

# TULL AU TOMA

## SOLO RULES FOR RED RISING™

Designed by Morten Monrad Pedersen  
With Lieve Teugels, Israel Waldrom and Ben L. Montgomery

### INTRODUCTION

This rulebook introduces a system for adding an artificial player called Tull Au Toma who allows you to play Red Rising solo as if it was a 2-player game.

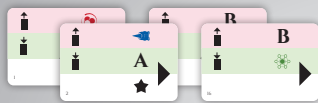
While Tull Au Toma is a player in the game she plays by simpler rules (for example, she ignores almost everything on character cards). **Any rule not explicitly overridden in this rulebook is still in effect**, which includes you following the normal multiplayer rules.

**DESIGNER'S NOTE:** Tull Au Toma is the latest member of the Automa species. A series of artificial opponents all following the same design principles.

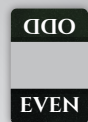
Their name comes from the Italian word "Automa" which means "Automaton", since the first of them played in a game set in Italy.

### COMPONENTS

22 Au Toma cards



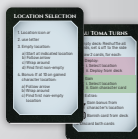
1 double-sided odd/even and scoring card



4 Priority cards



2 double-sided Au Toma player aid cards

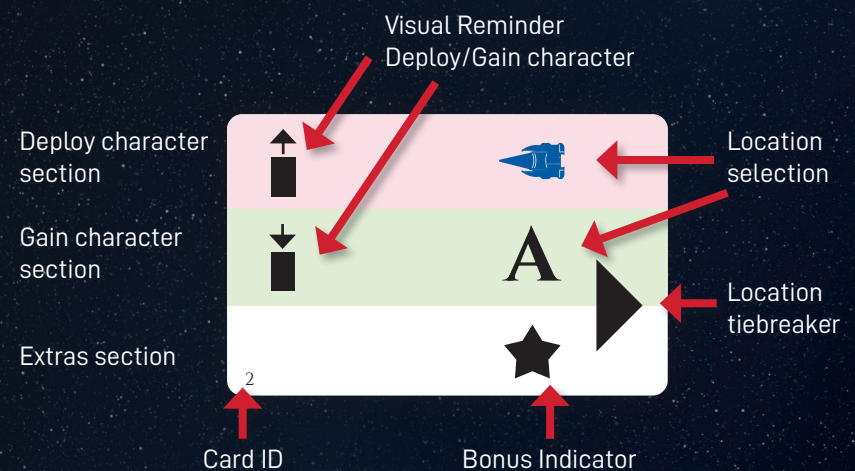


1 double-sided Luna bonus card



### ANATOMY OF AN AU TOMA CARD

Au Toma cards are divided into sections and elements that will be explained as needed.



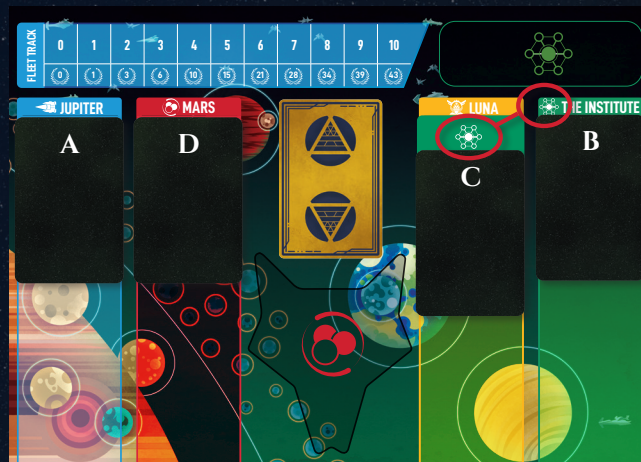
## SETUP

Before doing any of the normal setup steps of a 2-player game:

1. Shuffle the 22 normal Au Toma cards to form the face down Au Toma deck and set the topmost 4 off to the side for later use.
2. Shuffle the 4 priority cards and place 1 face up at the top of each location.
  - a. A is the highest priority and Au Toma will use that location most often, while D is the lowest priority, corresponding to the location she will use the least.
3. Tuck the Luna bonus card below the priority card at Luna so that only 1 of the card's icons is visible.
  - a. If Luna has the A-priority card, then the visible icon should be the icon of the location that has the D-priority card and vice versa.
  - b. If Luna has the B-priority card, then the visible icon should be the icon of the location that has the C-priority card and vice versa.



**EXAMPLE:** B and C are a Luna pair, so since Luna is C-priority, the Luna bonus card should show the icon of the B-priority location, which in this case is The Institute.



## EFFECTS ON TULL AU TOMA FROM ABILITIES YOU ACTIVATE

When you activate a deploy ability that (potentially) lets you either steal a character card from Au Toma or force her to banish one, use the bottom card of her hand.

Whenever Au Toma adds a card to her hand, or returns one after revealing it, she places it face down on the top of her hand.

If you activate an ability that allows Au Toma to gain something for free, she always chooses to do so.

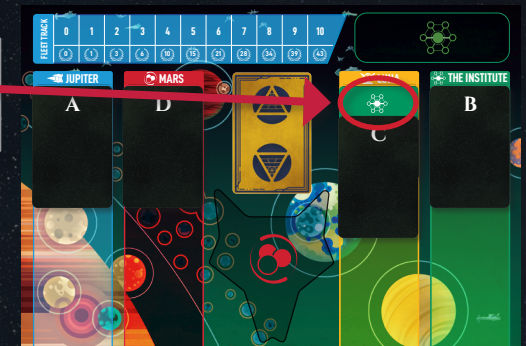
## REVEALING CARDS

Some cards instruct you to "reveal" one or more cards. Normally, you must show the cards to the other players, but Au Toma does not care so when playing against her you must simply have the specified card(s) in your hand.

## THE LUNA BONUS CARD

When Au Toma gains the Luna bonus (even if she does not actually get the Sovereign token) she also gains the bonus of the location indicated on the Luna card.

**EXAMPLE:** In the situation to the right Au Toma places an Influence token on the Institute when she gains the Luna bonus.

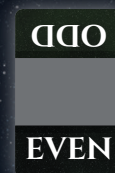


4. Remove the following character cards from the game: Auctioneer (Copper), Eo (Red), Loan Shark (Silver), Psychologist (Yellow), and Rogue (Gold) from the game.

**NOTE:** There is a variant for adding most of them back in (see Variant).

Next setup the rest of the game as normal with these changes:

5. Au Toma starts with a hand (deck) of 2 character cards, as opposed to the normal 5, and she does not gain a house. The cards in her hand are face down.
6. Take the odd/even card and tuck it partially below the bottom of the board so that either "ODD" or "EVEN" sticks out, corresponding to whether there are most cards with an odd or even core value on the board (in case of ties pick "EVEN"). That side stays face up for the rest of the game. Note that 0 is an even number.

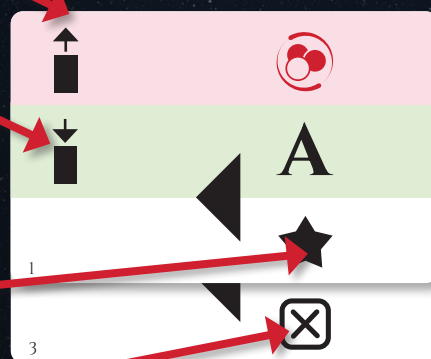


**DESIGNER'S NOTE:** Do not use House Ceres in your first couple of plays.

## TULL AU TOMA TAKES A TURN

Au Toma takes her turn in the turn order as a human player. Follow this procedure:

- If there are no cards left in the Au Toma deck: Form a new one by shuffling all the Au Toma deck cards, including those set off to the side previously, and set the topmost 4 cards off to the side like during setup.
- Draw the 2 topmost Au Toma cards one at a time and perform the procedure below for each card, in the order you drew them. Fully resolve the first card before resolving the second. This means that Au Toma does 2 Lead actions per turn instead of just 1 like you do, and she never Scouts.
  - DEPLOY CHARACTER:** Place the top card of the **character deck** (not her hand) on the location chosen by the Deploy section of the Au Toma card. She does not trigger the deploy ability.
  - GAIN CHARACTER:** Au Toma gains the top card of the location chosen by the Gain section of the Au Toma card. Place it face-down on the top of her hand.
  - EXTRAS:** If there is an icon in the extras section do this depending on the icon:
    - Au Toma gains the bonus of the location from which she gained a card.
    - Banish the top card of the character deck.
- Discard the 2 Au Toma cards (you are allowed to look through her discarded cards at any time.)



**NOTE:** Unlike you, Au Toma can deploy to and gain from the same location in the same turn.

**NOTE:** Au Toma resolves both cards drawn even if the first triggers the end of the game.

## TULL AU TOMA SELECTS A LOCATION

When Au Toma is to select a location for deployment or gaining a character, use the deploy or gain section of the current Au Toma card as applicable and follow this procedure:

- If the section has a location icon, Au Toma selects that location.
- If the section instead has a letter, she chooses the location that has the priority card with that letter.
- Empty locations can never be valid when gaining a character, so if Au Toma selects one do this:
  - Look at the arrow icon and start at the location she selected.
  - Move in the direction of the arrow until the first valid location is found. She selects that location instead. Wrap around from The Institute to Jupiter or vice versa as needed.
- If she in any way would gain a bonus of which she already has 10 (10 Helium, position 10 on the Fleet track, or 10 Influence) she instead gains the bonus of another location (this does not change which card she gains).
  - Use the tiebreaker arrow as in step 3 until she reaches a location with a bonus of which she does not already have 10.
  - In case she gains the bonus via the Luna bonus card, she will still gain the Sovereign token in addition to the substitute bonus.



**EXAMPLE:** Au Toma is to gain a card at location B which is Luna. However, Luna is empty and so you must use the arrow of the current Au Toma card to pick another location.

The arrow points to the right and so you check The Institute, which is also empty, leading you to wrap around to Jupiter which has a card. Therefore, Au Toma chooses Jupiter.

Since her card has the ★ icon, she would then advance 1 on the Fleet Track (because she ended up selecting Jupiter when gaining cards), unless she was already at position 10, in which case she would follow the arrow to the right and take a Helium if she did not already have 10 of those, and so on.

## SCORING

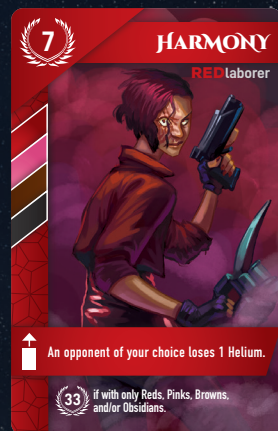
On normal difficulty (level 2, see Difficulty Levels), Au Toma gains points in the following way:

1. She has a base score of 70 points. Add points to that in the steps below.
2. Points for Fleet Track, Helium tokens, the Sovereign token, and Influence as a human player.
3. Instead of scoring her hand like normal she gains the following:
  - a. Cards in her hand are **matching** if their core value is odd/even matching the visible word on the odd/even card placed during setup. Note that 0 is even.
  - b. Otherwise, they are **nonmatching**.
  - c. Sort her cards into matching and nonmatching.
  - d. Reduce Au Toma's hand to 20 cards. Discard non-matching cards first, then matching till she has 20 left. Skip this step if she has 20 or fewer cards.
  - e. She gains 6 points per matching card and 3 points per nonmatching. Other difficulty levels change these numbers.

**EXAMPLE:** You are playing on normal difficulty level and the "EVEN" side is visible on the odd/even card.

Au Toma has the 2 cards below (and many others) in her hand:

Dancer scores 6 VP for Au Toma because its core value is even (matching the odd/even card) and Harmony scores 3 VP because its core value is odd.



## VARIANT: USING THE CHARACTERS THAT NORMALLY ARE REMOVED

This optional variant provides rules that handle your deployment of 4 of the 5 cards that are otherwise removed from the game, so that they can be included.

**DESIGNER'S NOTE:** Once you feel like the game and the Automa is running smoothly for you, we recommend that you use this variant.

**AUCTIONEER (COPPER):** Roll the Rising Die until you roll a bonus which Au Toma can get (e.g., not the Fleet Track if she's already at position 10). She chooses that bonus.

**EO (RED):** Look at the 6 topmost cards of her hand or all of them if she has fewer. Check for a Red then put the cards back down in the same order.

**PSYCHOLOGIST (YELLOW):** For this comparison Au Toma has the number of cards in her hand divided by 3, rounded down.

- This number is calculated before reducing her hand to 20 cards (see Scoring).

**ROQUE (GOLD):** Look at the 6 topmost cards of her hand or all of them if she has fewer. When you are done, shuffle and return them to the top of her hand.

## DIFFICULTY LEVELS

You can choose the difficulty level you prefer from this table (1 is easiest, 6 is hardest):

LEVEL	TULL AU TOMA	MATCHING	NONMATCHING
1	High Red	5	2
2	Stained (Normal)	6	3
3	Lurcher	8	4
4	Master Maker	10	5
5	Carver	12	6
6	Peerless Scarred	14	7

