

TOKAIDO®

東海道

Automa Solo Mode

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Components

16 Automa cards



7 Difficulty Level cards



General Rules

In this solo mode, you play against 2 Automas (artificial opponents) who take the place of 2 human players.

- All game rules not explicitly overridden in this rulebook are still in effect.
- You play by the normal game rules, but the Automas are renegades who often do as they please. They don't, for example, pay coins for anything.
- The Automas are considered players in the game.
- You can use the Crossroads and Matsuri expansions and most of the promos as described in the next section and at the end of the rulebook.

Setup

Follow the setup instructions for 3 players in the game's rulebook, but follow the procedure below for setting up each Automa:

1. Choose a color and place the corresponding Traveler piece and colored marker as usual.
2. Set aside space for coins and cards as shown in the setup diagram to the right.
3. Place her color token and 1 coin into her play area – she immediately scores 1 point for the coin.
4. The Automa doesn't get a Traveler tile.

Crossroads expansion:

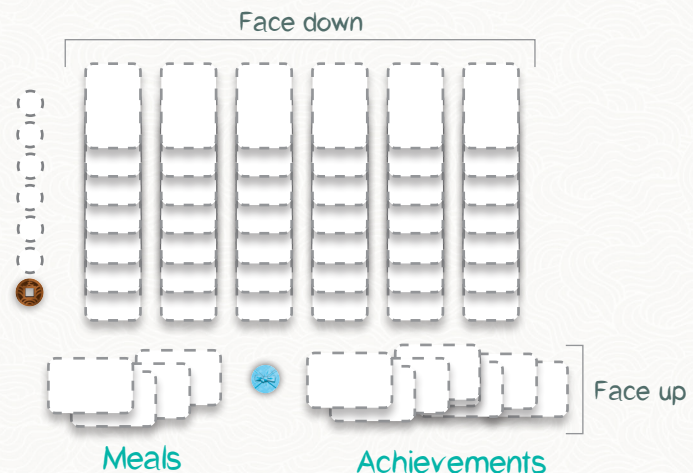
1. Choose your Traveler.
2. Use only 3 cards of each of the added types. For Amulets, Legendary Objects, and Calligraphy, choose them at random. You may look at them.
3. Each Automa immediately scores an additional 5 points.

Finally:

1. If you want an easier or harder challenge than the default, then read the *Difficulty Levels* section on page 4.
2. Shuffle the Automa cards to form the face-down **Automa deck** and leave space next to it for a discard pile.

Automa play area layout

Play area for each Automa: Space is reserved with 1 column for coins, 3 columns for the Panoramas and 1 for each of Shop, Encounter, and Hot Spring. The order doesn't matter. Also reserve space for Meal and Achievement cards.



An Automa's Collection & Ranks

Meal and Achievement cards are placed face up in rows as shown in the play area diagram.

The remaining card types and coins are collectively referred to as **items** and are organized in face-down columns as shown in the setup diagram:

- If an Automa receives an item of a type she already has, place it as the topmost item of the corresponding column.
- If she receives an item of a type of which she has none, place it at the bottom of the leftmost empty column.
- She is eligible for the Achievements as normal, but she continues receiving Panorama cards even after the 3/4/5 section limit. Ignore the numbers printed on the Panorama cards.

To determine where to move the Automas' Travelers, each type of space is ranked:

- For **spaces associated with items**, the **rank** of each type of space is the number of items she has of the associated type (this can be 0).
- **Temple** and **Inn** spaces have a lower rank than all other spaces, **except** during turns where one of these icons is on the current Automa card (see *Automa Turns* on the right):

: Temple spaces have a higher rank than all other spaces.

: Inn spaces have a higher rank than all other spaces.

Example:

An Automa's collection along with the ranks of the spaces. All item types not shown have rank 0.



Automa Turns

When it's an Automa's turn, follow this procedure:

1. Draw an Automa card and place it face up on top of the Automa discard pile.
2. Determine her **range**: The ●...○...○...○ line on the card indicates the maximum number of unoccupied spaces (1-3) the Automa is willing to move this turn. Occupied spaces are ignored.
3. Move the Automa's Traveler to the space within range that has the highest rank (fewest spaces in case of ties).
4. Resolve the benefit of the space:
 - a. **Temple**: Place 2 coins from the **reserve** on her Temple area. She scores 2 points.
 - b. **Inn**: She doesn't buy a Meal until all 3 Travelers have arrived (see *Inns* on page 4).
 - c. All other spaces:
 - i. She receives 1 item corresponding to the space. So, for Farms she receives 1 coin, not 3.
 - ii. Instead of the normal benefit, she scores 1 point per item (rank) she now has of that type.

Example:

The diagram below shows where to place a received item based on its type, and how many points it would score. The rightmost column is where a card of a **type not already in the collection** would be placed, thus starting a new column for that card type (and only that type):

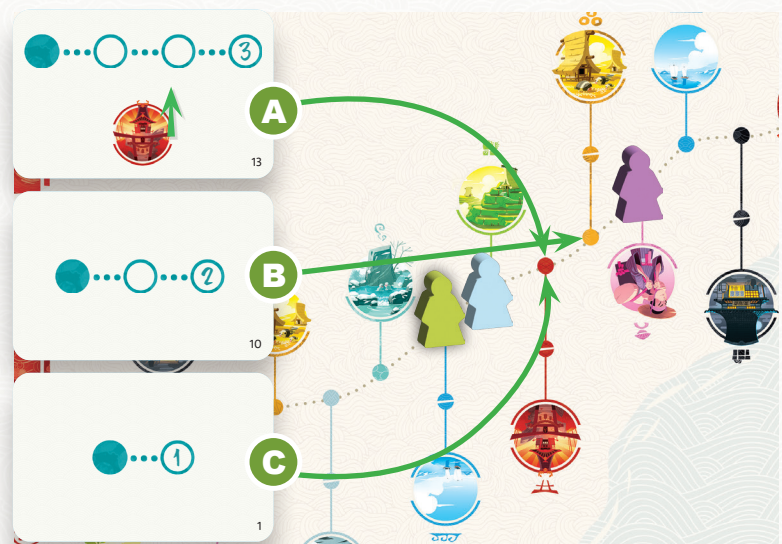
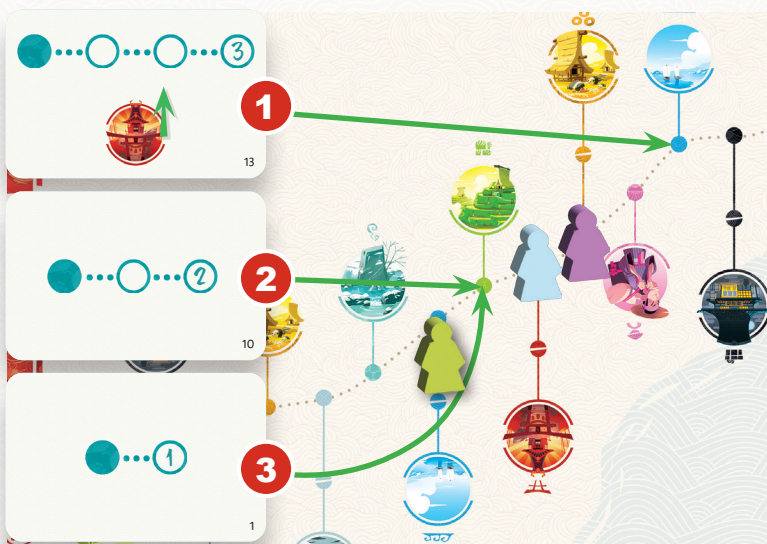


Example:

This Automa plays as the green Traveler and has this collection:



Below are examples of how the Automa would move in 6 different situations:



- 1** The range is ●...○...○...③. Therefore, you check the next 3 unoccupied spaces, which are Paddy, Encounter, and Sea. Since there's no unoccupied Temple space within range, the 🏯 makes no difference.

The highest ranked of the 3 spaces is the Sea Panorama space (rank 4). So, you move the Automa's Traveler there and give her a Sea Panorama card. She's the first to have 5 Sea Panorama cards, so you give her the Sea Panorama Achievement. Finally, she scores 8 points: 5 points because it's her 5th card of that type and 3 points for the achievement.
- 2** On this card, the range ●...○...② is too short to reach the Sea Panorama. The 2 spaces within range both have rank 1, so you move her Traveler to the closest of those, the Paddy. You give her a Paddy Panorama card and she scores 2 points because she now has 2 Paddy Panorama cards.
- 3** The range ●...① means that only the next empty space is within range, the Paddy space. So, you move her Traveler there and give her a Paddy Panorama card. She scores 2 points because she now has 2 Paddy Panorama cards.

- A** The 🏯 icon means that Temple spaces have the highest rank this turn. Since there's an unoccupied Temple space within range, you move her Traveler there and place 2 coins from the reserve in her Temple area for which she scores 2 points.
- B** There's no Temple icon on this card, so the Temple has a lower rank than all other spaces. Therefore, the only other space within range, the Farm, is chosen. You move her Traveler there and give her 1 coin. She scores 4 points because she now has 4 coins.
- C** Only 1 space, the Temple, is within range, so you move her Traveler there. You place 2 coins from the reserve in her Temple area. She scores 2 points.

Your Turns

You play your turns as normal with the exception that Meal cards are not revealed until all players have arrived at an Inn.

Inns

Meals are revealed, purchased, and scored after **all Travelers** have arrived at an Inn. Once that happens:

1. At intermediate Inns, shuffle all Automa cards to form a new deck.
2. Draw 4 Meal cards and keep them in the order drawn.
3. Purchase meals in the order of arrival:
 - a. Give each Automa the cheapest available to them (first drawn in case of ties). They can have **multiple Meals of the same type**.
 - b. The Automatas **do not pay** for Meal cards.
 - c. Each Automa scores 6 points for their purchased Meal card as usual.

End of the Journey

The *End of the Journey* procedure is handled as normal, except that for the **Collector** achievement: **Each Souvenir card an Automa has counts as 2.**

Difficulty Levels

There are 7 difficulty levels – pick the one that suits you:

- **Level 1/2/3:** Shuffle the Difficulty Level cards. Draw, resolve, and discard 5/3/1 of them one at a time and resolve each as if you had stopped on a space of the corresponding type. Do not move your Traveler.

Example:

If you draw the Shop Difficulty Level card, you draw 3 Souvenir cards, buy any of them you want, keep and score them, then discard the Difficulty Level card.

- **Level 4:** No changes. This is the default difficulty level.
- **Level 5/6/7:** For each Automa, shuffle the Difficulty Level cards then draw, resolve, and discard 1/3/5 of them one at a time and resolve each as if the Automa had stopped on a space of the corresponding type. Do not move her Traveler.

Example:

If you draw the Farm Difficulty Level card, the Automa receives 1 coin, adds it to her collection, scores 2 points (she already has 1 coin from setup), then you discard the Difficulty Level card.

Variations

The variations from the game's rulebook are handled like this:

- **Journey of Initiation:** You begin the game with 5 points.
- **Return Trip:** No change.
- **Gastronomy:** No change.
- **Preparations:** For each additional coin an Automa would have received during setup, she instead scores 3 points.

Expansions and Promos

Crossroads

Apart from the changes described in the Setup section, the only changes are to these variants:

- **Rare and precious:** Cannot be used.
- **Good luck:** Applies only to you.

Matsuri

Remove the following Matsuri Travelers from the game:

- Kushinada the world traveler
- Misaki the disciple*
- Musubi the rogue
- Takeru the counselor*

Travelers marked by * can be used but are more powerful in solo play than when playing multiplayer.

If an Automa is to choose a Matsuri, put the top card of the Matsuri deck into play instead of drawing 2 cards and choosing 1.

When a Matsuri is triggered, look it up on the separate Automa Matsuri sheet to see how it applies to the Automatas.

As usual, the Automatas can receive Panorama cards whether or not they have completed the Panorama.

Promos

- The Antoine, Eriku, Naiade, and New Encounters promos can be used without modification.
- The Felicia promo cannot be used.



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