TAPESTRY
AUTOMA

Rules for solo play

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COMPONENTS

1 double-sided Automa income mat

22 decision cards

2 Automa income cards

2 Automa civilization cards

2 Automa player aid cards

INTRODUCTION

This rulebook introduces a system for adding two artificial players, the Automa and the Shadow Empire. They take the place of human players and are collectively known as bots.

You can use the Automa and the Shadow Empire together to play by yourself or you can use just the Shadow Empire with 2 human players. For the latter, read the separate rule sheet.

To reduce your effort, the Automa and Shadow Empire play by their own simpler rules. Any rule not explicitly overridden here is still in effect, which includes you following the multiplayer rules.

> **Designer's Note:** *Our artificial opponents got the name "Automa" from the Italian word for "automaton," chosen because the first opponent we made was for the game Viticulture, which is set in Italy. Well, the Shadow Empire didn't get its name this way.*

COMPONENTS TO REMOVE

Remove these tapestries from the game: Age of Sail*, Alliance, Coal Baron*, Dictatorship, Diplomacy*, Espionage*, Marriage of State, Oil Magnate, Olympic Host, Steam Tycoon*, Trade Economy*, and 2 traps.

Remove these civilizations from the game: Futurists*, Heralds*, Inventors*, and Traders.

These components may be used, but they will either unfairly benefit or hurt you.

SETUP

Set up as you would for a 3-player game except that you always start on the territory labeled "2/4" no matter which capital city mat you're using.

Set up for yourself following the normal rules, then for the **bots:**

1. Choose a color for the Automa. Give it the following components and nothing else:
   a. The Automa income mat with the normal side up.
   b. All outposts of its color. Place 2 of them on the territory labeled "3/5".
   c. All player tokens of its color: Place 1 on 0 VP and 1 on the starting space of each advancement track.
   d. Roll the science die and place the Automa civilization card side with the corresponding icon face-up on the Automa's income mat.
   e. Place 1 of the Automa's outposts next to the track indicated by the heart icon on its civilization card. **This is the Automa's favorite track.**

2. Choose a color for the Shadow Empire. Give it the following components and nothing else:
   a. All outposts of its color.
   b. Five player tokens. Place 1 on the starting space of each advancement track. Set 1 aside.
   c. Roll the science die until you get a track different than the Automa's favorite track. Place 1 of its outposts by this track. **This is the Shadow Empire's favorite track.**

3. Shuffle decision cards 8-22 (they have rectangles in the bottom right corner—the color is irrelevant) to form the face-down **progress deck.** | 18 | 9 |

4. Shuffle the topmost card from the progress deck and the 7 remaining decision cards (1-7, with a circle in the bottom right corner) to form the face-down **decision deck.**   (3)

THE SHADOW EMPIRE

The Shadow Empire increases the competition for landmarks and the "complete any advancement track" achievement.
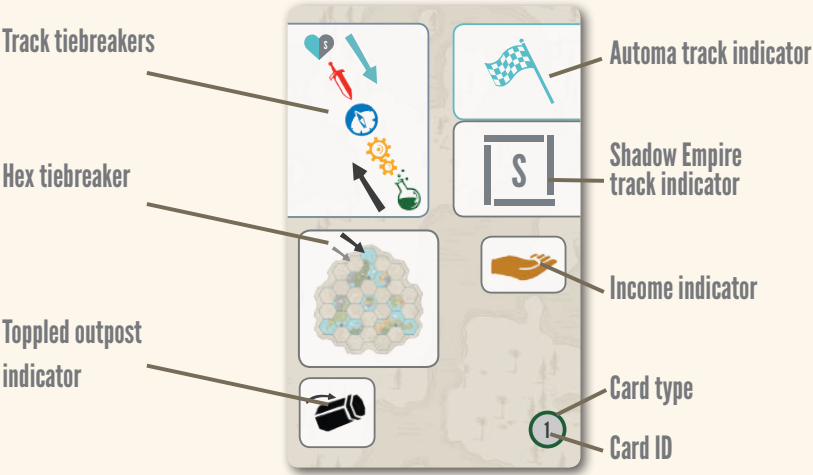
- It follows a small subset of the Automa's rules.
- It functions as a neighbor and opponent for both you and the Automa.
- Note that it never places its outposts; those are instead placed as part of the Automa's conquer actions.

WHAT THE BOTS NEVER GAIN
The bots only gain what's explicitly mentioned in this rulebook (e.g., they never gain income buildings or resources, and the Shadow Empire also never gains VP).

ANATOMY OF A DECISION CARD
Decision cards consist of several elements:

Track tiebreakers

Hex tiebreaker

Toppled outpost indicator

Automa track indicator

Shadow Empire track indicator

Income indicator

Card type

Card ID

The Card ID number has no gameplay function. The other card elements are explained later.

A DECISION CARD PAIR
Decision cards are placed as pairs on the table to determine what the bots do:

Active section

Track card
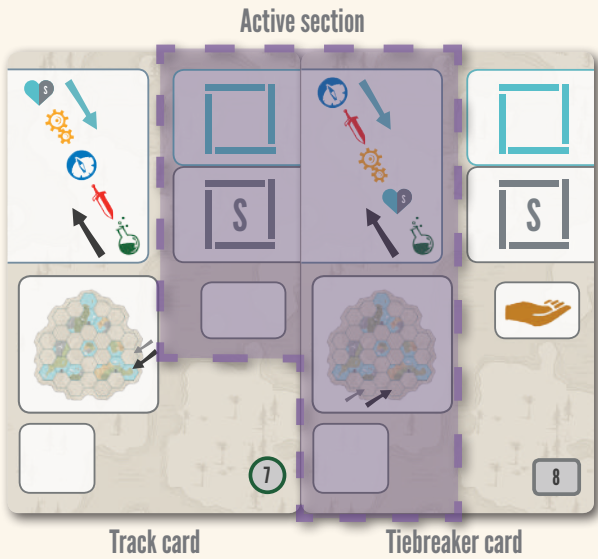
Tiebreaker card

The left card is called the track card and the right card is called the tiebreaker card. Only the active section (highlighted in purple) is used during the turn.

A BOT TURN
The bot pair take their turn together either before or after you depending on whether you're first player or not.

If you need to draw a decision card and the decision deck is empty, the bots take an income turn (see *Income Turn* on p. 4). Otherwise follow this procedure:

1. Discard the decision card pair from last turn (if any).

2. Draw the topmost 2 cards of the decision deck and place them face up randomly as a decision card pair.

3. If the decision deck is now empty and the track card has an income icon, the bots take their income turn and you skip the last step of this procedure.

4. Otherwise:

   a. Advance on a track for the Automa.

   b. Advance on a track for the Shadow Empire.

You can look through the discard pile at any time.

ADVANCE ON A TRACK
The blue track indicator icon on the track card defines one or more valid tracks for the Automa. The Shadow Empire uses the same icons in grey and with an "S" on them.

The valid tracks are:

All tracks where the bot hasn't reached the end.

The track(s) with the shortest distance from the bot's token to either an unclaimed landmark or the end of the track. Ignore tracks where it has reached the end.

The track(s) with the shortest distance from the bot's token to the end of the track. Ignore tracks where it has reached the end.

If more than one track is valid, the bot advances on the track that's first in the track tiebreaker section on the tiebreaker card—top to bottom for the Automa and bottom to top for the Shadow Empire.

Indicates the bot's favorite track.

Example: If the military and technology tracks are valid for an Automa advance, the tiebreakers on the right would make it pick the technology track.

BENEFITS

- When advancing to a new space the Automa only gains benefits from icons that are listed in this chart. Benefits and text not shown here are ignored.
- If a benefit is granted multiple times on a space, the Automa only gains it once.
- The Shadow Empire never gains benefits.
- Neither bot gains bonuses.

NORMAL BENEFIT	AUTOMA BENEFIT
💎 or 💎	Roll and advance on the indicated track (with or without the benefit).
🟧	Discard all 3 face-up tech cards and replace them.
🗼 or 🗼 ANYWHERE	See *Conquer*.
⬡ or ⬡ ANYWHERE	See *Explore*.
⚔ / 🧭 / ⚙ ⚔ / ⚙	Roll 💎 until it selects one of the indicated tracks. Carry out the corresponding advancement/regression.
🟩	Give the Automa a tapestry card face down next to its mat.

> *Designer's note: The Automa implements these icons (and not others) because they relate to interactions between players.*

LANDMARKS

If **either bot** gains a landmark, place it in the 🏛 box on the Automa's income mat. All landmarks there belong to the Automa.

THE HEX TIEBREAKER

All procedures for placing tiles and outposts on the board use the hex tiebreaker to choose 1 hex among a set of valid hexes.

Using the hex tiebreaker icon on the tiebreaker card, start with the hex that the black arrow points to. Look at the hexes in order along the row in the direction indicated by that arrow.

If you don't reach a valid hex, go on to the row pointed at by the gray arrow, then the row beyond that, etc. Continue until you reach a valid hex. The Automa chooses this hex.

Example: The hexes with purple borders are the valid hexes for an explore action. Using the hex tiebreaker icon on the left you go through the hexes in the numbered order.
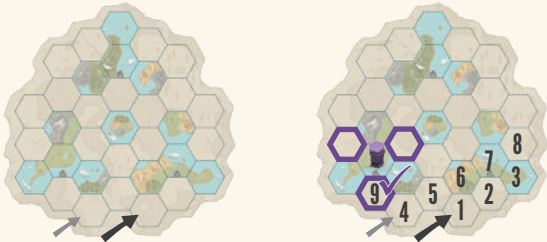
The first valid hex you reach is the one labeled 9, so the Automa places a territory tile there.

DISTANCE

Some of the Automa actions refer to a hex closest to a specific hex. This is the hex that is the fewest hexes away, not "as the crow flies", but via the shortest path of hexes with 0 Automa outposts and 0-1 of your tokens (i.e., a path along which the Automa could do a series of conquests). The path can include empty hexes.

CONQUER

The Automa's conquer actions are divided into 2 different procedures:

1. If the Automa can legally conquer a territory you control, carry out the *Conquer Opponent* procedure.

2. Otherwise carry out the *Conquer Neutral* procedure.

CONQUER OPPONENT

Valid territories: All territories you control, which the Automa can legally conquer, are valid.

Tiebreakers

1. If the Automa can still gain the "middle island" achievement, only the valid territories closest to the middle island remain valid.

2. Use *the hex tiebreaker* to pick one territory among the valid ones.

Action: Place an outpost from the Automa's supply on the chosen territory and topple your outpost, or the Automa's outpost if you play a trap.

CONQUER NEUTRAL

Valid Hexes

1. All hexes that can legally be conquered or explored by the Automa are valid.

2. Hexes adjacent to territories you control are only valid if a 🎴 icon is on the tiebreaker card.

If there are no valid hexes, skip the action.

Tiebreakers

1. If the Automa can still gain the "middle island" achievement, only the valid hexes closest to the middle island remain valid.

2. If you control any territories that have a single token on them, only valid hexes closest to such territories remain valid.

3. If you don't control a territory with a single token on it, only valid hexes closest to any territory you control remain valid.

4. Use *the hex tiebreaker* to pick one hex among the valid ones.

Actions

1. If the Automa is conquering an empty hex: Draw a territory tile and place it face-up with a random orientation on the chosen hex.

2. Place an outpost from the Automa's supply (of its own color) on the conquered territory.

3. If the 🎴 icon is on the tiebreaker card and the conquered terrain isn't the middle island, place one of the Shadow Empire's outposts toppled on the territory.

EXPLORE

Valid hexes: All hexes that the Automa can legally explore are valid. If there are none, skip this action.

Tiebreakers

1. If the Automa doesn't have military as its favorite track, then only the valid hexes furthest from territories you control remain valid.

2. Use *the hex tiebreaker* to pick one hex among the valid ones.

Action: Draw a territory tile and place it face up with a random orientation on the chosen hex.

TRAPS

If you conquer a territory controlled by the Automa and it has any tapestry cards next to its mat:

1. Discard one of its tapestry cards at random.
2. If that card was a trap, the Automa retains control of the territory and your outpost enters play toppled.
3. Repeat this procedure until the Automa either discards a trap or runs out of tapestry cards.

ACHIEVEMENTS

- The Automa earns achievements and the VP from them in the same way as you, except that only your outposts count towards the "topple 2 opponent outposts" achievement.
- The Shadow Empire can only earn the "complete any advancement track" achievement but gains no VP from doing so.

INCOME TURNS

The Automa gains what's listed on the income chart on its mat, top to bottom, left column first.

If the Automa takes an action during an income turn that requires tiebreaking, draw and use the top card of the progress deck in turn 1 (reshuffle afterwards) and the latest tiebreaker card in income turns 2-5.

If a bot's token has reached the end of its favorite track or if there's a further advanced token there, then its favorite track becomes the track that would be chosen by 🏛 or 🏚. Move its "favorite" outpost there (it could be the same track or the favorite of the other bot).

Advance track tokens of both bots using the most recent decision card pair. The Automa gains the benefits (if any). This means that the Automa will do an advance and gain income during a single turn. It also means that the most recent card pair is sometimes used twice.

The Automa gains the income turn bonus (if any) from its civilization card.

The Automa gains VP for each landmark on its mat and for each controlled territory.

The Automa gains VP for each space advanced on each of the indicated tracks.

For each of the VP icons, multiply the number of advancements/landmarks/territories by the leftmost multiplier not covered by a tapestry card.

Note that contrary to human players, the Automa gains VP before playing a tapestry card and it almost exclusively gains VP during income turns.

If the Automa is the first to start a new era, it gains the VP shown.

Example: During income turn 3, the multipliers are x2, x1, and x1, respectively. This means that the Automa gains 2 VP per territory it controls, 2 VP per landmark on its mat, 1 VP for each advance on the military and science tracks, and 1 VP for each advance on the exploration and technology tracks. If it was the first to start a new era, it also gains 3 VP.

Add the 2 topmost cards from the progress-deck to the decision deck discard pile.

Place a card from the tapestry deck (not from the Automa's tapestry cards) face down on the leftmost empty tapestry space on the Automa's income mat.

Shuffle all the decision deck cards from the most recent era (including any gained this income turn) to form a new face-down decision deck.

GAME END

Determine the winner following the instructions in the normal rulebook. The Shadow Empire doesn't participate in determining the winner at the end of the game. Only you or the Automa can win.
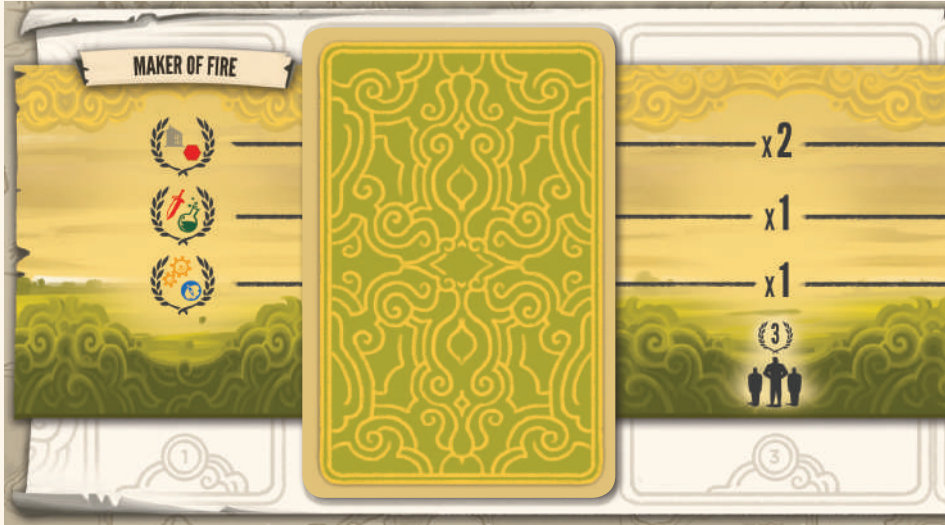
DIFFICULTY LEVELS

You can choose one of the difficulty levels below to get the level of challenge you want. The setup instructions use "Automa the Average". For levels 1, 3, and 4 you must cover the income chart of the Automa's mat with the corresponding income card. For levels 5 and 6, flip the Automa's mat to the Hard side.

- Track icons indicate track advances to be performed in the usual way, as the first event in income turn 1.
- On level 6, the Automa starts with an extra civilization (your choice). That civilization card's favorite track has no effect. During income turns, apply the effects of the first civilization before the second.

	INCOME TURN 1: YOU	INCOME TURN 1: BOTS	INCOME MAT
1—Automa the Underachiever	🗡🧭⚙🧪		Normal
2—Automa the Average			Normal
3—Automa the Slightly Intimidating			Normal
4—Automa the Somewhat Awesome			Normal
5—Automa the Definitely Awesome		Advance on favorite track	Hard
6—Automa the Crusher of Dreams		📜🗡🧭⚙🧪	Hard

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