# WYRMSPAN
AUTOMA

Solo rules designed by David Studley

INTRODUCTION

This rulebook introduces a system for adding an artificial player, Automa, to Wyrmspan, allowing you to play the game solo. It also contains a solo variant called *Ravel Mode.*

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.

COMPONENTS
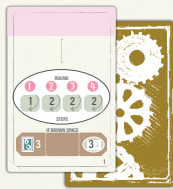
16 Automa decision cards
(8 base, 3 increased difficulty,
and 5 Ravel Mode)

1 (double-sided)
player aid card

AUTOMA DOESN'T FOLLOW THE RULES

You should familiarize yourself with the multiplayer rules before reading the Automa rules. When playing against Automa, you will always follow the multiplayer rules. Automa, however, plays by a simplified ruleset.

This rulebook explains how Automa overrides the multiplayer rules. Other than those exceptions, the game plays like a normal two-player game.

- Automa will not get a player mat and never gains coins, eggs, or resources.

- Automa does not need to pay coins, eggs, or resources for the actions she takes.

- For anything you do that involves other players, Automa only participates as defined in this rulebook.

SETUP

When setting up the round tracker board, if you draw the "Position on 🛡" objective, return it and draw again; it is not compatible with the Automa rules.

Set up as normal for a two-player game, but for Automa do this (and only this):

1. Choose a color for Automa. Place her guild token on the Dragon Guild space labeled "START."

2. Place 1 of her player markers beside the Dragon Guild board. This is available for her to place on the Dragon Guild tile.

3. Place 1 of her player markers on the area between each round of the round tracker board. These will be moved to the Dragon Guild board between rounds.

4. Place her 4 remaining player markers beside the round tracker board. These are used to score objectives, as normal.
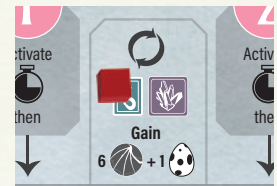
BUILD THE DECISION DECK

5. Automa's decision deck will always be built with 8 decision cards, chosen from the 16 included in the game. The difficulty is based upon which decision cards are in the deck, as described in *Difficulty Levels.* For *Ravel Mode*, see *Variant: Ravel Mode* for instructions on how to build the deck.

6. Shuffle the 8 decision cards, set 1 off to the side without looking at it, and place the rest face down as the decision deck.

You are the starting player for every round.

DIFFICULTY LEVELS

Automa's decision deck always consists of 8 decision cards, numbered 1-8. (Note: some Card IDs have two numbers separated by a forward slash.) The base decision cards do not have a shape around their Card ID. The decision cards which have ovals around the Card ID increase the game difficulty when they replace specific cards from the base set as follows:
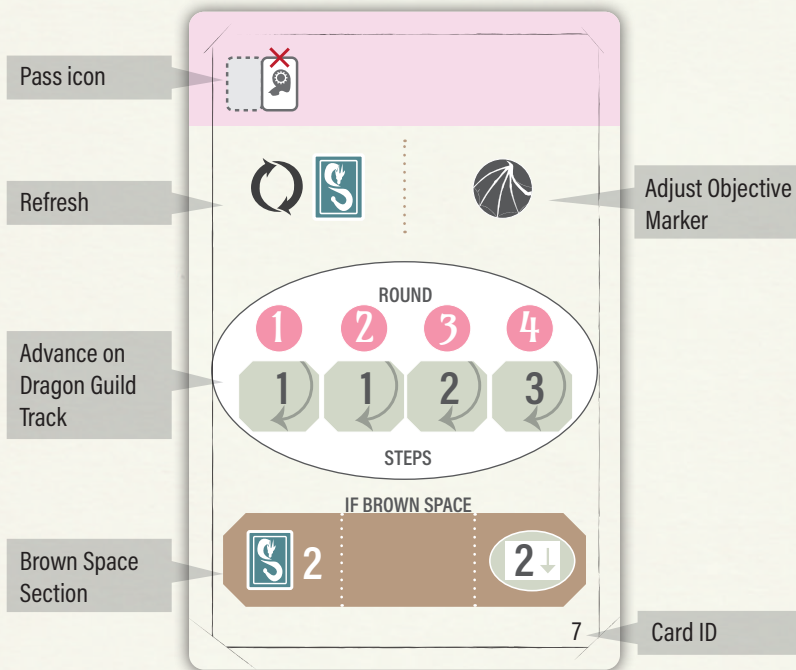
AUTOMA DIFFICULTY LEVELS Use these cards:							
AUTOMA LEVEL 1	1	2	3	4	5	6	7	8
AUTOMA LEVEL 2	1/4	2/5	3/6	4	5	6	7	8
AUTOMA LEVEL 3	1	2	3	1/4	2/5	3/6	7	8

NOTE: For Automa Level 3 only, she will gain 1 extra VP for each dragon she has at the end of the game.

Cards with 'R' before the Card ID may only be used for Ravel Mode, see *Variant: Ravel Mode.*

DECISION CARDS

The anatomy of a decision card is as follows:

Pass icon

Refresh

Adjust Objective Marker

ROUND

Advance on Dragon Guild Track

STEPS

IF BROWN SPACE

Brown Space Section

Card ID

7

HOW AUTOMA SCORES VP

Automa doesn't bother with excavating caverns or housing the best dragons in the correct caves. As such, her increasing VP count is simulated by her movement on the Dragon Guild track.

In addition, she will compete with you for objectives and score VP from those she meets.

AN AUTOMA TURN

You and Automa alternate taking turns.

Each Automa turn follows the procedure described in this section. The words *highlighted like this* refer to the rulebook sections with those titles:

If the decision deck is empty, she passes. Skip to the *Round End/Upkeep* section.

Otherwise, draw the top card from the decision deck.

PASS ICON: If the decision deck is now empty and the pass icon is at the top of the card, she passes and does not perform any actions. Skip to the *Round End/Upkeep* section.

Otherwise, Automa performs each action, as indicated by the icons shown on the decision card, from top to bottom.

ACTION: REFRESH

If this icon is in the top-left area of the decision card, perform the associated action.

REFRESH DRAGON CARDS: Discard the 3 face-up dragons and replace them with 3 new ones from the dragon deck.

ACTION: ADJUST OBJECTIVE MARKER

If either of these icons are in the top-right area of the decision card, perform the associated action.

PLACE OBJECTIVE MARKER: Take 1 coin from the supply and place it on the current round's objective tile.

REMOVE OBJECTIVE MARKER: Remove 1 coin from the current round's objective tile and return it to the supply. If there are no coins on the tile, do nothing.

DESIGNER'S NOTE: As you do, Automa gains her VP very slowly at first, but this increases dramatically throughout the course of the game. This is by design. Don't let her pace at the start of the game fool you; she's just building her engine, too.

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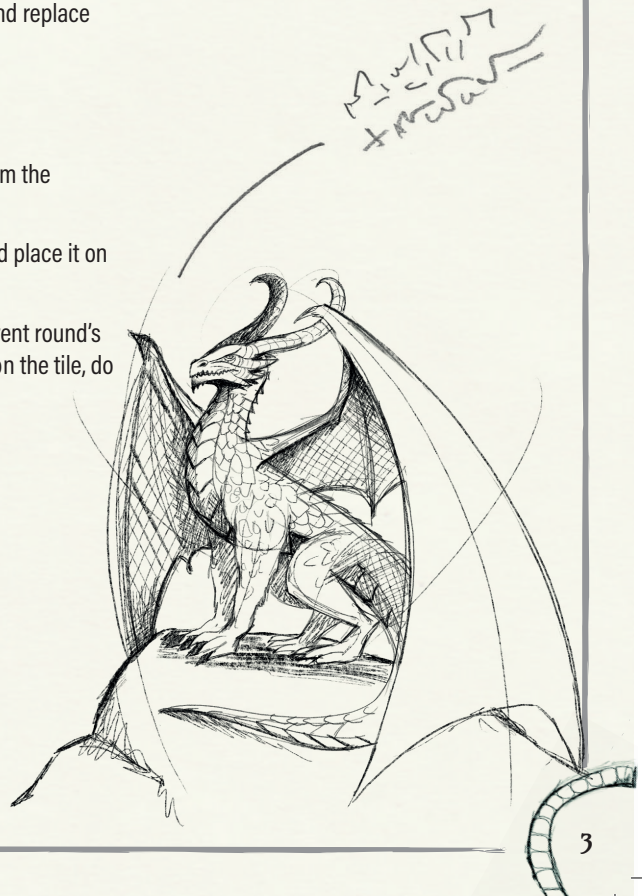
ACTION: ADVANCE ON DRAGON GUILD TRACK

Automa's main action will be for her guild token to advance on the Dragon Guild track by a number of steps, which are determined by the icons described in this section.

As her guild token advances, she does not gain any benefits; however, if her guild token moves onto either brown space (the bottom space or the top space) while advancing, she will follow the instructions in *Brown Spaces on the Dragon Guild Track*, after her guild token has finished advancing. NOTE: This occurs regardless of whether her guild token ends on a brown space or continues past it.

STEPS BASED ON CURRENT ROUND: Automa will advance her guild token forward on the Dragon Guild track by the number of steps indicated for the current round on the decision card.

BROWN SPACES ON THE DRAGON GUILD TRACK

If Automa's guild token moves onto either brown space while advancing, do the following once the guild token has finished advancing, based upon the icons in the IF BROWN SPACE section of the decision card:

1. **2** From left to right in the display, take the dragon from the position indicated numerically and place it in Automa's play area, face down. Refill the display with a new dragon from the dragon deck.

2. **2** From left to right in the display, take the cave card from the position indicated numerically and place it in Automa's play area, face down. Refill the display with a new cave card from the cave card deck.

3. **2↓** If Automa has an available player marker beside the Dragon Guild, she will place one on the Dragon Guild tile. She places the marker using the number shown inside the oval, as follows:

a. Beginning with the top row of benefits, count any row that has at least one available space.

b. When reaching the count that matches the number shown on this icon, place the marker in the leftmost space of that row.

· When passing the bottom row, return to the top row and continue counting.

· She does not gain any benefits shown on the Dragon Guild tile.

NOTE: Automa only places a marker if one is available beside the Dragon Guild. As you do, Automa continues to advance around the Dragon Guild track after she has placed her 4th player marker.
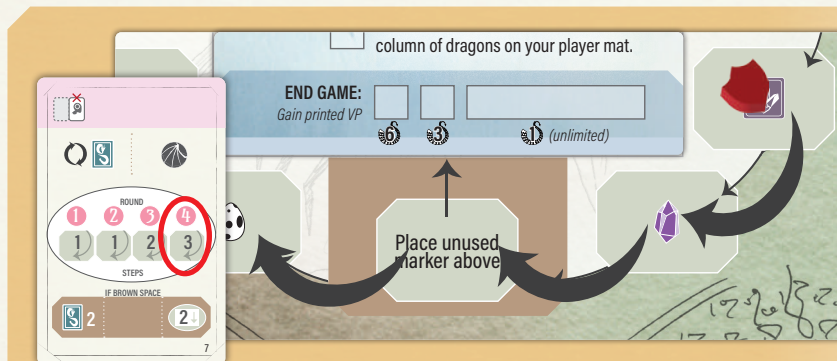
EXAMPLE 1—Advance on Dragon Guild: It is the 4th round of the game. Based upon the decision card, Automa's guild token will advance 3 steps on the Dragon Guild track.

As it advances the 2nd step, it moves onto the brown space. Therefore, after the guild token has advanced all 3 steps, Automa will gain the benefits shown at the bottom of the decision card (see *Brown Spaces on the Dragon Guild Track*). In this example, she will gain a dragon from the display and place a player marker on the Dragon Guild tile, if she has one available.

ON YOUR TURN

Discard and re-draw any dragon that requires you to compare your situation with that of your neighbor.

When you trigger an ability or benefit, if other players are supposed to gain something, Automa gains nothing.

ROUND END/UPKEEP

Once both you and Automa have passed, score the objectives as described in *Scoring Objectives.*

In *Ravel Mode* only, you may not store more than 2 coins between rounds; you must discard down to 2 coins when you pass.

SCORING OBJECTIVES

Automa's quantity of the target objective for this round is calculated using a base value (shown for each round at the bottom of the objective tile) plus any coins on the objective tile. The base value represents the lowest quantity of the targeted item that Automa will have.

The objective tile shows core values for that objective for each of the 4 rounds, from left to right. Starting with the core value for the current round, add the number of coins Automa has on the objective tile (if any) to determine Automa's quantity for the objective. As with you, Automa's quantity must be greater than 0 to score points for the objective.

In some cases, this can yield a quantity of the objective for Automa that is not physically possible for the player. In these cases, Automa has the maximum possible quantity (e.g. 3 cave cards and 4 dragons in a cave).

Use one of Automa's player markers to mark her rank on the round tracker. Return any coins on the objective tile to the supply.

If you just completed objective scoring for round 4, skip to *Game End and Scoring*.

SET UP FOR THE NEXT ROUND

Take Automa's player marker for the current round, which you placed during Setup, from the round tracker and place it beside the Dragon Guild.

Shuffle the 8 decision cards, including the 1 set off to the side, to form a new deck. Then, set 1 card off to the side without looking at it.

GAME END AND SCORING

At the end of the game, calculate Automa's score as follows:

- 7 for each dragon (8 for each dragon at Automa Level 3, only).

- 2 for each cave card.

- 1 for each step away from the brown space she last visited. If she is on a brown space, she gains 0.

- VP gained from completing the public objectives.

- In *Ravel Mode* only, score VP for any of her markers on the Dragon Guild tile, placed on the **fixed VP** end game benefits.

In the event of a tie, you win!

EXAMPLE 2—Scoring Objectives: At the end of round 2, the objective *Medium Dragons on your player mat* is scored. For Automa, the round 2 base value is 1 (red circle), there are 2 coins on the tile so Automa has 3 (base of 1+2 coins) Medium Dragons for this objective.

VARIANT: RAVEL MODE

By replacing some of the Automa decision cards with Ravel Mode decision cards, Automa's pace advancing around the Dragon Guild becomes partially based upon your progress in excavating your caves.

Apart from a few new icons on the decision cards that are described in the next section, the Ravel Mode variant follows all the Automa rules and instructions.

To summarize, it plays exactly the same as the Automa with the following 3 exceptions:

· The strength of some actions on her decision cards are based upon the state of your player mat (see the next section).

· Between rounds, you must discard to 2 coins.

· At the end of the game, Automa gains any **fixed** VP end game benefits where she placed her marker on the Dragon Guild tile.

RAVEL MODE DIFFICULTY LEVELS

Ravel mode has its own set of difficulty levels, which are based upon the decision cards selected, as follows:

RAVEL MODE DIFFICULTY LEVELS							Use these cards:	
RAVEL LEVEL 1	R 1/4	R 2	R 3/6	4	5	6	7	R 8
RAVEL LEVEL 2	1	2	3	R 1/4	R 2/5	R 3/6	7	R 8
RAVEL LEVEL 3	R 1/4	R 2/5	R 3/6	1/4	2/5	3/6	7	R 8

ACTION: ADVANCE ON DRAGON GUILD TRACK—RAVEL STEPS

The decision cards for Ravel Mode have a few additional icons used to determine how many steps Automa's guild token moves on the Dragon Guild track:

STEPS BASED ON YOUR MOST EXCAVATED CAVE: Automa will advance her guild token on the Dragon Guild track by the number of steps equal to the number of excavated spaces in the cave with the MOST excavated spaces on YOUR player mat. For ⛏ +1, increase the number of steps by 1.

STEPS BASED ON YOUR LEAST EXCAVATED CAVE: Automa will advance her guild token on the Dragon Guild track by the number of steps equal to the number of excavated spaces in the cave with the LEAST excavated spaces on YOUR player mat

NOTE: When executing ⛏, her guild token always advances at least 1 space, as the first space of each cave is already excavated at the start of the game. A fully excavated cave has 4 excavated spaces.

DESIGNER'S NOTE: Ravel Mode deviates from the Automa design approach by introducing an interaction that doesn't exist in the multiplayer game. In this mode, how you build your caves influences Automa's pace of play and, ultimately, her score, giving you a little more to think about.

It makes no difference which cave is the most (or least) excavated or if multiple caves are equally so. All that matters is the number of excavated spaces.

Additionally, it does not matter whether the excavated spaces are occupied by dragons.

DESIGNER'S NOTE: Why 'ravel'? In English, the word ravel is a contranym, in that it can be its own opposite. Depending on how it is used, ravel can mean both tangle and untangle and I thought that sort of fit with what this variant tries to accomplish.

I hope you have fun raveling.

EXAMPLE 3A—Ravel Mode-Advance on Dragon Guild, Steps Based on Your Most Excavated Cave:
The numbers added to the example above count the excavated spaces in each cave. The icon on the decision card means Automa's guild token will advance on the Dragon Guild track a number of steps equal to the number of excavated spaces in your cave with the most excavated spaces. In this case, your Crimson Cavern has the most, with 3 excavated spaces.
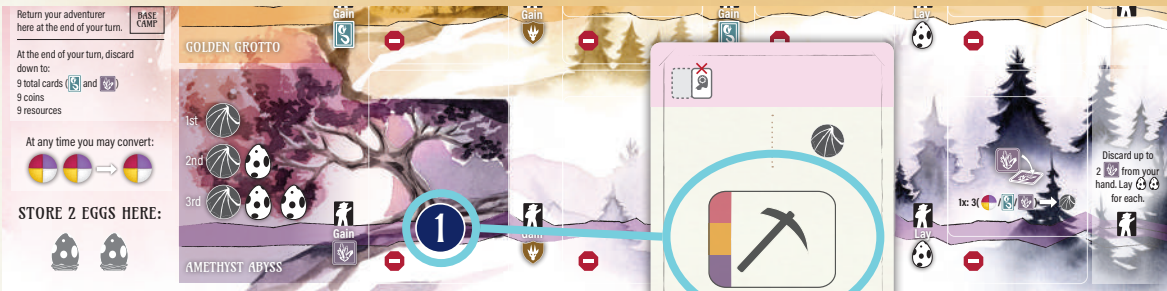
EXAMPLE 3B—Steps Based on Your Least Excavated Cave: In this case, the icon means her guild token will advance a number of steps equal to the spaces in your least excavated cave. Using the same player mat shown in the example 3a (above) your Amethyst Abyss has a single excavated space, therefore Automa's guild token will advance 1 space.