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GAIA PROJECT AUTOMA RULES



Automa Factory

When you neither have the time, option, nor desire to get a gaming group together, don't worry—we've got you covered.

This rulebook introduces an artificial opponent called THE AUTOMA to ***Gaia Project***, so you can play the game solitaire.

Designer's Note: Our artificial opponent got its name from the Italian word for "automaton," chosen because the first one we made was for the game *Viticulture*, set in Italy.

THE AUTOMA DOES NOT FOLLOW THE RULES

To require as little effort on your part as possible, we have made the Automa as simple as we could, while still trying to mimic the core interactions you'd have with a human player. This means that everything that isn't crucial for mimicking those core interactions has been removed from the Automa's rule set.

As the human player, you follow the same rules as you would in a game against another human. The Automa plays according to the following simplified ruleset.

The Automa does not have credits, ore, knowledge, power, federation tokens, tech tiles, and Q.I.C. This means that it never gains these components in situations in which a human player would.

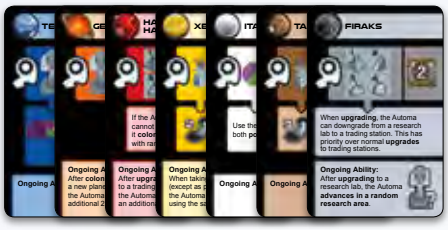
The Automa gains VP in a simplified manner. It gains VP according to Automa decision cards, Automa faction cards, and the fixed amount shown on round scoring tiles (not by achieving the condition on them). It also gains VP based on the final scoring tiles in competition with the human player, and for advancing in the research areas.

AUTOMA COMPONENTS

17 Decision Cards



7 Faction Cards



1 Terraforming Reference Card
(double-sided)

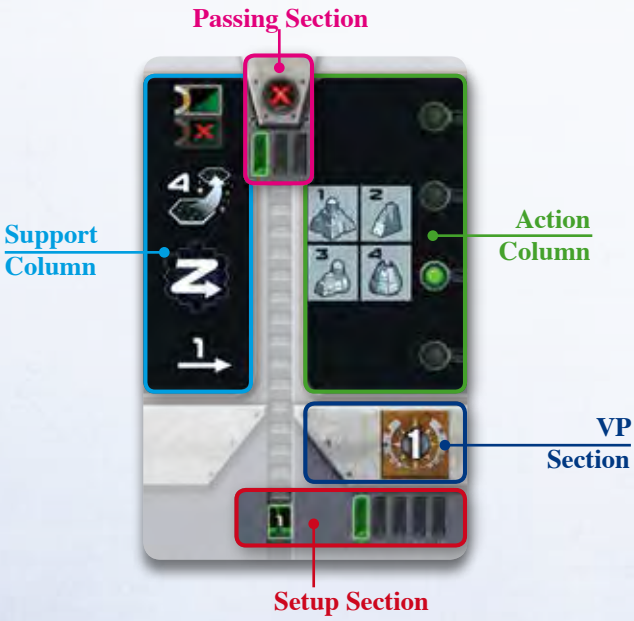


THE CARDS

Decision Cards

Automa decision cards are used to decide what the Automa does on its turn. Each card is divided into five sections, as shown below. Only one section of a card is used at a time.

Each section and icon will be explained throughout the rulebook as needed.



Faction Cards

There are seven **Automa faction cards** representing seven of the different factions. The Automa uses a faction card in place of a faction board. Each card shows special rules for one faction. Each special rule will be of one of the types below:

- **Setup:** Special setup steps for the Automa (if present).
- **Faction Action:** Action triggered when a faction action symbol is shown on an Automa decision card.
- **Ongoing Ability:** Special rule that is always in effect (if present).

The text on an Automa faction card applies only to the Automa unless stated otherwise.



SETUP

Set up a 1-player game as described in the base game rulebook with the following changes. You take the first player marker. For your first game, the rules in orange boxes modify the normal rules where they appear.

Game Board

1. Take space sector tiles 01–07 and return the rest to the box. Randomly place one sector tile in the center of the table, then starting adjacent to that tile and moving clockwise, randomly place the other tiles to create the same board shape as shown in the base game rules. As you place each tile, you may rotate it as you see fit, as long as it does not violate the setup rules from the base game.

If this is your first game, instead assemble the board exactly as shown in the base game rules.

2. Rotate the whole board so that the spaces of the board form horizontal rows (see the diagram under "Directional Selection" on page 4). Note that this orientation is different from the setup described in the base game rulebook.

Research Board and Federation Tokens

After setting aside the Gleens' federation token, return one of each other federation token to the box. Randomly place the token on the research board and place the remaining tokens as normal.

Round Boosters and General Supply

Randomly select five round boosters and place them faceup in a horizontal row next to the game board. Return the unused round boosters to the box.

Choosing a Faction

1. Choose any faction and set up your components as described in the base game rules.

If this is your first game, choose the Hadsch Hallas faction and set up your components as described in the base game rules.

2. Choose a faction for the Automa to play that does not match your faction's color, then take that faction's card and place it faceup near the game board. Alternatively, you can randomly select the Automa's faction from among the factions that do not match your color. Return the unused faction cards to the box.

If this is your first game, the Automa plays the Taklons; take the Taklons faction card and place it faceup near the game board.

3. Take all structures of the Automa's color and place them next to the faction card as a supply. You may use the faction board matching the Automa's faction to organize these structures during the game.
4. Take six player tokens of the Automa's color and place one of them on level 0 of each research area on the research board.
5. If the faction card shows level 1 of a research area, advance the Automa's token one level in the corresponding area.



The Geodens advance one level in "Terraforming."

6. Take the terraforming reference card and place it next to the faction card with the side matching the faction's color faceup.
7. Take the seventh player token of the Automa's color and place it on space 10 (10 VP) of the VP track as a VP marker.

If this is your first game, instead take the seventh player token of the Automa's color and place it on space 0 (0 VP) of the VP track as a VP marker.

8. Take all satellites of the Automa's color; place one on each "0" space on the scoring board and the rest near the faction card.

Initial Mine Placement

Place one of the Automa's mines on each of two different planets of the Automa's home type that is closest to the center space of the board (if the Automa is playing the Xenos, place one mine on each of three different planets instead, following the same rules). Mine placement follows the normal order explained under "Placing Your First Structures" on page 19 of the base game rules.

In case of a tie, take a random decision card and use directional selection (explained in the "Directional Selection" section).

Initial Round Booster Selection

Take a random decision card; each of the five vertical bars in the **setup section** of the card represents one of the round boosters in the row. The Automa takes the tile indicated by the green bar in the icon from the row, placing it near the faction card. Then you take a first round booster as normal.



After drawing a card with this icon, give the Automa the third round booster.

Build the Automa Deck



Take the six Automa decision cards with numbered green icons shown in their **setup section** and set them aside faceup. Then shuffle all remaining decision cards and set them aside in a facedown pile.

Take the six faceup cards and the top card of the set-aside pile and shuffle them together facedown without looking at them to create the Automa deck. Place the Automa deck near the game board, and turn the three bottommost cards of the deck perpendicular to the rest of the deck.

The remaining set-aside decision cards will be used later.

If this is your first game, return the card with the green icon numbered "2" to the box before creating the Automa deck.

SELECTION AND TIEBREAKING

This section describes methods that the Automa uses to make selections required for its actions.

Directional Selection

During the game, some actions will require the Automa to select one planet from among a set of valid planets. This is often done via directional selection.

Imagine that all planets on the board are numbered using the patterns established here:



To resolve **directional selection**, look at the zigzag arrow icon in the **support column** of the appropriate card (a random decision card during setup or the current support card during the game; see "Draw an Automa Decision Card" on the next page). Select the lowest-numbered planet in the indicated direction that matches all given conditions. See the example of directional selection on page 7.



*If the arrow points to the right, the Automa chooses the lowest **yellow**-numbered planet from the set of valid planets (normal English reading direction).*



*If the arrow points to the left, the Automa chooses the lowest **blue**-numbered planet from the set of valid planets (reverse English reading direction).*

Numbered Selection

When the Automa must select a power/Q.I.C. action or research area, use **numbered selection**: look at the numbered arrow in the **support column** of the current Automa support card.



If the arrow points right, start at the leftmost valid option and count out each of the options moving toward the right. If a power/Q.I.C. action is covered by an action token, or if there is a token on level 5 of the research area (and no advanced tech tile on it), skip that option. If you move past the last option, continue counting from the first one. Stop when you have counted the number of options that corresponds to the number shown above the arrow. The Automa chooses that option.

If the arrow points to the left, start at the rightmost option and count moving left instead.

Choosing a power/Q.I.C. action using a  *icon where six actions are already taken. The rightmost action (the circled one) is selected because you wrap around when counting.*



RANGE FOR THE AUTOMA

The **Automa's range** is not determined by research. Instead, the support card or the faction card will specify the Automa's range for the turn, depending on the Automa's action.



AN AUTOMA TURN

You always take the first turn of the game, and the Automa has its place in the turn order just as a human player would. The Automa takes its turn by doing the following:

1. Draw an Automa decision card (draw two in the first turn of a round).
2. Take the action shown on the action card (see page 5).
3. Gain the number of VP shown in the **VP section** of the decision card. If the Automa took a faction action, it instead gains the VP shown next to the action on the faction card.

Draw an Automa Decision Card

The first time you draw an Automa decision card in a round, draw two cards instead, placing the second to the left of the first to form a faceup aligned pair as shown below.

The **left** card is the **action card** and only its **action column** is used. The **right** card is the **support card** and only its **support column** is used.



*Only the area in the orange box is used during the turn. The green dot in the **action column** (left) indicates the part of the **support column** (right) that might be needed by the action (in this case, directional selection).*

At the start of each Automa turn after the first Automa turn of the round:

1. Discard the support card (right card), placing it in a faceup discard pile next to the deck. You are always allowed to look through the discard pile.
2. Slide the action card to the right; it becomes the support card for this turn.
3. If there are no remaining cards in the Automa deck, the Automa passes. Skip step 4 and go to the "Passing" section.
4. Draw a card from the Automa deck and place it to the left of the support card. It is the action card for this turn.
   a. If the card drawn is one of the **three bottommost cards** (the perpendicular cards) *and* there's an  in the **passing section** of the action card, ignore the rest of the card and the Automa passes. The Automa does NOT take an action and does NOT gain VP from this card.
   b. Otherwise, the Automa takes the action on the card.

Passing

When the Automa passes, follow this procedure:

1. The Automa scores a number of VP based on the VP icons shown at the top of the current round scoring tile. It gains the leftmost number of VP in rounds 1–3 and the rightmost number in rounds 4–6.



2. The Automa takes the round booster indicated by the green bar of the 3-bar icon in the **passing section** of the support card.

The icon shown here indicates that the Automa selects the middle round booster. 

3. Place the Automa's previous round booster to the right of the two remaining booster tiles.
4. Take the discard pile, any cards remaining in the deck, the current action and support cards, and the top card of the set-aside pile and shuffle them together facedown without looking at them to create a new Automa deck.
5. Turn the three bottommost cards of the deck perpendicular to the rest of the deck.
6. If the Automa passed before you did, it takes the first player marker.

When *you* pass and choose a new round booster, place the round booster you return to the right of the two remaining round boosters.

Take the Action on the Action Card

The Automa takes the action indicated by the symbol in the **action column** of the current action card, resolving it using the **support column** of the support card. The actions are described on the next page.

The action card shows an "Upgrade" action. The green dot on the card aligns with the directional selection icon on the support, so directional selection may be used to resolve the action. 

If the action cannot be resolved, the Automa takes no action during that turn.

AUTOMA ACTIONS

Automa actions are presented in the following way:

1. **Condition:** If this condition is not met, the Automa will not take an action that turn, but it will still gain VP.
2. **Valid Options:** This step specifies a set of options that are valid for the action. If there are no valid options, Automa will not take an action that turn, but it will still gain VP.
3. **Tiebreaker:** If the Automa has multiple valid options, resolve the listed tiebreakers from top to bottom until only one valid option remains.
4. **Execute:** This explains how to resolve the action.

Advance Highest Research Area



1. **Condition:** None.
2. **Valid Options:** Any research area in which the Automa can advance or an advanced tech tile is available.
3. **Tiebreaker:**
   a. The highest research level the Automa has reached in any valid research area.
   b. Numbered selection.
4. **Execute action:**
   a. If the Automa is at level 4 in a research area with an advanced tech tile, return that tile to the box instead of advancing to level 5.
   b. Otherwise, advance the Automa one level in the selected research area.

Note that the Automa does not need a federation token to take this action.

Advance Random Research Area



1. **Condition:** None.
2. **Valid Options:** Any research area in which the Automa can advance or an advanced tech tile is available.
3. **Tiebreaker:** Numbered selection.
4. **Execute action:**
   a. If the Automa is at level 4 in the selected research area with an advanced tech tile, return that tile to the box instead of advancing to level 5.
   b. Otherwise, advance the Automa one level in the selected research area.

Note that the Automa does not need a federation token to take this action.

Tip: To help you resolve tiebreakers, you can mark all valid planets with power tokens and then remove tokens from planets as tiebreakers rule out those planets.

Build a Mine



1. **Condition:** The Automa has at least one mine in its supply.
2. **Valid Options:** Any empty planet (including Transdim Planets) within the Automa's range of a planet the Automa has colonized.
3. **Tiebreaker:**
   a. Faction action tiebreaker, if built by a faction action.
   b. See the final scoring tile tiebreaker table (below), if applicable.
   c. Planet type requiring the fewest terraforming steps for the Automa's faction. For this purpose, Gaia Planets require 1 terraforming step and Transdim Planets require 2 steps.
   d. Planet closest to any of **your** planets.
   e. Directional selection.
4. **Execute action:**
   a. Place one mine from the Automa's supply on the selected planet. Place a Gaia tile on the planet if it is a Transdim Planet (the Automa does not use Gaiaformers).
   b. If the mine was placed on a planet not adjacent to an Automa structure, place a satellite on any non-planet space you choose next to the new mine. (The satellite matters only for the "Most Satellites" final scoring tile.)
      - Remember that **you** can charge power when the Automa builds a mine just as you do when playing against a human opponent.

If the "Build a Mine" action cannot be resolved because the condition is not met or there are no valid planets, take an "Upgrade" action instead (see page 8).

The table below shows the tiebreakers added to the "Build a Mine" action by final scoring tiles.



To determine which final scoring tile to use for the tiebreaker, check the top of the support card for one of the icons shown to the right. Based on the icon shown, resolve the tiebreaker based on the bottom final scoring tile (left icon), top tile (middle icon), or no tile (right icon).

Final Scoring Tile	Final Scoring Tiebreaker
Most sectors	**TIEBREAKER 3b:** Planets in a sector without Automa planets.
Most planet types	**TIEBREAKER 3b:** Planets of a type the Automa has not colonized yet.
Most Gaia Planets	**TIEBREAKER 3b:** Gaia or Transdim Planets.

BUILD A MINE WALKTHROUGH

You are playing the Taklons (brown) against the Automa, playing the Geodens (orange). The initial situation looks like this:



The Automa draws a card showing the "Build a Mine" action.

The Automa has a mine left in its supply, so the action can be taken.



This "Build a Mine" action is not part of a faction action, so there is no faction action tiebreaker (3a).

There is no final scoring category tiebreaker (3b).



The Automa's range is 2.



*Planets within range of the Automa's colonized planets are valid (the brown planet on the right is occupied by one of **your** mines, so it is not valid).*



No planets of the Geodens' home planet type are within range (0 terraforming steps), so planets that require 1 terraforming step are valid (red, yellow, and Gaia planets).





Tiebreaker 3d is the shortest distance to any of your planets. Planets A and B have a distance of 2 and planet C has a distance of 4; there is a tie between A and B.

Tiebreaker 3e is directional selection. The support card indicates to resolve directional selection from right to left, bottom to top.





Directional selection encounters the Gaia Planet first...



...so the Automa builds a mine on that planet. Since you have a mine in the neighboring area, you may charge 1 power with the passive action.

Then the Automa gains 1 VP, as shown in the VP section of its action card.



Faction Action



Take the action(s) described on the Automa's faction card.

Power/Q.I.C. Actions



1. **Condition:** None.
2. **Valid Options:** Any power or Q.I.C. actions not covered by an action token.
3. **Tiebreaker:** Numbered selection.
4. **Execute action:** Place an action token on the selected action. The Automa gains no benefit.

Upgrade



1. **Condition:** The Automa can resolve an upgrade.
2. **Valid Options:** The Automa upgrades structures based on the following priority list (also shown on the "upgrade" icon). Move down the list until you reach an upgrade the Automa can resolve; planets with the necessary structure are valid. Note that there is no difference between the Automa's academies.
   a. Upgrade a trading station into a planetary institute.
   b. Upgrade a mine into a trading station.
   c. Upgrade a research lab into an academy.
   d. Upgrade a trading station into a research lab.
3. **Tiebreaker:**
   a. Closest to any of **your** planets.
   b. Directional selection.
4. **Execute action:** Replace the structure on the chosen planet with the structure on the priority list.
   - Remember that **you** can charge power when the Automa upgrades just as you do when playing against a human opponent.

Important: The Automa **does not** gain a standard tech tile when upgrading to a research lab or academy.

GAME END SCORING

When determining rank for final scoring tiles, remember to take the neutral player into account (see the base game rulebook).

The Automa gains VP for research areas in the same way that a human player does.

The Automa scores VP from the final scoring tiles like a human player, with the following exception:

For the final scoring tile "most structures in federations," count the Automa's total number of structures and subtract one from that to determine its number of structures in federations.

DIFFICULTY LEVELS

Depending on your skill at the game and how hard you want the game to be, you can choose a difficulty level from the list below.

When rules refer to a card number, it refers to the number in the setup section of the card.



- **Automalein:** Remove decision card 2 from the game. This means that the Automa deck has 1 fewer card than normal. Automalein starts with 0 VP instead of 10 VP. The setup for your first game included the rules for this difficulty level.
- **Automa:** No changes.
- **Automächtig:** Add decision card 9 to the initial Automa deck. The Automa deck will have 1 more card than normal.
- **Ultoma:** Add decision cards 9 and 15 to the initial Automa deck. Ultoma will have 2 more cards in the deck than normal.
- **Alptrauma:** Same as Ultoma, but the Automa scores 1 extra VP every time it gains any VP, except during game end scoring.

You can further modify the difficulty and the Automa's playstyle but choosing a faction for the Automa that is suited better or worse for the current board setup and by changing the composition of the starting Automa deck.

Credits

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