

AGE of INNOVATION

AUTOMA SOLO RULES

INTRODUCTION

You can play *Age of Innovation* alone against an artificial player called Automa.

You can also add Automa as a variant in a 2-player game to create a tighter game experience. The special rules for this variant can be found in light blue boxes like the one below.



2-player with Automa variant:

Rules in boxes like these are exclusively for the 2-player with Automa variant. Complete instructions for this variant are included at the end of the rulebook.

This Automa is based on the one designed for the original *Terra Mystica* game and its large game board. The smaller side of the *Age of Innovation* game board provides a tighter game against Automa, but you can also play on the larger game board for a different experience.

Designer's Note: Our artificial opponent got its name from the Italian word for "automaton," chosen because the first one we made was for the game Viticulture, which is set in Italy.

Credits

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Version 1.1

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2 Achievement cards for the Gognomes faction



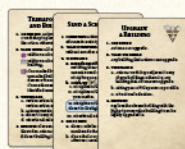
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6 Achievement tokens for the Gognomes faction



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3 Automa Difficulty Level cards (2 double-sided)



3 Player Aid cards (double-sided)



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7 Automa Terrain Priority (ATP) cards



1 Automa Initial Workshop Setup card (double-sided)



12 Automa Round Score tiles (double-sided)



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SPECIAL RULES FOR AUTOMA

As the human player, you follow the same rules as you would in a game against another human. Automa plays by a simplified ruleset.

This rulebook explains how Automa overrides the rules for the multiplayer game. Other than those overrides, the game plays like a normal 2-player game. The special rules for a 2-player game (multiplayer rulebook, p. 19) **do not** apply.

Automa gains points in a simplified manner, scoring only from:

- Fixed or variable values specified on the **Automa Decision cards** each turn.
- Fixed values specified on **Round Score tiles** at the end of each round (Automa doesn't gain points from the conditions themselves).
- **Area and Science Scoring** at the end of the game.
- **Note:** Automa never gains points for her Round Bonus tile.

Automa doesn't have a Planning display, Coins, Tools, Power, Bridges, City tiles, Competency tiles, or Palace abilities. This means that she never gains these components like a human player does.


In other words, the only components Automa will ever have are: the Buildings and Scholars she starts the game with, the Innovations she gains during the game, and the Round Bonus tiles.

Furthermore, Automa **never pays the cost of any action** she takes and does not need Spades to terraform. She doesn't need a key to advance to Level 8 in a Discipline.

Automa's actions are determined by various cards, mainly by the Automa Decision cards (see box, page 3).

GAME SETUP

Set up the game for 2 players as usual, but with the following changes:

1. Choose a **Difficulty level** for Automa (see page 4) and take the corresponding Difficulty Level card. Place it along the left side of the board. Use *Automalein*  for your first play(s).
2. In General Setup-step 2, use the double-sided **Automa Round Score tiles** instead of those from the multiplayer game. Flip the Automa Round Score tile to the side that shows the relevant round with a light marking. As in the base game, the Round Score tile with the Spade on its left side cannot be placed in Round 5 or 6.
3. In General Setup-step 3, use the **Automa Final Round Score tiles** instead of those from the multiplayer game. Place a random tile as usual.
4. In General Setup-step 11, place only 2 random **Palace tiles** next to the game board. Place Palace tile #17 (with the red back) next to them.
5. You are the Start player. Place your **Turn Order marker** on the top space of the left column on the Turn Order display.



Instead of the Faction and Planning Distribution or Drafting rules, do the following 4 steps (6–9):

6. Choose **your Faction** as follows:
 - I. Lay out 3 random Planning Display cards.
 - II. Add 2 random Faction tiles to each of these Planning Display cards.
 - III. Choose a set, take the corresponding Planning display, and select one of the two Factions.
 - IV. Return the Planning Display cards and the Faction tiles you didn't choose to the box; they won't be needed for this game.
7. Choose a **Faction for Automa**. Determine a play area for Automa and place the corresponding Automa Faction

card(s) in that area. For your first play(s) choose *The Simpletons*.

8. Choose a **Native terrain for Automa** different from yours. Give Automa the matching Automa Terrain Priority (ATP) card (See *Terrain priority*, page 4). The ATP's Terrain type is indicated by the top and bottom bars and the leftmost circles. Return the other ATP cards to the box; they won't be needed for this game.
Variant: You may use the ATP cards to randomly determine Automa's Native terrain type. Remove the ATP card with your Native terrain. Shuffle the rest and draw 1. Place the drawn card into Automa's play area. This is her Native terrain. Return the other ATP cards to the box; they won't be needed for this game.
9. Randomly select 5 **Round Bonus tiles**, placing them face-up in a horizontal line. Give Automa the first one. Then choose your own Round Bonus tile. Place 1 Coin from the supply on each of the three remaining Bonus cards.
10. For Automa skip the normal Personal Setup procedure. Give her the components of the color matching her Native terrain and distribute them as follows:
 - I. Place all her **buildings** in her play area.
 - II. Place all her **Scholars** in her play area.
 - III. Place 1 of her **Status markers** on each of the spaces marked 0 on the **Science display**. For each Discipline icon in the upper-left of her Faction card, advance the corresponding marker 1 Level.
 - IV. Follow any additional **setup** instructions on the **Automa Faction card** and familiarize yourself with any special rules for her Faction.
 - V. Place 1 of her **Status markers** on space 20 of the **Score track**, as usual.
 - VI. Place her **Turn Order marker** on the second space of the left column on the Turn Order display.
11. Perform the **Placement of the First Workshops** as described on page 3.
12. Create the **Automa Deck** as described on page 4.

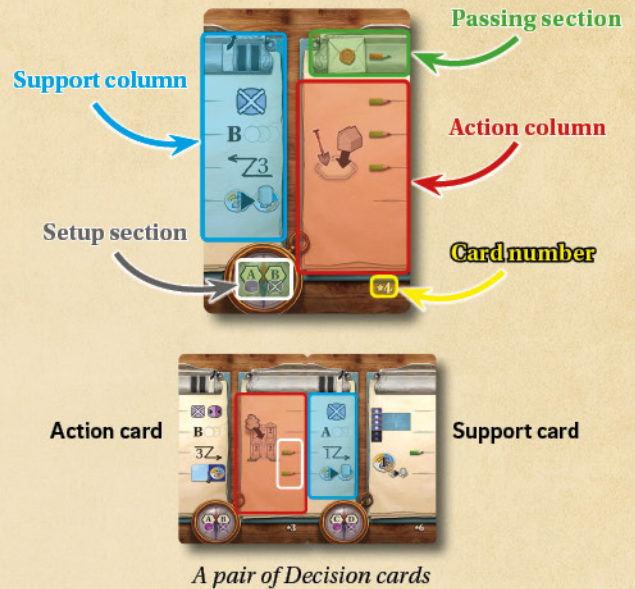
Automa Decision Cards

Automa Decision cards (called Decision cards from here on) are used to decide what Automa does on her turn. These are divided into sections as shown to the right. They might look intimidating at first, but you'll only need to use one or two parts of a card at a time. Each section and icon is explained later in this rulebook.

In Automa's turn, there are always two Automa Decision cards face up next to each other as a pair.

The left card is the **Action Card**. Only its **Action column** on the right side of the card is used. The right card is the **Support Card**. Only its **Support column** on the left side of the card is used.

The small **penicils** in the **Action column** indicate the part(s) of the **Support column** that *might* be needed to resolve the action.



Automa Faction Cards

There are 12 Automa Faction cards representing 10 different Factions. These are used by Automa instead of a Planning display. They show the name, the setup advances on the Science display (upper left), and the special rules for the faction.

Special rules may include the following:

- **Setup:** List of special setup steps for Automa.
- **Faction actions:** These actions are triggered when there is a Faction action icon on a Decision card. The individual actions are separated by lines.
- **Ongoing Benefits or Abilities:** Special rules that are always in effect.
- **End of Game Scoring:** Additional Final Scoring.

Unless stated otherwise, the text on Faction cards applies only to Automa.



Placement of the First Workshops

Automa places her initial Workshops after you place your first Workshop. Use the side of the **Initial Workshop Setup card** that shows the corresponding side of the game board.

1. Place your first Workshop
2. Draw a random **Decision card** and consult the Workshop placement letters and icons in its **Setup section** (lower left corner).
3. Match the **2 letters** on the Decision card with the corresponding letters in the hexes for Automa's Native terrain type on the Initial Workshop Setup card. Place 1 of Automa's Workshops on each of the corresponding hexes on the game board.
4. One letter shows a **Power token** beneath it. Place a Power token by the Workshop on the corresponding hex.

Designer's Note: In general, Automa will be building around each of her two initial Workshops, in the same way that players work towards building Cities. To differentiate between her two growing Areas, one Area will have a Power token placed with each Workshop. The other won't.

Designer's Note: Against Automa, you have a bit more knowledge and control over the initial state of the board. Placing your initial Workshop near the center of the board will increase the probability of having Automa Workshops close to yours at the start of the game.

Example: Automa's Native terrain is Wasteland (red). The Setup section shows A (marked) and B (unmarked).

Automa's Workshops are placed on the depicted hexes of the game board. The Workshop on hex A is marked with a Power token.









Automa's Buildings

- with a Power token are called **marked buildings**.
- without a Power token are called **unmarked buildings**.

GAME SETUP (CONTINUED)


Create the Automa Deck

1. Find **Decision cards 1–6** to create Automa's **Starting Deck**. Their card numbers are marked with an asterisk (*) to make them easier to identify. For Alptraua  difficulty, also find decision card 13. *1
2. Shuffle the remaining Decision cards and place them face down to the side as the **Reserve Deck**. They will be used later.
3. **Adjust** the Starting deck based on the chosen Difficulty level (see table below).
4. Shuffle the Starting deck and place it face down on the table. This is the **Automa Deck**. Turn its **2 bottommost cards** sideways so they are perpendicular to the rest of the deck.

Difficulty level	Adjustment to Automa's Starting deck
Automalein 	Remove card *3 from the Starting deck and place it on top of the Reserve deck, ensuring it gets added at the end of Round 1.
Automa 	No change.
Automächtig 	Add 1 card drawn face-down from the Reserve deck.
Ultoma 	Add 2 cards drawn face-down from the Reserve deck.
Alptraua 	Add 1 card drawn face-down from the Reserve deck and Decision card 13.

Automa's Difficulty Level

Automa's Difficulty level doesn't just affect her Starting deck. Depending on the current round, it also determines her **Sailing value** and the number of **points** scored with the *Gain Points* action (p. 6).

On *Automa*  difficulty her Sailing values are:

- Round 1 and 2: Sailing value 0
- Round 3 and 4: Sailing value 1
- Round 5 and 6: Sailing value 2



TIEBREAKERS

For many actions, Automa has to choose from several possible terrain hexes or other options. To do this, she uses different tiebreakers depending on the type of action. Since there are often several possible options, each action has a list of tiebreakers that Automa applies in the order shown. She always applies the next tiebreaker in the sequence to the valid options determined by the previous selection method.

Automa uses the following tiebreakers:

Closest / Shortest Distance

Some Automa actions use the term **Closest** or **Shortest Distance** when describing a tiebreaker. These terms are used interchangeably. The shortest distance is the path that requires the fewest intervening hexes to connect the two hexes being evaluated.

This path:

- may contain any number of River hexes.
- may contain hexes occupied by Automa's buildings.
- may **not** contain hexes occupied by your buildings. (The path must travel around them.)

At other times you need to find the shortest distance between Automa's marked and unmarked buildings. This is the shortest distance between the marked building and the unmarked building that are closest to each other.



Example: Shortest distance between marked and unmarked buildings.

Automa Terrain Priority

When using the **Automa Terrain Priority** tiebreaker, consult the two rows (A and B) on the ATP card.

The current Support card indicates which row to use (A or B).

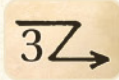
Follow that row from left to right. Compare each Terrain type with the valid hexes for the current action. Stop when you find a match. Automa chooses the matching hex(es).



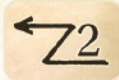
Directional Selection

When using **Directional Selection**, look at the zig-zag arrow with the number on the Support card.

If it goes from left to right, start at the upper-leftmost **valid** option, count through the valid options in English reading order, and pick the option where you stop counting.



If it goes from right to left, start at the lower-rightmost **valid** option, count through the valid options in reverse English reading order, and pick the option where you stop counting.



If you haven't finished counting when you reach the last option, wrap around and continue counting with the first option.

Some actions only have one row to choose from (e.g., Block Power and Book actions, Send a Scholar). You still count through that row in reading order or reverse reading order.

Example: Automa is looking for a Desert hex for her Terraform and Build action. The Deserts outlined with red are not valid since they are already occupied by a building. The Deserts outlined with black are the valid choices in the current situation.

The Support card depicts an arrow from left to right with a 3 so you go through the valid Deserts in English reading order (purple arrows) and pick the 3rd valid hex (purple checkmark). Automa will build her new Workshop on this hex.

Had the arrow instead been right to left with a 2, Automa would choose the hex marked with a light blue checkmark (reverse English reading order).



Example: Selecting a Power action using a $\leftarrow 4$ icon where 3 actions are already taken. The rightmost action (✓) is selected because you wrap around when counting.



3

2

1

4

AN AUTOMA TURN


You will take the first turn of the first round. Automa takes her place in the turn order just as a human player would. Her turns have the following structure:

1. Draw 1 Decision card (Draw 2 in the first turn of each round).
2. Automa either performs **all** actions on the **Action card** from top to bottom, or *passes* (see below).

Draw a Decision card

At the start of her **first turn** of each round, draw 2 Decision cards from the Automa deck. Place the second to the left of the first to form an aligned pair (See *Automa Decision cards*, page 3).

At the start of the remaining Automa turns, proceed as follows:

1. Slide the previous Action card to the right, on top of the previous Support card. It is the Support card for this turn.
2. If the Automa deck is empty, Automa passes. Skip to the *Passing* rules (see below). Otherwise:
3. Draw 1 card from the Automa deck and place it to the left of the Support card. It is the Action card for this turn.
 - a. If the card drawn is 1 of the bottommost 2 (perpendicular to the others), **and** there's a  in the **Passing section** of this card (upper right), ignore the rest of the card. Automa passes. She does not perform any actions. Skip to the *Passing* rules.

- b. Otherwise, Automa performs all actions as depicted on the Action card (see *Perform the Actions on the Action Card*, page 6).

Passing

When Automa passes, use this procedure:

1. Automa gains the fixed number of points depicted in the lower-right corner of the current Round Score tile (but only **once**).
2. Automa takes the Round Bonus tile indicated by the arrow on the 3-bar icon on the **Support card**. If there are any Coins on the Round Bonus tile return them to the supply.



Example: The depicted icon indicates that Automa selects the middle Round Bonus tile.



AN AUTOMA TURN (CONTINUED)

- Place Automa's previous Round Bonus tile in the **same position** as the Round Bonus tile she just took.
- Collect all Decision cards from the current round (the current Action card, the Support card pile, and any remaining cards in the Automa deck).
- Shuffle these together with the topmost card drawn face down from the Reserve deck. These cards become the Automa deck for the next round.
- Turn the bottom 2 cards perpendicular to the rest.
- Move Automa's Turn Order marker to the topmost free space in the column for the next round on the Turn Order display.

When you pass and choose a new Round Bonus tile, place your previous Round Bonus tile in the same position as the Round Bonus tile you just took.

Instead of flipping the Round Score tile during Phase III, remove it from the board.

Perform the Actions on the Action Card

If Automa didn't pass, she will carry out the actions indicated by the symbols in the **Action column** of the Action card from top to bottom, using the **Support column** of the Support card. These actions are described in the sections below.

If the Action card fails to produce a valid action, Automa doesn't perform any action this turn unless otherwise noted.

Example: This Decision card pair shows 2 actions: Upgrade and Gain Points. The small pencil along the right edge of the Action card aligns with the icon on the Support card that is used to carry out these actions (here Directional selection in reverse reading order: 1).



AUTOMA ACTIONS

Automa actions follow procedures with this format:

- Condition:** Unless otherwise noted, if the condition isn't satisfied, the action fails. Thus, Automa won't perform that action this turn. Proceed to the next action on the Action card (if any).
- Valid Options:** This step specifies a set of options that are valid for the action. If there aren't any valid options, skip the action and proceed to the next (if any).
- Tiebreaker:** This step provides a list of tiebreakers to be used when there are multiple valid options. Starting with the first tiebreaker, apply it to reduce the set of valid options. Continue applying tiebreakers until only a single valid option remains. For Faction actions, use the faction specific tiebreakers (as shown on Automa's Faction card) first. Then, if necessary, use the general tiebreakers.
- Execute:** This specifies what Automa does.

FACTION ACTION



Automa performs all the actions on her Faction card one after each other.

Perform all actions described on Automa's Faction card in English reading order. Where necessary, use elements on the Support card as you would with other Automa actions. The pencils along the right side of the Action card are there to remind you of this.

TAKE INNOVATION



Automa takes an Innovation, but gains nothing from it.

- Condition:** It is Round 3–6 and Automa has 0–2 Innovations.
- Valid Options:** All Innovations on the Innovation display.
- Tiebreaker:** Directional Selection.
- Execute:** Give Automa the chosen Innovation.

GAIN POINTS



Automa gains points.

Automa gains the number of points indicated in the icon.

If the Points icon shows an X, consult the Difficulty Level card.

It shows how many points X represents. The value depends on the current round.


Example: Here the value of X is 0 points in Rounds 1–2 and 1 point in Rounds 3–4.





TERRAFORM AND BUILD

Automa will build a Workshop near one of her two clusters of buildings, marked or unmarked. Of the possible hexes, she will generally focus first on those that cost the fewest Spades and then those that are closest to you. In some cases, Automa will narrow her choices to only those hexes that bring the two clusters closer to combining into an adjacent single Area in Reach. She does this to compete for Area scoring.


- Condition:** Automa has at least one Workshop to Build. Otherwise, perform an *Upgrade a Building* action.
- Valid Options:** Based on the marked/unmarked icon on the Support card, all empty Terrain hexes:
 - within Reach of any **marked** building, or
 - within Reach of any **unmarked** building.
 If the Support card also shows the  icon, valid hexes may be further limited by **Bring together**:

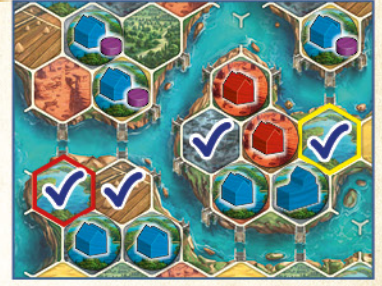
Bring together – If none of the marked buildings are in Reach of any of the unmarked buildings, the valid hexes are further limited to only those that would decrease the current shortest distance between marked and unmarked buildings. If there are none that would decrease it, all the hexes previously identified remain valid.
- Tiebreaker:**
 - Faction action tiebreaker, if built by a Faction action and the faction has one.
 - Automa Terrain Priority.
 - Hexes **closest** to any of **your** buildings.
 - Directional Selection.
- Execute:**
 - Place an Automa Native terrain tile if terraforming was required.
 - Place an available Automa Workshop on the selected Terrain hex.
 - If the closest (excluding ties) Automa building to the one just placed is a marked building, mark the new Workshop by placing a Power token on its hex.

If the *Terraform and Build* action cannot be executed, perform an *Upgrade a Building* action instead.


Tip: Until you get the hang of this, you can mark all valid Terrain hexes with Tools and remove them as you go through the tiebreakers to rule out the corresponding hexes.



Example: Automa is playing blue. With a Sailing value of 1, the hexes with a ✓ are all of those that decrease the distance from marked to unmarked: 



In this example, there's no specific Faction action tiebreaker.

Use Automa Terrain priority: 

Since Lakes are first, the valid hexes are limited to the outlined hexes.

Finally, the hex with the yellow outline is closest to any of **your** buildings. That hex is chosen and Automa places a Workshop there. Don't place a Power token because that hex is closer to an unmarked Automa building.



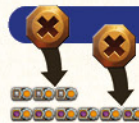
UPGRADE A BUILDING

If she can, Automa will always upgrade a Workshop next to you. Otherwise, she simply tries to avoid giving you power.

- Condition:** Automa can upgrade.
- Valid Options:** Any building Automa can upgrade.
- Tiebreaker:**
 - Automa Workshops adjacent to any of your buildings. Otherwise, any building that Automa can upgrade.
 - Giving you as little power as possible.
 - Directional Selection.
- Execute:** Replace the chosen building with the highest Power value building it can be legally upgraded to.

In other words: Automa will upgrade a Guild to her Palace rather than upgrading to a School.

Note: Automa **does not** gain a Competency tile when upgrading to a School or the University.



BLOCK POWER AND BOOK ACTIONS

Automa will place one X-token on a Power action and a second one on a Book action.



- Condition:** There is at least one Power action without an X-token.
- Valid Options:** All Power actions on the game board not covered by an X-token.
- Tiebreaker:** Directional Selection.
- Execute:** Place an X-token on the selected Power action. Automa gains no benefit from this.
- Repeat Steps 1–4,** but replace “Power action” with “Book action”.


AUTOMA ACTIONS (CONTINUED)



SEND A SCHOLAR

Automa will place Scholars and advance on the Science display to compete with you. The Discipline she chooses will either be based on the Discipline featured on the current Round Score tile or the track where her Status marker is closest to your Status marker.

1. **Condition:** Automa can advance in a Discipline.
2. **Valid Options:** All Disciplines without a marker on Level 12. *Remember: Automa doesn't need a key to advance to Level 8 of a Discipline.*
3. **Tiebreaker:** Depending on the icon shown on the Support card, Automa will either try to advance per the Round Score tile  or Catch-up .
 - a. **Round Score tile:** The Discipline matching the color of the Automa icon on the current Round Score tile. If this isn't a valid Discipline, use the Catch-up tiebreaker.
 - b. **Catch-up:**
 - I. The Discipline where Automa's marker is at 0.
 - II. The Discipline where Automa's marker is closest to your marker; it can be on the same Level or above or below you.

II. The Discipline where Automa's marker is closest to the highest marker; it can be on the same Level or above or below the highest marker. 

III. Directional Selection.


4. **Execute:**
 - a. Place an available Automa Scholar on the highest-valued Scholar space below the chosen Discipline and advance Automa's marker the corresponding number of Levels.
 - b. If Automa has no more available Scholars, or if there's no empty Scholar space available below the chosen Discipline, advance Automa's marker 1 Level in that Discipline without placing a Scholar.



ADVANCE 1 LEVEL IN 1 DISCIPLINE

Automa advances 1 Level in 1 Discipline without placing a Scholar.

1. **Condition:** Automa can advance in a Discipline.
2. **Valid Options:** All Disciplines without a marker on Level 12. *Remember: Automa does not need a key to advance to Level 8 of a Discipline.*
3. **Tiebreaker:**
 - a. The Discipline where Automa's marker is at 0.
 - b. The Discipline where Automa's marker is closest to your marker; it can be on the same Level or above or below you.

b. The Discipline where Automa's marker is closest to the highest marker; it can be on the same Level or above or below the highest marker. 

c. Directional Selection.

4. **Execute:** Advance Automa's marker 1 Level in the chosen Discipline.

END OF GAME AND FINAL SCORING

Automa participates in the Science and Area Scoring like a human player, and thus receives points. For the Area Scoring, she uses the highest Sailing value on the Automa Difficulty Level card. Since Automa has no resources, she receives no points in the Resource Scoring. Finally, Automa receives points from Endgame Scoring on her Faction card, if applicable.



2-PLAYER WITH AUTOMA

As a variant in a 2-player game, you can also add Automa to turn it into a 3-player game. Automa is not intended to completely replace a 3rd player, but she does bring a different feel to a 2-player game.

Use the Automa rules with the following changes:

Setup:

- Automa must use *The Simpletons* as her faction.
- The human players choose starting player amongst themselves as usual; Automa always starts 3rd.
- After you chose your Factions, shuffle the unselected Round Bonus tiles and give Automa a random one. Thus, there are 6 Round Bonus tiles in the game (as in a normal 3-player game).

General:

- Any place the word your (you, yours, or similar) refers to the single human player, it refers to all human players.
- In some places a rule is immediately followed by a similar rule in a light blue box, ignore the original rule and use the rule in the box instead.

Upgrading: "giving you as little power as possible" means the least total power given to all human players combined.

Tiebreakers: For all Automa tiebreakers involving the human players (e.g. distance from, power given), she will always consider both human players when choosing.