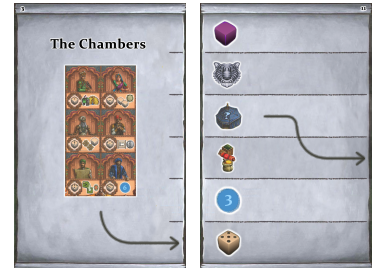


SETUP

- Set up the board for 2 players. (Modules from both Goodie Boxes may be used.)
- Give it its 3 workers, its Kali Statue, 3 Money, 0 Fame, and the first player marker.
- Do not give the bot a Province board, nor any dice or Yield tokens.
- ([Download and print the Fate Deck](#)) Shuffle its Fate Deck and place it face up, showing the action space side.

ON THE BOT'S TURN

- At the start of its turn, flip over the top card of the Fate Deck and place it to the right of the deck, forming a discard pile. The card on top of the Fate Deck is called **the Active Card** and shows which action spaces it could go to. The card on top of the discard pile is called **the Choice Card** and will show the choice/action to be made.
- Arrows will lead from the Active Card and point to the Choice Card to indicate the choice being made. If a decision arrow requires another card to be flipped (Quarry and Market), take the next card down from under the Active Card and flip it over and to the right of the current Choice Card, returning the current Active Card back to the top of the Fate Deck.
- If the resulting decision is invalid because the space has been taken, gather all Choice Cards to the top of the discard pile if needed, then flip over a new card from the Fate Deck to reveal new Active and Choice Cards to repeat the process.
- Once a valid space has been established, move one of the bot's workers to that space and execute the action associated with both the space and with the choice that was made as indicated on the Choice Card(s). If there are multiple spots available (River, Quarry, etc.) it will choose the cheapest space. **The bot never pays for action spaces.**
- Once finished completing its actions, gather all Choice Cards to the top of the discard pile if needed, then play passes to you and continues.



THE SPECIAL FATE CARD

As the Active Card:

- Place the bot's worker in the Mango Village.
- If it is occupied or you are not playing with the Mango Village module, follow the arrow. If the choice is a Tiger: Roads of the Mogul Empire. If it is a Cow: Kedarnath Temple.
- If the choice is a module you are not playing with, the spaces are occupied, or it is a Snake, place the worker on the Outer Terrace (the 2 Money and reroll space), if able.



As the Choice Card:

- Take the current Active Card and use its own backing as its Choice Card for that turn. Flip it over and place it to the right of the Special Fate Card. It is still the Active Card.
- If further cards are needed to be drawn (Quarry and Market choices) take and flip the top card of the Fate Deck to finish the choice.
- Once the turn is finished, you must gather ALL cards, shuffle, and reset the Fate Deck.



THE BOT'S ACTIONS

After placing its worker, it resolves actions of the location like a player would.

****VERY IMPORTANT - If the bot ever ends its turn without gaining any Money or Fame, it will gain 2 Fame.****

Money -

The bot receives Money as normal.

Fame -

The bot receives Fame as normal.

Dice -

It never collects or manipulates dice. It gains 1 Money per die it is to receive.

River movement -

Move the bot's boat as normal, resolving the river space.

Gaining Workers -

The bot will gain additional workers as normal.

First Player -

The bot will gain the First Player Token as normal.

Karma -

If the bot already has 3 Karma and it is to gain more, the bot will then lose 1 Karma for each Karma that is to be gained. Otherwise, the bot gains Karma normally.

Upgrades -

The bot will make upgrades with the following priorities: It will upgrade the temple with its token that is furthest to the left, breaking further ties with the temple order from top to bottom (White, Yellow, Red, Brown).

Yield Tokens -

The bot will only be allowed to take 4 Yield Tokens total for the entire game. When gaining its first token, it will take a random White Yield. The second token will be Yellow. The third will be Red. The fourth and final will be Brown. Place the tokens along the right side of its Kali statue in the dice slots from top to bottom. When all 4 slots have been filled, it will not gain any more. It also can gain Yield Tokens as a player would, when it has fewer workers to place than you do in a round.

Markets -

Resolve the action by assessing the Markets on the bot's collected Province Tiles. It always scores the most markets it can, as if the die it would have given up was 'infinity'. The bot will still go to a Market stall even if it has no corresponding Markets in its supply.

River Spots -

It resolves river spaces normally, and for spaces that assess collected Karma, Markets, Upgrades, or Province Tiles, assess the bot's own collection. When deciding which Chamber action to execute, use the current Choice Card. If it shows the '1', flip over cards from the Fate Deck until a valid choice is made. For the space that grants up to 3 river movements, use the current Choice Card. For the space that scores a Province Tile again, choose the best one. For the space that assesses collected different color dice, the bot has none. The Dolphin is resolved by finding the 2 numbers in the top corners of the current Active and Choice Cards. Add them together and count that many spaces starting from the Dolphin (wrapping back to the start if needed) then resolve that space. The only river space action it does not execute is the 'return and place a worker' space.

Province Tiles -

When taking and scoring a regular Province tile or a Mango tile, it will resolve the reward as normal, but for the Snake, Tiger, and Cow Module tiles, ignore all rewards and benefits. Then after resolving any tile, in addition if it has any Yield Tokens, it will score and resolve those as well. Its Yield Tokens will be scored multiple times throughout the game as a result.

Master Builder -

Use the previous Choice Card from the discard pile to choose the tile to take. Do not score its Yield Tokens when scoring the tile, just as the space indicates.

MODULES

Mango Village -

The bot will always take the tile furthest from the stack and resolve its reward. Shift the unchosen tile away from the stack and refill the space with a new tile. Remember to score all of its Yield Tokens, as mentioned before.

Kedarnath Temple -

The bot will always choose the bottom-most available benefit to resolve.

Roads of the Mogul Empire -

If there are flags available, it takes one and gains 1 Fame. Resolve the space by assessing its collected Province Tiles, treating them all as placed next to the Residence (*max 3*).

Gemstone Trader -

When the bot collects it, remove it from the game and it gains 1 Fame.

Holi Festival -

Resolve the tile normally when triggered. If the bot is choosing between dice, use the current Choice Card to determine which color to take, then it discards the die. If the bot is the one to trigger the festival, it takes the token and gains 1 Fame.

Pink Elephant -

If the bot goes to the Outer Terrace, it takes the Elephant and gains 1 Fame.

Test of Fate -

Resolve it normally, assessing the bot's collection of Province Tiles. Use the current Choice Card when deciding which tile to take, or flip over cards from the Fate Deck until there is a valid choice.

END GAME

The game ends and is resolved in the normal way.

ADJUSTING DIFFICULTY

To make the game more difficult, experiment with some or all of the following:

- Give it a 3 coin White Yield Token during setup.
- When it takes White, Yellow, and Red Yield Tokens, it takes only those showing Money.
- When it goes to the Market, choose the space that would score it the most points, rather than what the Choice Card says.
- When it gains its Gemstone Jeweler or a Flag from the Roads of the Mogul Empire, give it 2 Fame instead of 1.
- When it goes to the Quarry, take the best scoring tile for the bot.
- When resolving the Dolphin river space, choose the highest scoring space for the bot.