

Action Determination for Artificial Opponent (AO)

[This sheet used in conjunction with polyhedral dice and a pawn marker.]

SETUP: The AO requires two sets of seal tokens (black and burgundy). When placing adversary cards to form the columns, arrange them so the highest power values are at the top. The AO needs to be given his own card area to collect adversaries and adventure cards. The pawn marker is set aside (away from the AO card area) until needed; it indicates when the AO has skipped a turn.

GENERAL: The AO does *not* use or maintain knight cards during the game. The AO *will* collect adversary cards and adventure cards during the game. And on occasion, the AO will trade away adversaries for an adventure card. At other times, the AO may automatically gain an adventure card.

GAME FLOW: You will perform your turn first; the AO performs his turn afterwards. During an AO turn, perform the *first* action on the following list that has a condition matching the current situation. Once an action has been performed for that turn, ignore all other conditions/actions on the list.

CONDITION #1

You have more adversary cards than the AO *and* you have more adventure cards than the AO.

AO action: the AO gains an adventure card using random determination (dice method).

CONDITION #2

The AO has adversaries in his hand totaling more than 9 points.

AO action: the AO gains one adventure card using random determination (dice method). AO adversaries totaling at least 9 points are placed in the discard pile. Cards discarded for this purpose must overpay as little as possible. Leftover adversary cards belonging to the AO remain in his card area.

CONDITION #3

You have more adventure cards than the AO.

AO action: the AO places seals on **two** column adversaries using random determination (dice method). Determine among columns that contain at least one adversary without a seal. Once a column has been determined, place an AO seal on the topmost adversary not already containing a seal. Repeat for the second adversary.

If the AO is unable to place a seal, perform “action 1” from the rulebook instead (on behalf of AO) as part of this action segment for the AO. Afterwards, place whichever AO seals still need to be placed. If the game ends and one seal was not able to be placed, randomly remove one adversary from your hand (if possible).

CONDITION #4

You have more adversary cards than the AO.

AO action: the AO places a seal on an adversary that shares a column containing one of your seals. If there is more than one column option, randomly determine which column option gets the seal. Place the AO seal on the topmost eligible adversary. Otherwise, place the AO seal on *any* column using random determination (topmost adversary).

If the AO is unable to place a seal, you must randomly discard a knight card (card shuffle method). The AO turn ends.

CONDITION #5

You drew 2 knight cards* on the last turn or the AO skipped his last turn.

AO action: the AO draws a card from the adversary deck to place in his hand. If the adversary deck is depleted, perform the AO action listed under condition #3.

CONDITION #6

You skipped “action 1” on your last turn and no column has more than 3 cards.

AO action: perform “action 1” from the rulebook on behalf of the AO. Otherwise, perform the AO action listed under condition #4.

If none of the above conditions are applicable, randomly discard one knight card from your hand (card shuffle method) unless you have *less* total points in adversary cards than the AO. If the latter is the case, the AO turn is skipped.[†]

*Not to be confused with drawing a “double” knight card.

[†]Place a pawn in the AO area to indicate this occurred. On his next turn remove the pawn from the AO area.

Note: the random removal of knight cards from your hand includes the Merlin cards.