

# ORIGIN STORY

## VANCARDIAN SOLO MODE

DESIGNED BY  
MORTEN MONRAD PEDERSEN  
WITH DAVID STUDLEY  
AND LINES J. HUTTER

### COMPONENTS

16 Vancardian cards  
(8 with ⚡ and 8 with ⚡)



4 extra-love (♥) cards



2 double-sided player aids



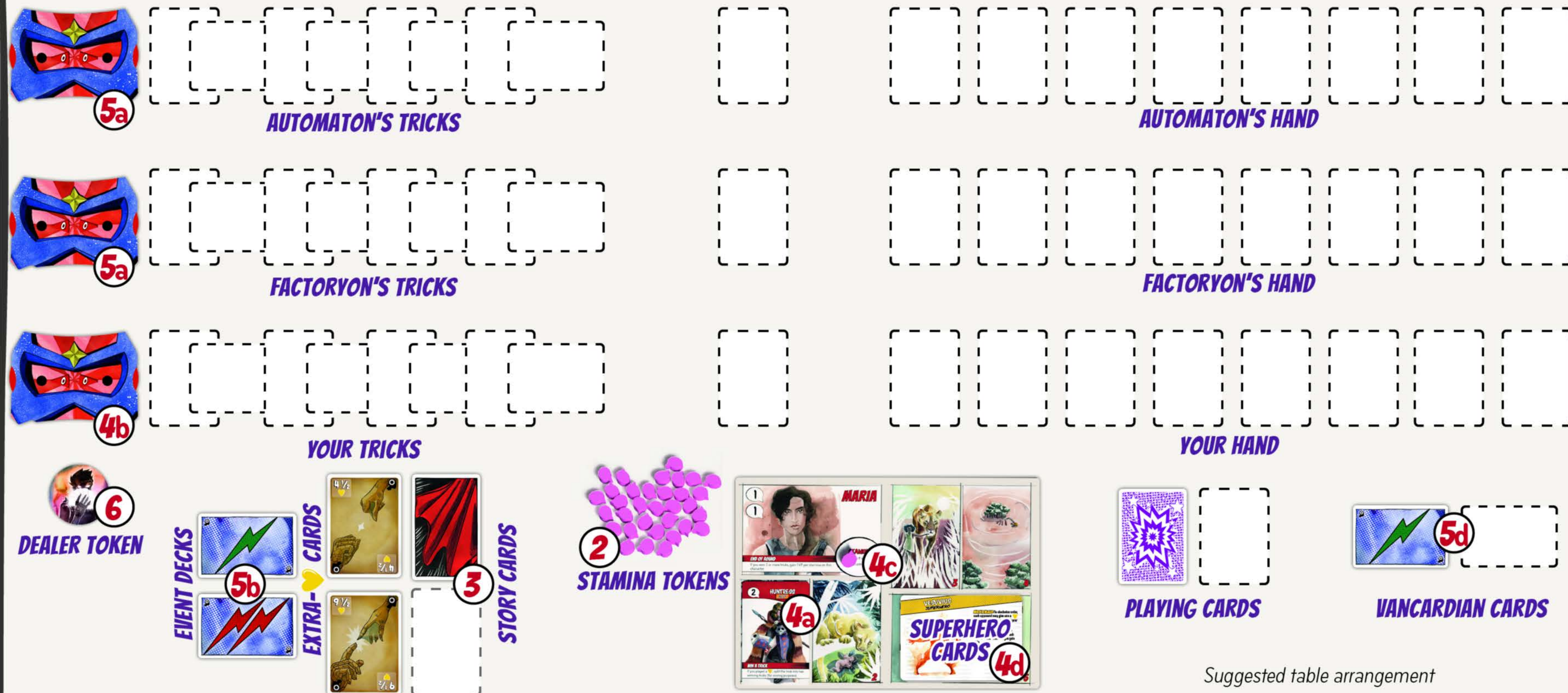
### GENERAL RULES

In this solo mode, you play against 2 Vancardians (artificial opponents), Automaton and Factoryon, who each take the place of a human player.

- You play by the normal game rules, but the Vancardians are renegades who often do as they please.
- All core game rules not explicitly overridden in this rulebook are still in effect.** So, for example, love is the default trump suit.
- The Vancardians are considered players in the game.
- The Vancardians always choose the hero alignment.
- Many rules use criteria to select a playing card from a Vancardian's hand. **If there are multiple valid options, she chooses the leftmost one.**
- When a rule refers to **HIGHEST** or **LOWEST** cards, it refers solely to the **values** of the cards (including any adjustments), **so suits don't matter.** E.g., ♥5 is lower than ♣7.
- If you draw a story or superhero card with a ⚙️, remove it from the game and draw a replacement.
- The hands of all 3 players will be placed in **face-up** rows; **you'll be able to see the Vancardians' playing cards.**
- No peeking: You may not look through the playing card discard pile or previous tricks.







Suggested table arrangement

## SETUP

Ignore the setup instructions in the game's rulebook and follow the procedure below instead:

1. Return the event cards to the box. Solo-specific events are on the Vancardian cards.
2. Place the stamina tokens within reach to form the **GENERAL SUPPLY**.
3. Shuffle the story cards and place them face down in the general supply.

### 4. You:

- a. Gain 1 random player mat.
- b. Gain 1 alignment/VP (victory point) dial; set at 0 VP.
- c. Gain 1 stamina token and place it in the stamina supply on your player mat.
- d. Gain 2 random superhero cards. Look at them and place them face down on the superhero space of your player mat (you will choose 1 later in round 5). Return unused superhero cards to the box.

### 5. Vancardians:

- a. Each Vancardian gains 1 alignment/VP dial, set at 0 VP with the red hero side up.
- b. Separately shuffle the 2 sets of Vancardian cards, ⚡ and ⚡⚡, to form a face-down **EVENT DECK** for each set.
- c. Select a difficulty level between 0 (easiest) and 5 (hardest). We recommend starting on level 0.
- d. Without looking at them, draw as many ⚡⚡ Vancardian cards as the number of your chosen difficulty level and place them

face down to form the **VANCARDIAN DECK**. Then draw ⚡ Vancardian cards without looking at them and place them on top of the Vancardian deck until you have a total of 5 cards in the Vancardian deck. I.e., on level 5 you don't add any ⚡ Vancardian cards. Do **not** shuffle the deck.

6. A random player gains the dealer token. Since the Vancardians are just stacks of cardboard, they can't deal cards; you always do that, but the dealer token is used to determine who leads the first trick as normal.



## ROUND SETUP AND VANCARDIAN KEYWORDS

Ignore the round setup instructions in the rulebook. Instead, follow the procedure below.

### 1. Your setup and the event:

- Gather and shuffle all 52 playing cards (exclude the extra-love (♥) cards) into a deck. Deal 8 cards to yourself, placing them face up in a row above your player mat in any order.
- At the beginning of round 3 only:** Look at the ⚡ or ⚡ on the top card of the **Vancardian deck**. Draw the topmost card of the matching **event deck** and place it face up on top of the event deck. Resolve that card's **round 3 event** (left side) which applies only during this round.
- At the beginning of rounds 1-4:**
  - Gain 1 stamina token from the general supply.
  - Draw 3 story cards. Play 1 of them face up on your player mat over the number for the current round and discard the other 2.
- At the beginning of round 5:** Choose 1 of your 2 superhero cards, play it face up on the superhero space on your player mat, gain its benefits, and discard the other.
- Charge abilities:** Place your stamina tokens on your abilities to charge them:
  - Each story card shows its stamina cost in the upper-left corner. Most cards have a single cost, e.g., (2) is a single 2-stamina cost. If an ability has two costs, you may choose how many to pay to vary its utility. Costs with ⚡ are tied to "Remove" abilities (see Ability Types in the game's rulebook for more information).
  - "When Charged" abilities that cause cards to be exchanged with a Vancardian must be performed after "Vancardians' setup" (on the next page).
  - Your character mat shows a character-specific ability and stamina cost. This ability can be charged and used like story card abilities.
  - If you have excess stamina, it remains in your stamina supply for the rest of the round and may not be placed later during that round.
- Choose alignment:** Place your alignment/VP dial with your chosen side up: red hero (your goal is to win tricks) or purple villain (your goal is not to win any tricks).



### 2. Vancardians' setup:

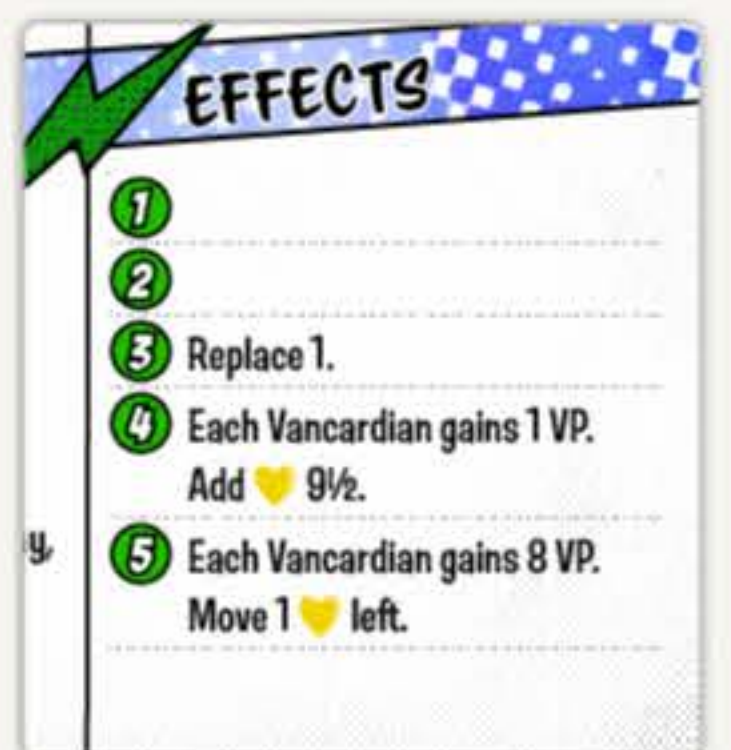
- Set the 4 extra-love (♥) cards off to the side.
  - For each Vancardian, deal 8 playing cards and place them face up in a row from **left to right in the order they were drawn**.
  - Draw the topmost card from the **Vancardian deck** and resolve the effects (right side) (if any) written next to the round number of the current round:
 

**REPLACE X:** Draw X playing cards and place them as the rightmost cards of each Vancardian's hand from left to right in the order drawn.

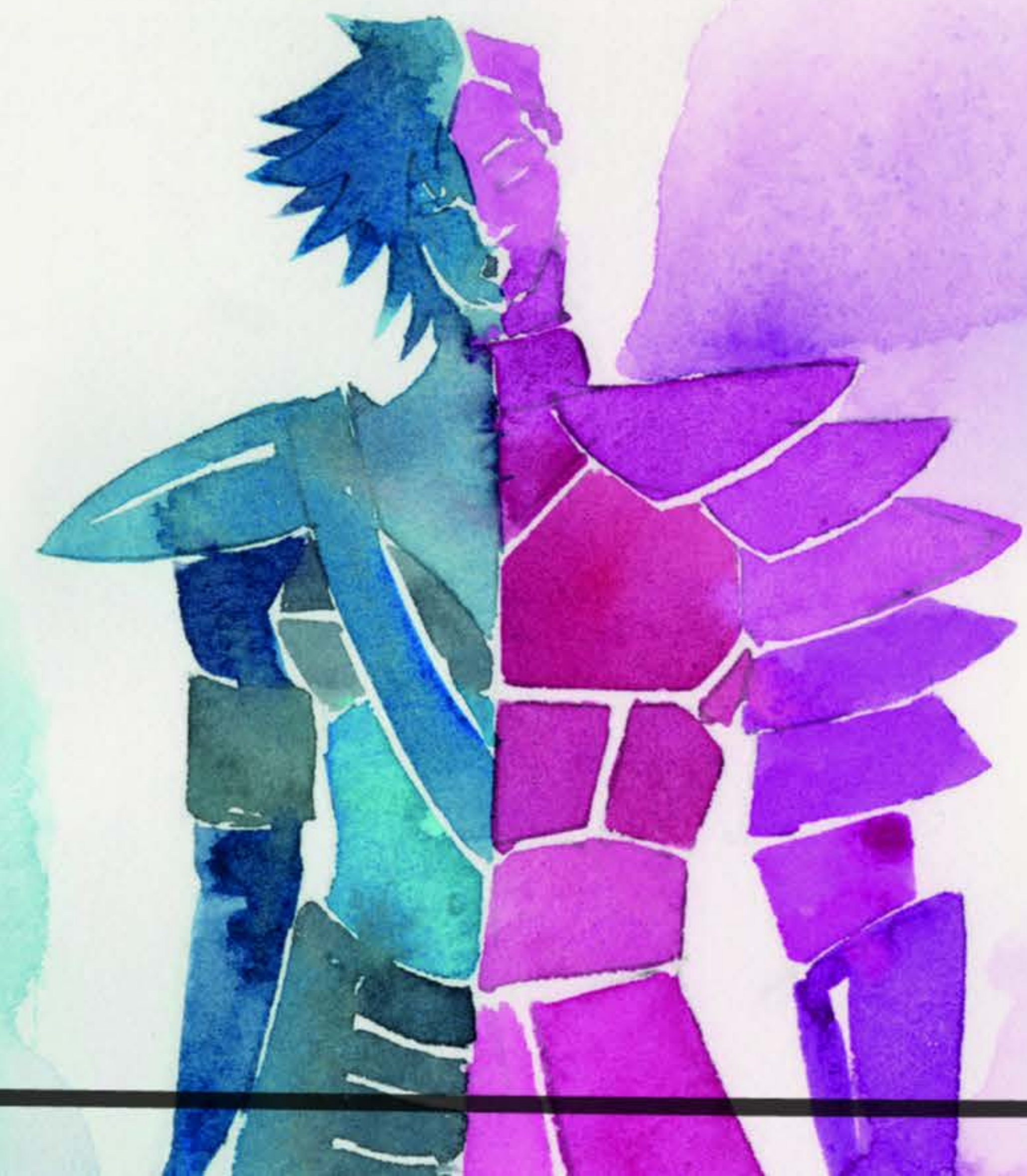
    - If you play hero, discard from each Vancardian's hand X non-love (♥) cards in value order from lowest to highest. Change to love (♥) if they run out of non-love (♥) cards.
    - If you play villain, replace Vancardian's X highest cards including love (♥).

**ADD ♥ X:** Discard the rightmost card in each Vancardian's hand, then place an extra-love (♥) card with the value X on it as the **leftmost** card.

**MOVE X ♥ LEFT:** Move the rightmost love (♥) card (if any) in each Vancardian's hand to be the leftmost card. Do this X times. If no card was moved for a Vancardian do Replace X instead for her.
- Resolve any "When Charged" abilities that you delayed during step 1e.ii because they cause cards to be exchanged with a Vancardian.



**Reminder:** The Vancardians always choose the hero alignment.





## YOUR TURNS

You take your turns as normal. However, when playing against the Vancardians, some abilities work differently.

**EXCHANGE A CARD:** When an ability has you exchange a playing card with a Vancardian:

1. Take her lowest non-love (♥) card. If she has only love (♥) cards, take the lowest of those.
2. Choose 1 of your cards (not the one the Vancardian gave you) and place it as the **leftmost** card in her hand.

**REVEAL:** If you reveal playing cards (temporarily or permanently):

1. If you play hero, subtract 1 from each revealed card's value.
2. If you play villain, add 1 to each revealed card's value.

**DESIGNERS' TIP:** Consider marking revealed cards with a stamina token as a reminder.

## SURRENDER

At the beginning of any of your turns where a Vancardian leads: You may **SURRENDER** to the leader unless you're playing villain and have no tricks:

1. The leading Vancardian gains 1 VP per card remaining in her hand plus 1 VP for the in-progress trick.
2. The round immediately ends.
3. Abilities that refer to the number of tricks in a hand or the content of tricks do not trigger.
4. The round is otherwise scored normally.

**DESIGNERS' TIP:** In some cases, you can use surrendering to your advantage—thematically, you surrender to one Vancardian and assist her in stopping the other.



## A VANCARDIAN TURN

Vancardians take their place in the turn order, which goes top to bottom through the hands on the table, wrapping around from the bottom to the top.

**Reminder:** If the deck of playing cards runs out, shuffle the discard pile to make a new deck.

## WHEN A VANCARDIAN LEADS

1. If you play villain and have no tricks, the Vancardian plays her lowest card.
2. Otherwise, she plays her highest card.

## WHEN A VANCARDIAN FOLLOWS

1. Draw 2 playing cards:
  - a. For each of the drawn cards, discard it if its suit isn't already in the Vancardian's hand.
  - b. Discard, from the right end of her hand as many cards as you kept in step a (if any). In the last trick of a round, you'll almost always only be able to discard 1 card even if you keep 2.
  - c. Place the kept cards (if any) in the order drawn in the Vancardian's hand, starting to the right of the row.
2. If you play villain and have no tricks:
  - a. She plays the lowest, non-love (♥) card she can legally play.
  - b. If love (♥) is the only legal option, she plays her lowest love (♥) card.
3. Otherwise, if she has cards of the lead suit:
  - a. If she has at least 1 lead suit card that beats all cards played so far in this trick, she plays the lowest of those.
  - b. If she doesn't, she plays her lowest lead suit card.
4. Otherwise, she plays her lowest card of any suit.

**EXAMPLE 1:** You play hero, lead in the fourth trick, and play ♠11. Automaton follows and you draw 2 cards:

### AUTOMATON'S HAND



Automaton has no ♠ in her hand, so you discard the drawn ♠9. She does have a ♠6, so she keeps the ♠6. With 1 card kept, you must discard 1 card from the right of her hand: ♣5 then place the ♠6 at the right side of her hand.

### NEW CARDS



Automaton now has 2 lead suit cards but none that can beat your card, so she plays the lowest of them: ♠6.



**EXAMPLE 2:** You play hero and Automaton leads in the fourth trick:

### AUTOMATON'S HAND



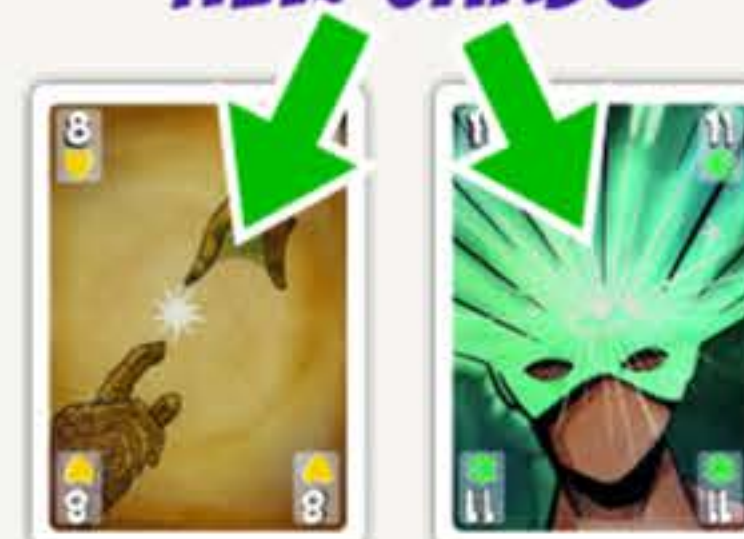
Since she leads the trick, she plays the highest card she has. 9 and 9 tie for highest, so she chooses the leftmost of them: 9.

Factoryon has the cards shown below. You draw 2 cards:

### FACTORYON'S HAND



### NEW CARDS

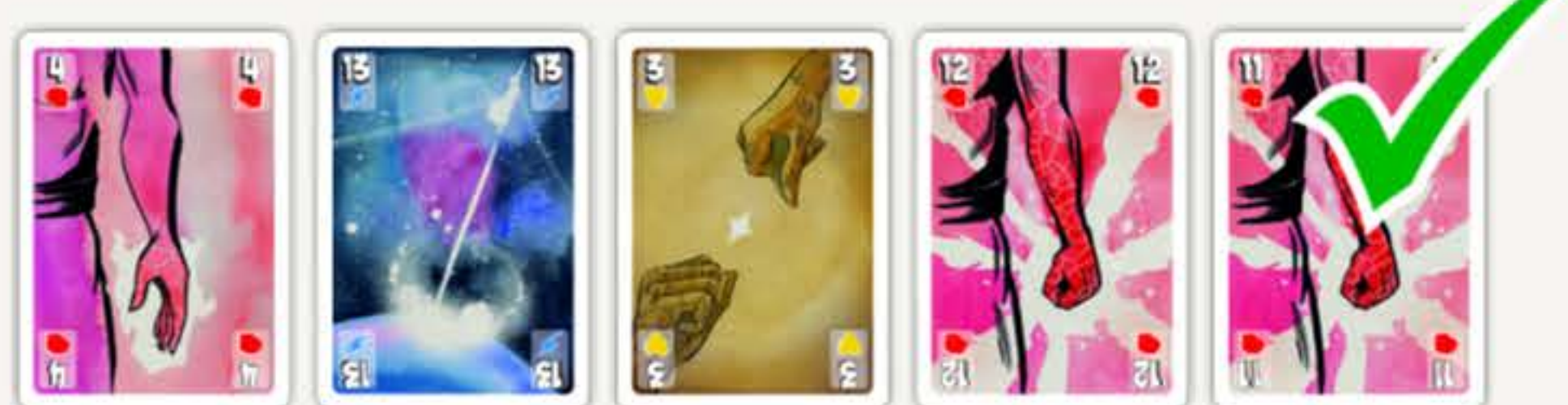


She has both and cards in her hand, so both drawn cards are kept and you discard the 2 rightmost cards, 6 and 8. 8 was drawn first, so you place it first and 11 becomes the rightmost card.

Since you aren't playing villain and Factoryon has no cards in the lead suit () , she plays her lowest card, which is the 4 1/2 extra-love card that beats Automaton's 9.

**EXAMPLE 3:** You play hero, have led with 9 in the fourth trick, and Automaton has played 7. Factoryon follows, so you draw 2 cards:

### FACTORYON'S HAND



### NEW CARDS



Both new cards are of which she has none, so you discard both.

Since you aren't playing villain and Factoryon has cards of the lead suit ( 11 and 12) that beat all cards played in the trick ( 9 and 7), she plays the lowest of them: 11.

Had Automaton played 2 instead of 7, Factoryon would have had no lead suit card that beats all the played cards and thus she would have played her lowest lead suit card, 4.

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