

# TAPESTRY

## PLANS AND PLOYS

### AUTOMA & SHADOW EMPIRE

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#### 2-PLAYER SHADOW EMPIRE VARIANT RULES

If you play with the 2-player Shadow Empire variant, the Shadow Empire isn't considered a player for the purpose of handling the landmark cards during setup.

When playing the Advisors civilization, you cannot give a tapestry card to the Shadow Empire.

All other rules in this rulebook cover solo play only and don't apply to this variant.

#### MULTIPLAYER?

We might create a set of suggested rule changes to play the scenarios multiplayer. If so, we'll likely put them up as a free download on [stonemaiergames.com](http://stonemaiergames.com).

## RULES FOR SOLO PLAY

#### COMPONENTS

2 double-sided  
Automa civilization cards




2 double-sided player-aid cards




1 rulebook

#### SETUP

Remove the Advisors and Spies civilizations from the game in addition to those already removed in the core Automa rules.

Give the Automa a random civilization from among all Automa civilizations. If the favorite track is listed as , roll the science die to determine the Automa's favorite track.

Instead of the normal landmark card setup:

1. Gain 2 landmark cards; choose 1.
2. Place the unchosen card's landmark in the  box on the Automa's income mat and discard the card.

## NEW “TRAP” CARDS

There are 5 new trap-like tapestry cards in the expansion. When removing trap cards during setup, do not remove any of these.

**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 territory tiebreaker.
- If the Automa does not fulfill the conditions, discard the card and continue drawing tapestry cards from its deck as usual.



## FAVORITE TRACKS

Instead of marking the favorite tracks of the Automa and the Shadow Empire by using one of their outposts, place and move 2 player tokens as if they were 1.

When changing their favorite track, place their additional token beside their token already on the new favorite track.

This is not a change to how the favorite tracks work. It is just a different method of marking them that makes it slightly faster to identify favorite tracks and frees up the outpost for an additional conquer action.

Also use this change when playing the core game.

## 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.

## CLARIFICATION FOR HISTORIANS

For the special ability of the Historians, the Automa and Shadow Empire are considered separate players. Therefore, if only the Automa has one of your player tokens, the ability is not triggered when the Shadow Empire gains a landmark.

# 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 all consecutively as a campaign.

## SCENARIO RULES

- Unless otherwise noted you and the Automa 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.

***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.*

## 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.

## 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, Aliens,  
The Chosen, and Tinkerers

**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

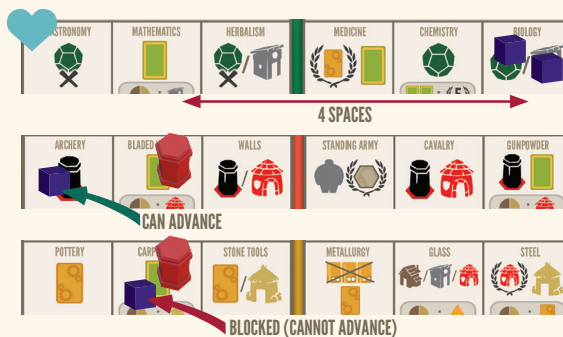
After the Automa and Shadow Empire have marked their favorite tracks:

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.

### 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.

### Designer's tip:

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

## 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.
- 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.
- 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 Shadow Empire 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.



## 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

**Landmark card:** Urban Farm

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

**Tech cards:** Radio and Siege Craft

Instead of gaining start 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.

## 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:

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

**Expansion space tiles** that give ongoing benefits

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

### 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 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 4:** 1 track specific resource and   
**Tier 3:** 1 track specific resource and   
**Tier 2:** 2 track specific resources.  
**Tier 1:** 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.*

## 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."
- 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.



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