

# Marie – A Dinner in Paris Solo Automa V2 (Mar 2021)

Game designed by The Trolls

Solo automa designed by dusk2dawn

## Introduction

This automa mirrors the experience of playing against a human opponent in a two player game of Dinner in Paris. Its actions are driven by 8 decision cards called the automa deck. At the end of the game, whoever scores the most VP wins the game.

## Setup

Player follows normal rules. The bot, however, follows normal rules except it:

- Does not collect income.
- Does not spend income to lay terraces.
- Collects bird cards but does not use the cards' ability.
- Collects resource cards but does not need them to build restaurants.
- Can place terrace tiles adjacent to any other terrace tiles.
- Auto-complete objectives card collected.

Set up for a **two player** game using the appropriate side of the game board. Choose a color for the bot and give the bot the following components:

- Player board completely filled with terrace tiles as per normal.
- Following standard rules for restaurant placement, place one starting **Friterie** restaurant in the **middle** of the street indicated by the Majority card. For example, if the Majority card has a category for 'MOST TERRACES IN "RUE QUEST" AREA, the Friterie should be placed in the middle of Rue Quest area.
- One terrace tile taken from the top row of the bot's player board placed adjacent to the Friterie. From the 2 available adjacent position choices, it does not matter which position is chosen.

## Objective cards

Player randomly draws 2 objective cards from the deck. Keep one for himself as a personal objective and place the other face-up as a public objective next to the draw deck. Then draw another objective card from the deck and place it face-up next to the public card, thus making 2 public objective cards available on display at the start of the game. Unlike the player, the bot does not have starting objective card.

## Resource cards

Place 4 resource cards face-up side by side next to the draw deck. Then deal 4 cards to the player. The bot does not have its starting hand of resource cards.

Shuffle the automa deck face-down. Reshuffle to form a new deck when empty.

## Income

Player gets his usual player board with starting income at one. The bot does not keep track of income throughout the game.

## Turn order

Player goes first.

## How to use the automa

On the bot's turn, reveal the top card of the automa deck.

Each automa card is separated into 4 sections. Reading from top to bottom, they are:

- Draw resource card
- Build restaurant
- Lay terraces
- Fulfill objective card

Execute each of the 4 sections in sequence from top to bottom. The action of each section is described in detail below. If a section is empty, as in the fourth section in this example, skip that section. When the bot has completed all the actions indicated on the automa card, discard the card and its turn is over.



### Draw resource card

From the 4 available cards on the market, remove the card from the position indicated by green and discard it. In this example, remove and discard the leftmost card.

### Build restaurant

Each time the restaurant symbol is shown, build **one restaurant per category** in this build sequence:

Fruits de mer -> Creperie -> Pizzeria -> Grill -> Bar a vin -> Brasserie -> Gastronomique

If a particular restaurant category is not available, upgrade to the next one in the build sequence until it is available. For example, the bot is attempting to build a Creperie during its turn. However, both Creperies have already been taken by the player, the bot builds a Pizzeria instead since it is available.

In the rare event that if the bot is attempting to build Gastronomique and it is not available, no further upgrade is possible and the bot skips the build restaurant section.

Following standard rules for restaurant placement, the new restaurant should be placed **as close to the bot's starting Friterie as possible**.

The bot does not need to spend resource cards to build restaurants.

The bot does not collect the bonus income by building restaurants.

### Lay terraces

The number of tiles shown on the automa card indicates the number of tiles the bot will lay on the game board on its turn. In this example, the bot will lay 2 tiles.

On the bot's player board, take the tiles from the category belonging to the **most recently** built restaurant. For example, the bot has just built a Bar a vin, the terrace tiles should be taken from the third row from the top on the bot's player board.

In the rare event that insufficient tiles from the chosen category are available, take as many as possible with the balance taken from the downgraded category. In the same example, the bot is attempting to take 2 tiles from the third row but only one tile is left, take this tile and the balance one tile from the second row.

On the game board, lay the tiles in such a way it can connect the **most recent restaurant to the central fountain in the shortest possible path**, ignoring adjacency restrictions due to opposing tiles. If there are more than one solutions, randomly pick a path (see designer's note below).

The bot's tiles still have to respect the obstacles posed by the decorations (street lights, bands, flower beds) as per normal.

If the bot's tile cover a bird, draw a bird card from the deck and keep it in the bot's inventory for end game majority scoring, possibly. The bird card's ability has no effect on the bot.

The bot does not need to pay for laying the tiles.

The bot does not collect the bonus income by laying the tiles.

*Designer's note: the automa restaurant placement and terrace tiles laying strategy is designed to be simple and yet offer enough territorial challenges to the player in a two player game. Over the course of the game, each of the bot's restaurants will gravitate towards the middle starting Friterie, and each having its own path leading to the fountain. Some will make it to the fountain, some will not. When deciding how to place the bot's restaurants or lay terrace tiles, player does not have to be fastidious about the rules. Should I place the tile on the left or on the right? Should I deviate from the shortest path to cover the bird? Which part of the fountain should I connect to? Decisions like these do not matter because the bulk of the bot's VP does not come from territorial control of restaurants and terraces, nor from the majorities contest in this design.*

### Objective card

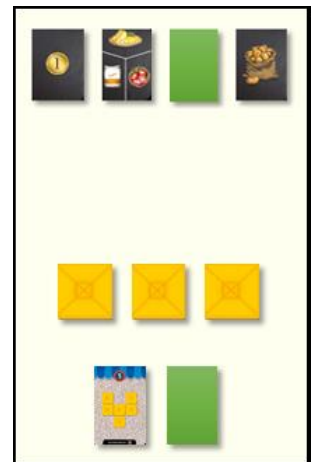
The bot removes the objective card from those on display indicated by green. In this example, it removes the rightmost card.

If there are more than 2 cards on display, remove the rightmost card in this example (leftmost card if the green is on the left).

The card is kept in the bot's inventory for end game scoring.

Replenish the market so that it always has 2 objective cards on display.

Objective cards taken by the bot are **auto-completed**. The bot does not have to meet the conditions indicated on the cards to score the VP.



### **Game end**

End game condition is triggered as per normal. Add up the scores for the bot as per normal:

- Restaurant
- Tiles
- Majority
- Objective

Beat the bot's score to win the game.

