

Above and Below Automa

Game variant by Andrzej Betkiewicz

This is a 1-player variant of the Above and Below game. You will play against Automa, which uses standard components and 1 new Automa deck consisting of 18 cards. If you want, you can also use a help card with Setup and Scoring summary.

Setting up the Game

1. Give yourself and Automa a player board. Give yourself standard components for a 2-player game. Place 3 coins in the Automa's ready area and place shuffled Automa deck near its board. Above its board will be Automa scoring area (described later).
2. Place star and key houses as in the Rule Book.
3. Prepare the reputation board as in the Rule Book.
4. Place the round marker on the top chamber in the string of seven caves on the reputation board. Additionally, place a coin on 4th and 6th cave (counting from the top one).
5. Prepare supply and cider as in the Rule Book. Additionally, place 2 cubes that are not your or Automa's color in the supply.
6. Prepare cave cards as in the Rule Book.
7. Prepare cubes as in the Rule Book. Remember to place Automa's cube on the torch space on the reputation board.
8. Automa will be the first player for the entire game. You, as the second player, don't take the extra coin.
9. Prepare houses and outposts as in the Rule Book.
10. Place the encounter book and dice near the play area. If you want to have a better experience with reading exploration stories, you should use Encounter Solo Choices booklet made by Angie666 from BoardGameGeek. You can find it here:
<https://boardgamegeek.com/filepage/160151/above-and-below-encounter-solo-choices>

Your Turn

You play your actions as in a standard game. There are 3 exceptions:

1. You are always the second player.
2. If you want to buy something from Automa's board, you must pay the price indicated by a die placed near the good (more about it later).
3. If you put something for sale, Automa may buy it for a price indicated on its card. You can't decide that you don't want to sell it (more about it later).

Automa's Turn

If Automa has coins in its ready area, move one of them to the exhausted area and draw 1 Automa card. If it used all of its cards, take all of the discarded Automa cards and reshuffle them into a new deck. If Automa doesn't have any coins in its ready area, it passes.

After drawing an Automa card, resolve its effects (they are described later). Then, the turn goes to you.

End the Round

- Round Marker – if the round marker reaches a cave with a coin, move this coin to Automa's ready area.
- Cider – as in the Rule Book.
- **NEW STEP:** Remove Automa's goods – if Automa put something on sale during this round, return it to the supply.
- New Villagers – as in the Rule Book.
- Rest Villagers – for you as in the Rule Book. For Automa – move all coins from Automa's exhausted area to its ready area.
- Collect Income – for you as in the Rule Book. Automa skips this step.
- Refresh Goods on Buildings – for you as in the Rule Book. Automa skips this step.
- **SKIP THIS STEP:** Pass the First-Player Card to the Left. Automa is the first player for the entire game.
- Start the Next Round – as in the Rule Book.

Other Automa Rules

- When Automa buys goods from you, it immediately places it in its advancement track (or in its scoring area, if it buys a potion or a cider).
- When Automa buys something from you, you get coins from the supply.
- When Automa puts something for sale, it uses goods from the supply.
- When you buy something from Automa, put the coins in the supply.
- Automa can have multiple goods on sale at the same time.

Automa Cards Explanation

Card anatomy:

Effect description

Gameplay effect



Buy/Sale action

Buy/Sell



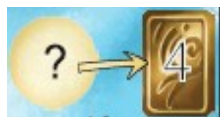
If you have a good for sale, Automa buys it for 4 coins. Place it on its advancement track.



If you have a good, cider, or potion on sale, Automa buys it for 3 coins. Place it on its advancement track/in its scoring area










Automa puts on sale 1 cider and 1 potion from the supply. Place a die set to 3 next to them to indicate their price. You can buy them for 3 coins each.



Automa puts on sale 1 random good from the supply. Place a die set to 4 next to it to indicate its price. You can buy it for 4 coins.

Gameplay effects

	<p>Move the top card from the cave deck to Automa's scoring area.</p>		<p>Move all houses/outposts (not the key or star ones) with the greatest village point bonus (e.g., there are cards with bonuses: 1, 3, 3, 5, 5 – Automa will build both cards with 5 point bonus) to Automa's scoring area. If there aren't any matching houses, nothing happens. Ignore cards with bonus dependent on any goods or cards.</p>
	<p>Move the cheapest key house to Automa's scoring area. In case of a tie, move all tied cards.</p>		<p>Move 1 random (roll a die or shuffle them and choose one randomly) star house to Automa's scoring area.</p>
	<p>Place all houses (not the key or star ones) that give any bonus village points at the bottom of their decks.</p>		<p>Move the cheapest house/outpost with a bed to Automa's scoring area. In case of a tie, move all tied cards. If there aren't any matching houses, nothing happens.</p>

	Automa gains 1 reputation.		Move a cider from the reputation board to Automa's scoring area if it's available.
	Move 1 potion from the supply to Automa's scoring area.		Place 1 random good on Automa's advancement track.
	Place 1 good that Automa has the least of on Automa's advancement track. In case of a tie, place the leftmost one. E.g., if Automa has 2 fish, 1 fruit, 3 ropes, and 1 amethyst, place 1 fruit on advancement track. If Automa doesn't have any good on its advancement track, place 1 random good there.		Move a cube from the supply to Automa's scoring area.
		Place the villagers from slots with arrows at the bottom of the villagers pile. Move a villager from the slot marked with a villager token to Automa's scoring area if it's available.	

Game end

- Advancement track – Automa gains points as in the Rule Book.
- Buildings – Automa gains 1 point for each **house**, **outpost**, and each **cave card** it has in its scoring area.
- Reputation – Automa gains points as in the Rule Book.
- Card bonuses – Automa **doesn't gain** any bonus points from buildings.
- **NEW STEP:** Automa's bonuses – Automa gains points for elements in its scoring area:
 - 1 point for each potion and villager,
 - 2 points for each cider,
 - 5 points for each cube.

You win if you have more village points than Automa. Otherwise, Automa wins the game.