



Automa Solo Mode

Designed by Morten Monrad Pedersen with Lines J. Hutter and David Studley

Components

- 9 double-sided Character cards (3 for each Character)



General rules

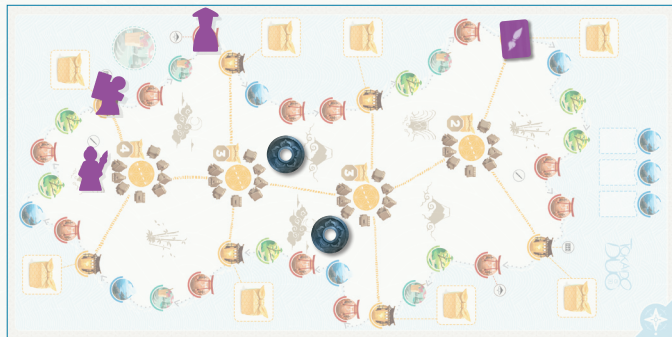
In this solo mode, you play against an artificial opponent, named Automa, who takes the place of a human player.

- You play by the normal game rules, but Automa plays by her own rules as described in this rulebook.
- Automa is considered a player in the game, e.g., she takes her place in the turn order like you do.
- Automa only receives what is specifically mentioned in this rulebook.
- **All game rules not explicitly overridden in this rulebook are still in effect.**

Game setup

Follow the setup instructions in the game's rulebook with Automa playing purple and with these exceptions:

1. Instead of Character boards, Automa gets a set of 3 Character cards. These cards are labeled on each side indicating a difficulty level.
 - a) Choose a difficulty level from "Level 1" (easiest) to "Level 6" (hardest) and take the 3 cards for that level.
 - b) For your first play, use the cards marked "Level 2" and place that side face up.
2. Place 1 coin (referred to as the **RANK TOKEN**) on the "Start" space of the **RANK TRACK** on each Character card.
3. Place 1 coin into each of the 2 central areas and place 1 purple Painting tile on the Coastal town of the game board as shown on the image.

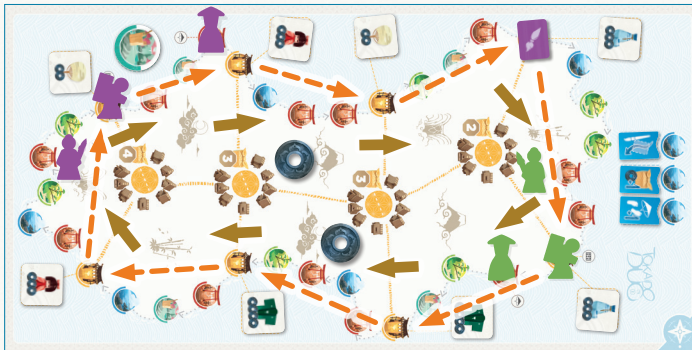


These tokens impact Automa's scoring but do **not** affect movement for you and Automa.

4. Place Automa's Character meeples on their appropriate starting spaces furthest from the compass.
5. Determine at random who starts the game.

Movement of Automa's characters

Automa's Pilgrim moves around the island as usual, but, contrary to normal, her Merchant (dashed orange arrows) and Artist (thick brown arrows) also follow a clockwise circular path, as shown below:



Notice that her Merchant only visits Coastal towns (and ignores the Mountain towns).

Apart from following these circular paths, her Characters interact with other Characters like yours do, e.g., the Merchant doesn't move if its destination is occupied by another Character.

Character Ranks

Each Rank token will advance along its track, space by space. A token advances 1 space when the corresponding Character lands on:

- **Artist** – an area without a coin.
- **Merchant** – a Coastal town without a Painting tile.
- **Pilgrim** – Garden, Temple, or a Coastal town without a Painting tile.

When Automa gains a Wave tile, it's placed on the corresponding Rank track to boost her advances (see *Automa and the Wave Tiles* on the next page). If a Rank token is moved onto a space with a Wave tile, advance the Rank token 1 additional space along the track, then remove the Wave tile and place it again.

The **RANK** of a Character and its die is equal to the first visible number after the Rank token along the track, skipping spaces with a Wave tile.



End of the game: In addition to the usual events that can trigger the end of the game, it is also triggered when any Rank token reaches the final space on its track.


Note: The number without a circle at the end of the track is **not** considered a space.

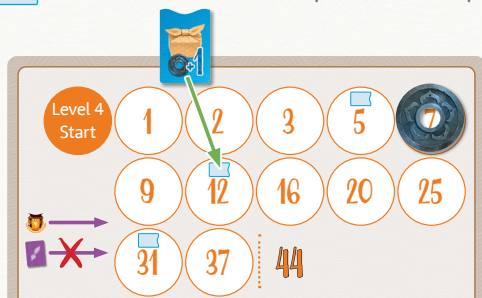


Automa and the Wave Tiles

Like you, Automa gains a Wave tile when her Pilgrim lands on a Seashore:

1. If there are any Wave tiles remaining on the game board, those are the only valid tiles. Otherwise, yours are valid.
2. Among the valid tiles, Automa gains the tile whose corresponding Character has the highest Rank (tiebreaker: Pilgrim > Merchant > Artist). Place the tile on that Character card as described below.

When you must **PLACE** a Wave tile on a Character card: Place it on the first space after the Rank token that has a  icon. If there's no such space, instead place the Wave tile anywhere on the card outside of the track.



Example: PLACING a Wave tile after gaining it.



Example: PLACING a Wave tile after the Rank token advances over it.

Turns

After rolling the 3 dice together, organize them in a column based on how close they physically are to the opposite side of the table, with the closest one being at the top of the column. If you're in doubt which of two dice is closest, place the rightmost one above the other. The order of these dice is used as a tiebreaker.

Follow this procedure to determine what Automa does on her turn:

1. If the Pilgrim's die would move it to a **Seashore** space and Automa doesn't already have all 3 Wave tiles:
 - a) Give her the Pilgrim die and move her Pilgrim.
 - b) Follow the procedure in *Automa and the Wave Tiles* above.

2. Otherwise, go through the available dice in order of decreasing Rank (tiebreaker: die highest in the column) until you find one that would move a Character onto a space that would cause an advance on a Rank track:

- a) Give Automa the die and move the Character.
- b) Advance once on the Rank track of that Character.

3. If the previous steps didn't result in Automa getting a die: Give her the available die with the highest Rank (tiebreaker: die highest in the column) and move the corresponding Character, if possible.

Scoring

Automa scores victory points equal to the sum of her 3 Character Ranks.

If you're tied with Automa for points, then money is the tiebreaker as usual. Please note that Automa doesn't have any money.

Character Priority Variant

You can tweak Automa's Character priorities by mixing Character cards from different difficulty levels. This will of course also impact the difficulty of the game.



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