# Terra Mystica
## Automa

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

## Introduction

This expansion introduces a system for adding an artificial player called Automa. She takes the place of a human player so that you can play Terra Mystica solo.
In addition to the base game, this rulebook includes rules to support the **Fire & Ice** and **Merchants of the Seas** expansions. Rules for these expansions are highlighted by these colors and icons. If you are not including a particular expansion ignore any rules in that color.

*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.*

**2-player plus Automa variant:**
Rules in boxes like these are exclusively for the 2p plus Automa variant. Complete instructions for the variant are found at the end of the rulebook.

## Components

13 Automa Decision cards



12 Automa Faction cards



3 Automa Difficulty level cards



2 Achievement cards and 6 Achievement tokens for the Gognomes faction





7 Automa Terrain priority (ATP) cards



5 Automa Initial Dwelling map cards



9 replacement Scoring tiles and 1 Game end token
*These replace their matching components from the base game and one promo Scoring tile.*





3 Player Aid cards



3 MotS Automa Decision cards, identified with



12 MotS replacement Scoring tiles, identified with



1 MotS reminder tile, identified with



# 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 of the multiplayer game. Other than those overrides, the game plays like a normal 2-player game.

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

- Fixed or variable values specified on the Automa cards each turn.
- Fixed values specified on Scoring tiles at the end of each round (Automa does not gain Victory points from the conditions themselves).
- Cult scoring and Area scoring at the end of the game.
- Final Scoring tiles when using them.

Automa doesn't have a Faction board, Coins, Workers, Power, Bridges, or Town tiles. This means that she never gains these components when a human player would.

Automa doesn't have a Shipyard board, Ships, Merchants, Range tiles, or Dock markers. Do not use the *Most Trade Markers* Final Scoring tile.

Stated another way, the only things Automa will ever have are the Structures and Priests she starts the game with, the Favor tiles she gains during the game, and the bonus card she takes when passing.

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 space 10 on a Cult track.

During play Automa uses several types of cards to determine her actions.

# AUTOMA CARDS

There are two main types of Automa cards: Faction cards and Decision cards. The other three supporting types of Automa cards are explained later.

## AUTOMA FACTION CARDS

There are 12 **Automa Faction cards** representing 10 different factions. These are used by Automa instead of a Faction board. They show the special rules for her faction. Special rules may include:

- **Setup**: List of special setup steps for Automa.
- **Faction Actions**: Actions triggered when a Faction action symbol is shown on an Automa Decision card.
- **Ongoing Ability**: Special rule that is always in effect.



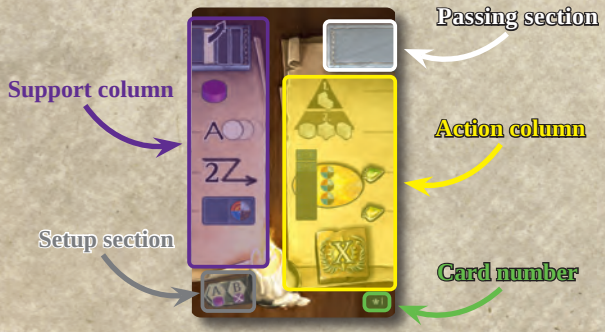
*Faction action symbol*

The text on an Automa Faction card applies only to her unless stated otherwise.



## AUTOMA DECISION CARDS

**Automa Decision cards** are used to decide what Automa does on her turn. These are divided into sections as shown below. 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.




## USING TWO DECISION CARDS TOGETHER

At the beginning of Automa's first turn in each round you will place two Decision cards face-up next to each other.

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




# SETUP

## GENERAL SETUP

Set up the game as normal with the following changes:

1. Choose a Difficulty level for Automa and take the corresponding Difficulty level card. Place it along the left side of the board. Use *Automalein* for your first play(s).

2. Use the double-sided Automa Scoring tiles instead of those from the game. Place the side face-up that shows the relevant round. As in the base game, the Scoring tile with the Spade on its left side cannot be placed in Round 5 or 6. Use the double-sided MotS Automa Scoring tiles, instead.



3. Place the new Game end token as usual but only cover the top right quarter of the Round 6 Scoring tile.




4. You're the first player. Take the Starting player token.

5. Choose your faction.

6. Choose one of the Automa factions and give her the corresponding Automa Faction card. For your first play(s) choose *The Simpletons*.

7. Choose a Home Terrain type (color) that is different from yours and give Automa the matching Automa Terrain priority (ATP) card (See *Automa Terrain priority Cards* on page 6). The ATP's Terrain type is indicated by the top and bottom bars and the leftmost circles.

8. For Automa skip the normal faction setup procedure and instead:
   a. Give her all Structures of her color.
   b. Return 2 Automa Dwellings to the box. They will not be used.
   c. Return 2 Automa Trading houses to the box. They will not be used.
   d. Give her all Priests of her color.
   e. Place her Markers on the Cult track. For each Cult symbol in the upper left of her Faction card, advance the corresponding Marker.
   f. Follow any additional setup instructions on the Automa Faction card and familiarize yourself with any special rules for her faction.
   g. Place a Marker of Automa's color on space 20 of the Victory point track (as normal).
   h. Give her all Trade markers and the Shipyard in her color.
9. Shuffle the 5 Bonus cards that were drawn earlier and place them face-up in a horizontal line. Give Automa the first one. Choose your own Bonus card.
10. Perform *Initial Dwelling Placement* as described in the next section.
11. *Build the Automa Deck* as described to the right.

## INITIAL DWELLING PLACEMENT

Automa places her initial Dwellings after you place your first Dwelling. Select the Automa **Initial Dwelling map card** for the map you are using and refer to it as you:

1. Place your first Dwelling.
2. Draw a random **Automa Decision card** and consult the Dwelling placement letters and purple circle in its Setup section (lower left corner).
3. Match the 2 letters on the Decision card with the corresponding letters in the spaces for Automa's Home Terrain type on the Initial Dwelling map card. Place Automa's Dwellings in the corresponding spaces on the Game board.




4. When placing the Dwelling for the letter with a purple circle beneath it, also place a Power token in the space with that Automa Dwelling.

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

## BUILD THE AUTOMA DECK

1. Separate out Automa Decision cards 1–5 to build Automa's Starting deck. Their card numbers are marked with an * to make them easier to identify.




   Replace the cards labeled *2 and *4 with *2 and *4. *2 and *4 are not used.

   Set aside the card labeled . It will be needed when Automa passes in Round 2 as explained in the *Passing* section (page 7). Place the MotS reminder tile, beside the Scoring tile for Round 2.
2. Shuffle the remaining Automa Decision cards face-down and place them off to the side as the **Reserve Deck**. They will be used later.
3. Adjust the Starting deck based on a 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 | Adjustment to the 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 1 card drawn face-down from the Reserve deck. |
| Alptrauma | Add 2 cards drawn face-down from the Reserve deck. |

# TERMINOLOGY / DEFINITIONS

## MARKED / UNMARKED STRUCTURES

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

Automa's Structures with Power tokens on the spaces they occupy are called **Marked Structures**. Automa Structures without Power tokens on their spaces are called **Unmarked Structures**.

## AUTOMA'S SHIPPING VALUE

Automa's Shipping value is shown on the **Difficulty level card** and will increase over the course of the game. On *Automa* difficulty her Shipping values are:

Rounds 1 and 2: Shipping 0
Rounds 3 and 4: Shipping 1
Rounds 5 and 6: Shipping 2



## AUTOMA'S RANGE

All Terrain spaces directly or indirectly adjacent to one of her Structures are within Automa's **Range**. Remember to include *Automa's Shipping value*.

# TIEBREAKERS

During play, many actions require that Automa select one Terrain type or space from among a set of valid choices. Use the following tiebreakers to select the correct option.

## 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 spaces to connect the two spaces being evaluated.

This path:

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

At other times you need to find the **shortest distance between marked and unmarked Structures**. This is the shortest distance between the marked Structure and the unmarked Structure that are **closest** to each other.




*Example: Shortest distance between the blue Dwelling and Trading house.*




*Example: Shortest distance between marked and unmarked Structures.*

## AUTOMA TERRAIN PRIORITY (ATP) CARDS

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.




Go through that row from left to right. Compare each Terrain type with the valid spaces for the current action. Stop when you find a match. Automa chooses the matching space(s).

## DIRECTIONAL SELECTION

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

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




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




If you go past the last option, continue counting with the first option.

Some actions only have one row to choose from (Block Power action, Advance Cult track, Take Favor tile). You still count through that row in reading order or reverse reading order.

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






*Example of Directional Selection: Automa is on the lookout for a Desert to build on. The red marked Deserts are not valid since they are already occupied by a Structure.*

*The black marked Deserts show the valid choices in the current situation.*

*The Support card shows 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 space (purple checkmark). Automa will build her new Dwelling on this Terrain.*

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

# 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 Automa Decision card (Draw 2 in the first turn of a round).
2. Perform the actions on the **Action card** from top to bottom or pass (explained below).

## DRAW AN AUTOMA 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 *Using Two Decision Cards Together*, page 3).

At the start of the remaining Automa turns:

3. Slide the previous Action card to the right, on top of the previous Support card. It is the **Support card** for this turn.
4. If the Automa deck is empty she passes. Skip to the *Passing* rules. Otherwise:
5. 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  icon in the Passing section of this card, ignore the rest of the card. Automa passes. She does **not** perform any actions. Skip to the *Passing* rules.
   b. Otherwise, Automa performs the actions as shown on the Action card.

## PASSING

When Automa passes use this procedure:

1. Automa gains a fixed number of Victory points as shown in the lower right corner of the current Scoring tile.




2. Automa takes the Bonus card indicated by the arrow on the 3-bar icon on the **Support card**. If there are any coins on the Bonus card return them to the general supply.



*Example: The icon shown here indicates that Automa selects the middle Bonus card.*

3. Place Automa's previous Bonus card in the same position as the Bonus card she just took.
4. Collect all Automa Decision cards from the current round (the current Action card, the Support card pile, and any remaining cards in the Automa deck).
5. Shuffle these together with the topmost card drawn face-down from the Reserve deck. These cards become the Automa deck for the next round.

   When Automa passes in Round 2, add the card labeled  in addition to the usual Reserve deck card.
6. Turn the bottom 2 cards perpendicular to the rest.
7. If Automa passed **before you** did give her the Starting player token.

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

Instead of turning the Scoring tiles face-down during the Clean-up phase, remove them 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.

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

*Example: The Decision card pair shown to the right has Upgrade, Take Favor Tile, and Gain Victory points actions. The small arrows along the right edge of the Action card align with the icons on the Support card that might be used to carry out these actions.*



# AUTOMA ACTIONS

Automa actions follow procedures with this format:

1. **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).
2. **Valid Options**: This step specifies a set of options that are valid for the action. If there are none, skip the action and proceed to the next (if any).
3. **Tiebreaker**: If Automa has multiple valid options go through the tiebreakers from top to bottom until only one valid option remains. For Faction actions use any faction-specific tiebreakers shown on Automa's Faction card before applying the general ones.
4. **Execute**: This specifies what Automa does.

## FACTION ACTION

Perform the actions described on Automa's Faction card from top to bottom. Where necessary, use any element on the Support card as you would with other Automa actions. The yellow arrows along the right side of the Action card are there to remind you of this.

## BLOCK POWER ACTION

1. **Condition**: There is at least one Power action without an Action token.
2. **Valid Power Actions**: All Power actions on the game board not covered by an Action token.
3. **Tiebreaker**: Directional Selection.
4. **Execute**: Place an Action token on the selected Power action. Automa gains no benefit from this.

Perform an additional Block Power Action with the following change:

2. **Valid Power actions**: All Power actions on the Merchants Power Action board not covered by an Action token.

## GAIN VICTORY POINTS

Automa gains the number of Victory points shown in the icon.

If the Victory points icon shows an **X** consult the Difficulty level card. It shows how many Victory points **X** represents in
Rounds 1–2 (bottom section),
Rounds 3–4 (middle section) and in
Rounds 5–6 (top section).



## ADVANCE CULT TRACK

*Automa will place Priests and advance up the Cult tracks to compete with you. The track she chooses will either be based on the Cult featured on the current round's Scoring tile or the track where your Marker is nearest.*

1. **Condition**: Automa can advance on a Cult track.
2. **Valid Cult Tracks**: Any Cult track without a Marker on space 10.
   *Remember: Automa does not need a key to advance to space 10 of a Cult track.*
3. **Tiebreaker**: Depending on the icon shown on the Support card Automa will either try to advance per Scoring tile or Catch-up.
   a. **Scoring tile**: The Cult track matching the color of the Automa icon on the current Scoring tile. If this is not a valid track use the Catch-up tiebreaker.
   b. **Catch-up**:
      I. The Cult track where Automa's Marker is at 0.
      II. The Cult track where Automa's Marker is nearest to your Marker; it can be on the same space or above or below you.

      II. The Cult track, where Automa's Marker is nearest to the highest Marker; it can be on the same space or above or below the other marker.

      III. Directional Selection.
4. **Execute**:
   a. Place an available Automa Priest on the highest numbered Priest space below the chosen track and advance Automa's Marker the corresponding number of spaces.
   b. If Automa has no more available Priests, or if there's no empty Priest space available below the track, advance Automa's Marker by 1 on that track without placing a Priest.

## UPGRADE

*If she can, Automa will always upgrade a Dwelling next to you. Otherwise, she simply tries to avoid giving you Power.*

1. **Condition**: Automa can perform an upgrade.
2. **Valid Structures**: Any Structure that Automa can upgrade.
3. **Tiebreaker**:
   a. If Automa has a Trading house available: Automa Dwellings adjacent to any of your Structures. Otherwise, any Structure that Automa can upgrade.
   b. Giving you as little Power as possible.
   c. Directional Selection.
4. **Execute**: Replace the chosen Structure with the highest Power value Structure it can be legally upgraded to.
   *Note: This means Automa will upgrade a Trading house to a Stronghold before upgrading to a Temple.*
   If there's a tie between Stronghold and Shipyard Automa builds her Shipyard.

## TAKE FAVOR TILE

1. **Condition**: This action is **only performed in Rounds 5 and 6**. Ignore this icon during Rounds 1–4.
2. **Valid Favor Tiles**: Available +3 Cult Favor tiles for Cult tracks without a Marker on space 10.
3. **Tiebreaker**: Automa chooses a Favor tile using the Cult track icon ( or ) on the Support card. Apply the same tiebreaker rules as for the *Advance Cult Track* action (i.e., use **Scoring tile** or **Catch-up** depending on the icon on the Support card).
4. **Execute**: Give the chosen tile to Automa and increase her Marker by 3 on the track shown on the tile.

## TRANSFORM AND BUILD

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

1. **Condition**: Automa has at least one Dwelling to place. Otherwise, perform an *Upgrade* action.
2. **Valid Spaces**: Based on the marked/unmarked icon on the Support card, all empty Terrain spaces:

   within Range of any **marked** Structure, or

   within Range of any **unmarked** Structure.

   If this icon is also on the Support card, valid spaces may be further limited by **Reaching**:

   **Reaching**— If none of the marked Structures are adjacent (directly or indirectly) to any of the unmarked Structures the valid spaces are further limited to only those that would decrease the current *shortest distance* between *marked and unmarked structures*. If there are none that would decrease it, all the spaces previously identified remain valid.
3. **Tiebreaker**:
   a. Faction action tiebreaker, if built by a Faction action and the faction has one.
   b. Automa Terrain Priority.
   c. Spaces **closest** to any of your Structures.

   If using Greatest Distance or Stronghold and Sanctuary Final Scoring tile, instead use:

   c. Spaces furthest from any Automa Structures.
   d. Directional Selection.
4. **Execute**:
   a. Place an Automa Home Terrain tile if transforming was required.
   b. Place an available Automa Dwelling on the selected Terrain space.
   c. If the **closest** (excluding ties) Automa Structure to the one just placed is a **marked Structure**, mark the new Dwelling by placing a Power token on its space.

If the *Transform and Build* action cannot be executed perform an *Upgrade* action instead.




If the Action card shows this icon, perform *Transform and Build* with the following change: The Range for this action is based on an Automa Shipping value of 2.

*Tip: Until you get the hang of this, you can mark all valid Terrain spaces with Worker cubes and remove them as you go through the tiebreakers and rule out the corresponding spaces.*



*Example Transform and Build:*
*Automa plays blue. For a Shipping value of 1 the spaces marked by ✓ 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 spaces are limited to those with outlined hexes.*

*Finally, the space with the blue outline is closest to any of your Structures. That space is chosen and Automa places a Dwelling there. Don't place a Power token because that space is closer to an unmarked Automa Structure.*

### TRADE

*During certain rounds, Automa simply trades with any of your Structures beside a River, preferring the Structure with the highest Power value.*

1. **Condition**: The current round is indicated on the Trade icon.
2. **Valid Structures**: Any of your Structures adjacent to a River space that doesn't already have one of Automa's Trade tokens.
3. **Tiebreaker**:
   a. Structures with the highest Power value.
   b. Directional Selection.
4. **Execute**:
   a. Place one of Automa's Trade markers beneath the selected Structure.
   b. Automa gains Victory points equal to the Power value of the selected Structure.
   c. You may gain Power for the trade, as normal.

## END GAME SCORING

### GENERAL SCORING

Automa gains victory points from Cult scoring and Area scoring at the end of the game in the same way as a human player. For Area scoring, she uses the highest Shipping value shown on the Automa Difficulty level card.

Since Automa doesn't have any resources, she doesn't gain any points from Resource scoring.

### FINAL SCORING TILES

When using the Final Scoring tiles from the Fire & Ice expansion, Automa will compete using the value calculated through the following methods:

- Greatest Distance: Calculated as in the regular rules.
- Settlements: Calculated as in the regular rules.
- Stronghold and Sanctuary: Divide *Greatest Distance* by 2 and round up.
- Outposts: Subtract 2 from *Settlements*.

# FACTION SPECIFIC RULES

## CULTISTS

Against Automa, the Cultists' special ability works differently. When you build or upgrade adjacent to an Automa Structure, draw a card from the Reserve deck:

- If it has  or  you gain the Victory points shown.
- Otherwise, you gain +1 Cult.

Set card aside and reshuffle if the Reserve deck is ever empty.

## 2-PLAYER PLUS 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 it does bring a different feel to a 2-player game.

Use the Automa rules with the following changes:

- 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.
- **Setup**:
  - Automa must use *The Simpletons* as their faction.
  - The human players choose starting player amongst themselves normally; Automa always starts 3rd.
  - As in a 3-player game, you use 6 Bonus cards instead of 5 Bonus cards as specified in the rules.
- **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.

## CHAOS MAGICIANS

As in the regular game, if you play Chaos Magicians you place your single Dwelling after Automa places both of hers.

## GIANTS

Giants cannot be played against the Automa faction *The Blight*.

## SHAPE SHIFTERS

If you play Shapeshifters and build next to an Automa Structure you gain 1 Power, not a Power token.

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