

TAPESTRY

ARTS & ARCHITECTURE

AUTOMA & SHADOW EMPIRE

Solo and 2-player Variants

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2-PLAYER SHADOW EMPIRE VARIANT RULES

If you play with the 2-player Shadow Empire variant, 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 Shadow Empire.

Shadow Empire's Twin Impact variant is compatible with the 2-player Shadow Empire variant.

RULES FOR SOLO PLAY

BEFORE YOUR FIRST PLAY

Replace the following 10 Automa decision cards provided in the base game (card IDs: 1, 2, 4, 5, 8, 10, 13, 15, 17, and 19) with the new ones provided in this expansion. The old ones should be thrown away.

If you have the Plans and Ploys expansion, replace the Hucksters/Trailblazers civilization card with the new one provided in this expansion. The old one should be thrown away.

COMPONENTS

1 scoring overlay tile



10 replacement decision cards



2 Automa civilization cards



2 Arts and Architecture income cards



1 Arts and Architecture player aid card



1 replacement card for the Automa Hucksters/Trailblazers civilization card from the Plans and Ploys expansion



PLANS AND PLOYS COMPATIBILITY

The Plans and Ploys expansion is not required for the Arts and Architecture expansion.


The scenarios from the Plans and Ploys expansion are not compatible with any part of this expansion. If not playing those scenarios, you may mix and match expansions as you like.

SETUP





Remove the Granges tapestry card from the game, in addition to any components removed in the core and other expansion Automa rulebooks.

Place the scoring overlay tile on top of the technology and exploration scoring icon on the Automa's income mat.

For difficulty levels 1 – 4, cover the income chart of the Automa's income mat with the corresponding Arts and Architecture income card. Levels 5 – 6 still use the income chart as printed on the Hard side of the income mat.

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.
3. For difficulty levels 3 and 4,  : Draw 2 more landmark cards, place both landmarks in the  box on the Automa's income mat and discard the cards.




Note: Only do this step when playing Tapestry with the Arts track.

BENEFITS AND INCOME TURNS

The Automa gains these new benefits on the Arts track:

  : Roll  until it shows one of the indicated tracks. Carry out the corresponding advancement.

: Discard the 3 face-up masterpiece cards and replace them.

During income turns, the Automa gains points from the Arts Track as it does for the Technology and Exploration Tracks, as shown on the scoring overlay tile placed during setup.

FAVORITE TRACKS

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

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

Note: This is the same rule as in the Plans and Ploys expansion, repeated here in case you don't have that expansion. Use this method when playing the core game, as well.



VARIANT: SHADOW EMPIRE'S TWIN IMPACT

With the addition of the Arts Track, you might want to increase the competition for landmarks.

With Twin Impact, Shadow Empire controls two sets of player tokens, both moving along the tracks each turn.

Note: Shadow Empire is still considered a single bot; it's just more powerful.

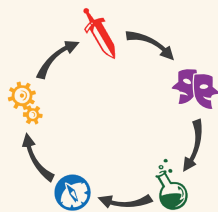
During Setup, choose an unused color for Twin Impact and place 1 player token of that color on the starting space of each advancement track.

SHADOW EMPIRE ADVANCES

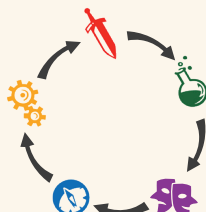
Each time Shadow Empire advances on a track, its Twin Impact occurs, if possible: advance the Twin Impact token on the track 1 track clockwise from the one Shadow Empire advanced on.

Shown below are all four possible locations for the Arts track.

***Note:** The Arts track is always considered 1 track clockwise from the track it is placed beside.*



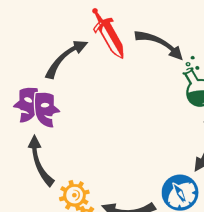
Arts track next to **Military**




Arts track next to **Science**



Arts track next to **Explore**





Arts track next to **Technology**

Any landmarks taken by Twin Impact are placed in the  box on Automa's income mat.

The Twin Impact's tokens cannot earn the "complete any advancement track" achievement.

SPECIAL CASES WITH TWIN IMPACT

Neighbors ( or ): For rules that consider neighbors, Twin Impact tokens are ignored. Automa and Shadow Empire are the player's neighbors.

Landmarks gained by Twin Impact do not trigger the Historians' ability.

The Chosen gain 3 VP instead of '1 VP per opponent' for their achievement track ability.



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