direction.
 - b. If the kaiju would move back to the district it most recently was in, redo step 1 but pick the next icon on the tiebreaker card.
2. If there's at least 1 empty plot and at least 1 income building within the district the kaiju just moved into, remove from the game the income building that comes first if you go left to right, top to bottom through the plots of the district. Then, place a player token of any unused color on that plot.
 - a. That token cannot be removed or built over.
 - b. You don't score VPs from completed rows and columns with a player token and districts with a player token don't give you a resource when completed. You no longer gain VP from buildings that are destroyed, e.g. .



Designer's tip: You can place the kaiju close to the district it came from to keep track of this.

You can place buildings in the district the kaiju is in.

Any time a card or civilization is revealed that allows placement of buildings in places other than the capital city, discard it and draw a replacement. This rule does not apply to the Automa's tapestry cards.

END OF GAME

By the end of the game, you need to have more VP than the Automa in order to win the game and force the Kaiju Masters to call back their rampaging monster. Otherwise, you lose the game. If you play the mini-campaign and lost, you can decide whether to replay the scenario or move on to the next, knowing that no one will ever truly be safe while the beast roams free.

FF RISE OF THE KAIJU—SCENARIO 2: INEVITABLE

After terrorizing their neighbors, the Kaiju Masters lost control of their kaiju army and it now runs rampant, bringing on the end of civilization.

In this scenario you play without the bots.

SETUP


1. Skip all bot setup steps.
2. Remove the tapestry card Militarism from the game.
3. Shuffle all the Automa decision cards into one face-down deck. This is the kaiju deck.
4. Remove the landmarks from Tier III (the middle landmarks) on all tracks from the game.
5. Place 2 player tokens of any unused color next to the board. These are the **blockers**.
6. Take all outposts of 4 unused colors. These are the **kaiju**.
7. **PP AA** If you play with the landmark cards, draw 2 and keep 1 of them.
8. Mark 40/70/100/130/160/190 VP for difficulty levels 1/2/3/4/5/6 respectively on the VP track using player tokens of another color than yours. This is the **target VP marker**. The default difficulty level is 2.

***Designer's note:** This scenario changes the feel of the game significantly and requires you to question core strategies of the game.*

During setup and during gameplay, immediately draw replacements for any card or civilization that:

- allows placement of anything other than outposts on the map and/or
- refers to other players.

IN-GAME RULES

- Ignore all rules related to the Automa and the Shadow Empire.
 - Since you're the only player, you always get the resource(s) for being the first to start a new era and if you earn an achievement, you're considered the first to do so.
 - Ignore all tech card upgrade prerequisites.
- After each of your turns (advance or income):
1. If the kaiju deck is empty, shuffle the discard pile to form a new deck.
 2. Place both blockers next to the board.
 3. Draw an Automa card and move a blocker from next to the board to the advancement track indicated by the bottommost track icon on the card that isn't .
 4. Find the first hex (explored, preprinted, or unexplored) without a kaiju using the directional tiebreaker.
 5. If you have outposts there: Remove one of them from the game.
 6. Otherwise place a kaiju on the chosen hex whether it's been explored or not.
 7. Repeat steps 3-6 once. Both blockers can go to the same track.
 - You cannot explore or conquer territories with a kaiju.
 - You cannot choose to advance on advancement tracks with at least 1 blocker as the advancement of your turn unless you pay an additional resource, but you can advance on them in all other ways, e.g. via the science die.

END OF GAME

The game ends at the end of the turn where either:

- You reach the target VP marker, in which case you defeat the kaijus and win the game.
- You have no outpost on the map, in which case the kaiju hordes take over the world and you lose the game.
- You complete your fifth income turn but haven't reached the target VP marker, in which case you lose.



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