# Steve C's unofficial GP Automa for Terra Mystica

This is a solo variant that backports the excellent automa from Gaia Project into Terra Mystica, as closely as possible. This guide assumes you haven't played the GP one.

========Important========

The Automa does not follow the rules – it has no faction board, resources, towns or favour tiles. It makes decisions and scores points based on the deck of cards, but will still compete for the endgame structure goal and the cult tracks.

========Cards========

There are 16 decision cards, these are used to decide what the Automa does each round. They are split into 5 sections, as seen below:
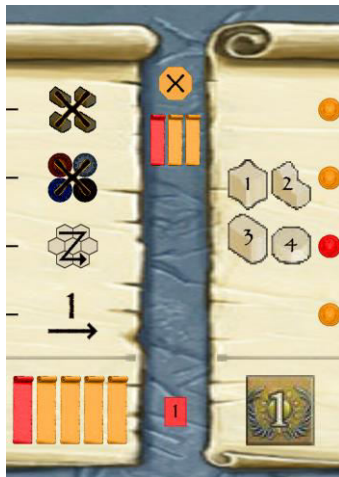
Passing section – top middle

Support section – left column

Action section – right column

Setup section – bottom left

VP section – bottom right

There are also 20 faction cards (including those in Fire & Ice), which the Automa uses instead of a faction board. They are split into 3 sections, as seen below:

Setup section – top

Action section – middle

Ongoing section - bottom

========Setup========

Factions: Choose a faction as normal, and set it up.

Choose a faction for the Automa, and give it the matching faction card along with all buildings and priests of the appropriate colour. Place a marker on each cult track and on the 20 VP spot of the scoring track. (map-balanced VP's are not used here)

Look at the setup section of the faction card. Move the cult markers up the tracks according to the cult symbols, and carry out any additional instructions (if any).

Dwellings: Place your first initial dwelling on the map, then place the Automa's first initial dwelling on a home spot closest to your dwelling. If there is a tie, draw a random decision card and use the support section (see Tiebreakers below) to decide which spot the Automa builds on.

Repeat for your other initial dwelling. If the Automa is placing more dwellings than you, it will place the extra(s) as close as possible to the dwelling(s) you have on the map.

Boosters: Randomly choose 5 and place them in a line next to the board. Then draw a decision card and look at the setup section. The Automa takes the indicated booster for this round.

Build the Deck: Take decision cards 1-6, make any changes for difficulty settings (see later), then shuffle the remaining cards. Take the top card, add it to the Automa deck, shuffle it and turn the last 3 cards 90° to the others. (or upside-down if you prefer)

========Tiebreakers========

Directional Selection: This is used for building and upgrading structures, including initial dwellings. To use directional selection, go to the support section of the appropriate card (see Automa Turn later) and look for the 3rd icon down - the zig-zag arrow. If it is pointing left-to-right, scroll through the hexes from left-to-right starting in the top row until you reach a valid hex (normal English reading order). If it is pointing right-to-left, scroll through the hexes from right-to-left starting in the bottom row instead.

Numerical Selection: This is used for cult tracks and power actions. To use numerical selection, go to the support section of the appropriate card (see Automa Turn later) and look for the 4th icon down - the numbered arrow. If the arrow is pointing right, start on the left and count through the indicated number of valid spaces to the right. If the arrow is pointing left, start on the right and count through the indicated number of valid spaces to the left. (skip any power actions that are taken and cult tracks that are maxed out)

Play: If this is the start of the round, draw 2 cards and place the 2nd one to the left of the 1st one. This will align them as a pair – the left-hand card is called the action card and the right-hand card is called the support card.

Only the complete scroll in the centre is used. The action section is on the left, the support section is on the right, and the red circles indicate which bit of the support section is used for the chosen action.

If this is not the start of the round, do the following:

1. Discard the support card.

2. Move the action card to the right (it becomes the new support card).

3. Draw a new card and add it to the left (it becomes the new action card). If there are no cards left to do this, the Automa passes. If the card is one of the last 3 in the deck and there is an "X" in the passing section, the Automa passes. (take no action or VP)

4. Carry out the action on the card, according to the symbol in the action section, using the relevant bit of the support section. Afterwards, the Automa gains the VP indicated in the VP section at the bottom of the action card (this still happens even if the action

couldn't be carried out). If the Automa has a VP bonus in the ongoing section of it's faction card, it will gain that bonus as soon as it is triggered.

Pass: When the Automa passes, do the following:

1. Look at the round tile and locate it on the double-sided reference card. The Automa will gain the VP in the left-hand column if it's round 1/2/3 and it will gain the VP in the right-hand column if it's round 4/5/6. It does not benefit from cult bonuses.

2. Look at the 3 icons below the octagon in the passing section. The Automa takes the booster indicated and returns it's current booster to the right of the other 2. (when you pass, return your booster to the right of the other 2 as well)

3. Rebuild the Automa deck – take all used cards, add another from the top of the unused cards, shuffle and turn the last 3 cards to 90° (or upside-down if you prefer).

4. If the Automa passed before you, it gets the first player marker.

5. When both of you have passed, add a coin to the remaining boosters as usual. If the Automa takes such a booster in future, return the coin(s) to the supply.

========Automa Actions========

These are presented with a condition, valid options, tiebreakers and execution.

Build

1. Condition – The Automa has a dwelling in it's supply. (if not, do an Upgrade instead)

2. Valid Options – Any valid hex within shipping range 1. (this is a fixed range for all build actions unless a faction card says otherwise)

3. Tiebreakers -

a. Faction tiebreaker, if a faction card was used.

b. Structures goal - this is the 1st icon in the support section (4 dwellings). If the goal is showing, the tiebreaker is a hex closest to one of it's other settlements. If it has an "X" through it, the tiebreaker is ignored. (likewise if it's settlements are already connected)

c. Fewest terraforming steps.

d. Closest to you.

e. Directional selection.

4. Execution – Build a dwelling on the chosen spot, remembering that you can leech power if it is done next to you. If the action can't be carried out, do an Upgrade instead.

Upgrade

1. Condition – The Automa has a non-dwelling in it's supply. (if not, do a Build instead)

2. Valid Options – The Automa follows the priority list shown on the icon, in this case the order is: stronghold, trading post, sanctuary, temple. If a faction card was used, follow the priority list on the faction card instead. (some of them change the priority list)

3. Tiebreakers -

a. Faction tiebreaker, if a faction card was used.

b. Closest to you.

c. Directional selection.

4. Execution – Replace the structure on the chosen hex with the one on the priority list, remembering that you can leech power if it is done next to you.

Power

1. Condition – Power actions are available.

2. Valid Options – Any power action that is still available.

3. Tiebreaker - Numbered selection. (remember to skip over already-used actions)

4. Execution – Block the power action with a marker. The Automa gains nothing.

Cult

1. Condition – None.

2. Valid Options – Any cult track that the Automa is not at the top of.

3. Tiebreakers -

a. Cult goal - this is the 2nd icon in the support section (4 cult symbols). If the goal is showing, the tiebreaker is the cult track where the Automa is the fewest number of steps behind you (tied tracks don't count). If it has an "X" through it, the tiebreaker is ignored. (likewise if there are no tracks it is behind on)

b. Numbered selection.

4. Execution – Take a priest from the supply and place it on any available spot below the chosen cult track (favouring the 3 spot if available), then move the marker up that number of spaces. If there are no priests left in the supply, or if there are no available spots below the chosen cult track, move up 1 space only.

Faction

Look at the action section of the Automa's faction card, and follow the instructions. If it includes a VP icon, the Automa scores that many VP.

========End of Game========

Use normal endgame scoring for structures and cult tracks in a 2-player game. All factions use shipping range 1 for indirect adjacency except for Dwarves (who use tunnelling range), Fakirs (who use flying range) and Mermaids (who use their upgraded shipping range). If playing with Fire & Ice, score the additional endgame tile normally.

========Difficulty Settings========

All of these happen during setup, before the pile is shuffled and an extra card added:

Easy – Remove card 6 from the deck (return it to the pile) and 10 VP from the Automa.

Normal – No changes.

Hard – Add card 7 to the deck.

Very Hard - Add card 7+8 to the deck.

Nightmare – Same as above, plus the Automa gets 1 extra VP every time it scores.

========Multiple Automas========

If you wish to play against more than 1 Automa, the following changes apply:

1. Use a separate copy of the deck for each Automa you wish to add.

2. Use the appropriate number of boosters for the player count, and your own method of RNG to decide what boosters are taken. (the boosters on the decision cards will only work for 1 Automa)

3. Whenever an Automa tries to build/upgrade closest to you (including initial dwellings), it will consider the other Automa(s) as well. (this also applies to cult tracks)

4. Endgame scoring is the same as it is for 3-5 players.

========Special Notes========

Dwarves/Fakirs: The Automa behaves the same as other factions when doing a build action (ie. adjacent hex or shipping range 1), <u>except</u> when using the faction card.

Cultists/Shapeshifters: If you choose either of these factions, the Cult goal is used to trigger your ability. When you build/upgrade next to the Automa, look at the current support card. If the Cult goal is showing, the Automa does nothing and you can move 1 power (as per the errata for both factions). If it has an "X" through it, the Automa will trigger your ability and you advance 1 step on any cult track (Cultists) or optionally lose 1 VP to gain 1 power token in bowl I. (Shapeshifters)

If the Automa chooses the Cultists, use the current support card to determine it's ability. When you leech power from the Automa, look at the Cult goal and Numbered selection to determine which cult track the Automa advances 1 space on.

The Shapeshifters ability to gain power tokens is not used by the Automa.

Mermaids: The markers represent shipping upgrades, due to the lack of a faction board. After shipping is upgraded, use the newly-increased range for build actions.

Ice Maidens/Yetis: The chosen home terrain counts as needing 1 terraforming step, just like in the regular game.

Acolytes: When doing a Build action, the Automa must choose a cult track it can lose 3 steps on (use the current support card). If it can't do this (very unlikely), it does an Upgrade action instead.

Riverwalkers: Buildings that are directly adjacent but not connected by shipping still count as connected for the Area scoring and the relevant endgame tiles.