

Century Automa Rules – Normal Mode

STOP! Don't like reading rules? Neither do I! That is why I make videos to help explain. You can search for my youtube channel "Carolina Gamer" or search for "Century Eastern Wonders Solo Automa: How to Play" to watch how to play the game.

GAME OVERVIEW

In a solo game of Century you will be playing against an automated opponent replicating the two player game. The game consists of a number of rounds until either you or the Automa has collected their fourth victory point tile.

SETUP





1. Setup the board per the rulebook.
2. Lay out all the bonus tiles, removing the six and four point victory bonus tiles and returning them to the box.
3. The Automa will not use a player board. Place their outposts near the game board and place their ship on one of the board tiles as their starting location. Setup your player board just as you would in a multiplayer game and place your ship on a board tile as your starting location.
4. Based off of the difficulty you are playing on give yourself a number of starting resources (see the Difficulty section in the rulebook).
5. Create your Automa deck based off of the difficulty you are playing on. You will remove the victory point tile cards from the Automa deck, shuffle the Automa deck and then remove a number of cards based off of your difficulty, returning them to the box. You will then use the remaining cards to form four piles/stacks of cards. Distribute the Automa cards into these four piles/stacks until the fourth pile has 5 cards. Distribute the remaining cards into the first three piles/stacks. Once the Automa cards have been distributed shuffle the eight victory point tile cards and select four at random without looking at them place one on each pile/stack. Shuffle each pile/stack individually and place them on top of each other with the first three bigger stacks being placed on the last smaller stack. This is now the Automa deck for the game.

TURN STRUCTURE AND GAMEPLAY

A game will consist of a number of rounds until the end game trigger occurs. A round consists of you taking your turn and then the automa taking its turn.

1. You take your turn as normal.
2. On the Automa's turn you will flip over the top card of the automa deck, perform the actions on it and then discard it.
4. The Automa never collects resources. If the Automa lands on a tile with a resource simply discard it back to the supply.
5. If the Automa ever lands on the tile that you are on you get to take a yellow resource from the supply and add it to your player board.
6. If you end your movement on a tile that the Automa is already on then you must pay one resource to the supply.
7. In the normal mode ignore the action at the bottom of the card. This is for either the Sand to Sea or Call to Adventure game mode. Make sure your Automa deck is oriented the correct way.

Automa Actions

	The Automa will move to the location on the Automa card and place an outpost from its supply onto the board where it moved to
	Before moving the Automa will take the matching resource from the supply and drop it onto the tile it began its movement on. Then it will move per the Automa card.
	After moving and performing any other actions on the Automa card the Automa will gain the highest bonus victory point tile currently available (either the 5 or 3 point bonus tile). If both have already been selected by the player the Automa gains nothing.
	The Automa will move its ship to the matching location and gain the victory point tile. If the matching destination is a closed port it will move to the next open port in clockwise order.

SCORING

1. You score as normal. The Automa will score for any outposts that were not placed on the game board, any bonus victory point tiles, victory point tiles, as well as cubes left on the player board (dependent on difficulty). In the event of a tie the player loses.

DIFFICULTY

SETUP/SCORING

EASY

- Starting Cubes - 2 Red, 1 Yellow
- Remove 7 cards (3 stacks of 9, 1 stack of 6)
- Non-placed Automa outposts score 2 points/each
- Automa doesn't gain any points for leftover cubes on player board.

NORMAL

- Starting Cubes - 1 Yellow, 1 Green
- Remove 7 cards (3 stacks of 9, 1 stack of 6)
- Non-placed Automa outposts score 3 points/each
- Automa gains one point for each yellow cube left on player board.

HARD

- Starting Cubes - 2 Yellow, 1 Red
- Remove 10 cards (3 stacks of 8, 1 stack of 6)
- Non-placed Automa outposts score 3 points/each
- Automa gains one point for each yellow and red cubes left on player board.

NORMAL MODE

Century Automa Rules – Sand to Sea/Call to Adventure Mode

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GAME OVERVIEW

In a solo game of Century you will be playing against an automated opponent replicating the two player game. The game consists of a number of rounds until either you or the Automa has collected their fourth victory point tile.

SETUP





1. Setup the board per the rulebook.
2. Lay out all the bonus tiles, removing the six and four point victory bonus tiles and returning them to the box.
3. The Automa will not use a player board. Place their outposts near the game board and place their ship on one of the board tiles as their starting location. Setup your player board just as you would in a multiplayer game and place your ship on a board tile as your starting location. Remove four outposts for the Automa returning them to the box (you should both only have 16 in this game mode).
4. Based off of the difficulty you are playing on give yourself a number of starting resources (see the Difficulty section in the rulebook).
5. Create your Automa deck based off of the difficulty you are playing on. You will remove the victory point tile cards from the Automa deck, shuffle the Automa deck and then remove a number of cards based off of your difficulty, returning them to the box. You will then use the remaining cards to form four piles/stacks of cards. Distribute the Automa cards into these four piles/stacks until the fourth pile has 5 cards. Distribute the remaining cards into the first three piles/stacks. Once the Automa cards have been distributed shuffle the eight victory point tile cards and select four at random without looking at them place one on each pile/stack. Shuffle each pile/stack individually and place them on top of each other with the first three bigger stacks being placed on the last smaller stack. **FLIP THE AUTOMA DECK SO THAT THE SAND TO SEA/CALL TO ADVENTURE** text is showing upright. This is now the Automa deck for the game.

TURN STRUCTURE AND GAMEPLAY

A game will consist of a number of rounds until the end game trigger occurs. A round consists of you taking your turn and then the automa taking its turn.

1. You take your turn as normal.
2. On the Automa's turn you will flip over the top card of the automa deck, perform the actions on it and then discard it.
4. The Automa never collects resources. If the Automa lands on a tile with a resource simply discard it back to the supply.
5. If the Automa ever lands on the tile that you are on you get to take a yellow resource from the supply and add it to your player board.
6. If you end your movement on a tile that the Automa is already on then you must pay one resource to the supply.
7. Ignore the action at the bottom of the card. This is for either the normal game mode. Make sure your Automa deck is oriented the correct way.

Automa Actions

	The Automa will move to the location on the Automa card and place an outpost from its supply onto the board where it moved to
	The Automa will discard the market card in the slot referenced (1,2,3,4 from left to right). If it did not take the first slot market card it will leave a yellow cube on each card in market order before the one it took.
	After moving and performing any other actions on the Automa card the Automa will gain the highest bonus victory point tile currently available (either the 5 or 3 point bonus tile). If both have already been selected by the player the Automa gains nothing.
	The Automa will move its ship to the matching location and gain the victory point tile. If the matching destination is a closed port it will move to the next open port in clockwise order.

SCORING

1. You score as normal. The Automa will score for any outposts that were not placed on the game board, any bonus victory point tiles, victory point tiles, as well as cubes left on the player board (dependent on difficulty). In the event of a tie the player loses.

DIFFICULTY

SETUP/SCORING

EASY

- Starting Cubes - 2 Red, 1 Yellow
- Remove 1 card (3 stacks of 11, 1 stack of 6)
- Non-placed Automa outposts score 2 points/each
- Automa doesn't gain any points for leftover cubes on player board.

NORMAL

- Starting Cubes - 1 Yellow, 1 Green
- Remove 4 cards (3 stacks of 10, 1 stack of 6)
- Non-placed Automa outposts score 2 points/each
- Automa gains one point for each yellow cube left on player board.

HARD

- Starting Cubes - 2 Yellow, 1 Red
- Remove 7 cards (3 stacks of 9, 1 stack of 6)
- Non-placed Automa outposts score 2 points/each
- Automa gains one point for each yellow and red cubes left on player board.

SAND TO SEA MODE

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AI - 1

AI - 1 IV CTA

AI - 2

AI - 2 IV CTA

AI - 3

AI - 3 IV CTA

AI - 4

AI - 4 IV CTA

AI - 5

AI - 5 IV CTA

AI - 6

AI - 6 IV CTA

AI - 7

AI - 7 IV CTA

AI - 8

AI - 8 IV CTA

AI - 9

AI - 9 IV CTA

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AI - 10

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AI - 19

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AI - 27

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AI - 28

CTA
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AI - 37

CTA

AI - 37

AI - 38

CTA

AI - 38

AI - 39

CTA

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AI - 40

CTA

AI - 40

AI - 41

CTA

AI - 41

AI - 42

CTA

AI - 42

AI - 43

CTA

AI - 43

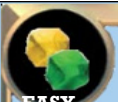
I - 44

CTA

AI - 44

PLAYER REFERENCE

1. Setup per your mode and difficulty.
2. If playing Call to Adventure, remove four outposts for both the player and Automa and return them to the box.
3. For both modes remove the six and four point bonus tiles.
4. The player always goes first no matter the mode/difficulty.
5. If the Automa claims a closed VP tile, it will claim the next VP tile going in clockwise order.



SETUP/SCORING

EASY

- Starting Gems - 2 Green, 1 Yellow
- Remove 7 cards (3 stacks of 9, 1 stack of 6)
- Non-placed Automa outposts score 2 points/each
- Automa doesn't gain any points for leftover gems on player board.

NORMAL

- Starting Gems - 1 Yellow, 1 Blue
- Remove 7 cards (3 stacks of 9, 1 stack of 6)
- Non-placed Automa outposts score 3 points/each
- Automa gains one point for each yellow gem left on player board.

HARD

- Starting Gems - 2 Yellow, 1 Green
- Remove 10 cards (3 stacks of 8, 1 stack of 6)
- Non-placed Automa outposts score 3 points/each
- Automa gains one point for each yellow and green gem left on player board.



NORMAL MODE





SETUP/SCORING

- Starting Gems - 2 Green, 1 Yellow
- Remove 1 card (3 stacks of 11, 1 stack of 6)
- Non-placed Automa outposts score 2 points/each
- Automa doesn't gain any points for leftover gems on player board.

NORMAL

- Starting Gems - 1 Yellow, 1 Blue
- Remove 4 cards (3 stacks of 10, 1 stack of 6)
- Non-placed Automa outposts score 2 points/each
- Automa gains one point for each yellow gem left on player board.

HARD

- Starting Gems - 2 Yellow, 1 Green
- Remove 7 cards (3 stacks of 9, 1 stack of 6)
- Non-placed Automa outposts score 2 points/each
- Automa gains one point for each yellow and green gem left on player board.

CALL TO ADVENTURE MODE

