

SOLO AUTOMA RULES

COMPONENTS:

- 1 Rulebook
- 34 Automa cards
- 10 Automa Attraction cards
- 1 Solo Reference card

An Updated Companion Ruleset for the downloadable PDF file:
' Funfair Solo Automa (Unofficial) '

File Available at:
<https://boardgamegeek.com/filepage/218537/solo-automa-unofficial>



OVERVIEW:

You have been challenged to build the best theme park on this planet. Your challenger, however, is no ordinary theme park enthusiast. His name is Walt and he has spent his whole life dreaming, researching, and experimenting with different theme park attractions, shows, live entertainment, and of course culinary art. With four different difficulties (Easy, Normal, Hard, Expert) to choose from you can find just the right Walt that provides the challenge you are looking for. Don't like reading rules? You don't have to. You can skip the rest of this document and go to my youtube channel "Carolina Gamer" to watch not only a how to play video but a full playthrough as well. Hopefully between the videos and this document you will have everything you need to complete the theme park of your dreams. So, lets get started, quit talking, and begin doing.

SETUP:

- Make room on your gaming surface for the Automa play area and give the Automa one facedown Showcase card as well as a Gate card (just like you would in a multiplayer game).
- Before creating the City Events deck, remove "Not-so-secret Santa" from it as this is the only event card not compatible with this Automa.
- Next, you will need to take the 10 card Automa Attraction deck, shuffle it, and place it in the Automa's play area.
- After that, you will need to create the Automa deck from the 34 Automa cards based off the difficulty you are playing on.
 - Easy – For an easy game, remove AI cards 16, 32, and 33 from the Automa deck (these cards have a red sad face on the bottom left of the card. Leave in AI cards 22-27 as well before shuffling the Automa deck (these cards have a yellow happy face on the bottom left of the card).
 - Normal/Hard/Expert – Remove AI cards 22-27 before shuffling the Automa deck (these cards have a yellow happy face on the bottom left of the card).
- If playing on expert, deal the Automa one Blueprint card from the top of the Blueprint deck facedown. It will score this at the end of the game in addition to any other Blueprint cards it gains during the game.
- Reveal one Award card, fill the market with Park cards and create the City Event deck (minus poor Santa) just like you would in a multiplayer game.
- The Automa does not start the game with any coins and will only ever gain coins through Automa cards or through the one City Event card, "Construction Contracts."
- You start as the first player no matter the difficulty (the first player marker will pass each round as normal).

GAMEPLAY:

- A game versus the Automa takes place over the same 6 rounds as a multiplayer game. Let's go through each step of the round now.

STEP 1 – CITY EVENTS STEP

- For rounds 1-5 at the start of the City Events step, before flipping over an event card, flip over a card from the Automa attraction deck and place it in the Automa play area. These cards have a location number between 1 through 5 and just represent the 5 different attractions the Automa will build/add on to throughout the game. You can place them left to right in the play area numbered from 1 to 5 (for instance if 5 is the first one pulled then leave some room to the left of it

for attractions 1-4). If you reveal an attraction whose number has already been placed in a previous round, simply discard it and reveal cards until you come across an attraction whose number has not been placed yet. The Automa will never build 6 attractions so in round 6 do not flip over an attraction card.

- Next, flip over a City Event and resolve it. The Automa will rarely be impacted by City Events. If a City Event tells you to give a card to an opponent simply discard it to the Park discard pile. If you choose to build an upgrade via the Construction Contracts" event card then simply place the coins in the Automa's play area (it will score for them during end game scoring).

STEP 2 – PARKS STEP


- During this step you will take turns with the Automa just as you would vs. a human opponent. When it is the Automa's turn to take a Park step simply flip over the top card of the Automa deck and resolve it. The Automa will take three Park actions each round unless it builds its Showcase card. In that case it would take four actions each round. This affect happens immediately. For example, if during round three the Automa built its showcase with the second Park action of the round it would gain a fourth Park action that round and onward (just like you would in a multiplayer game).



IMPORTANT NOTE: The Automa does not have upgrade restrictions like you do (i.e. upgrades with the same name on the same attraction, etc).



Types of Automa cards:

- Upgrade cards - These are marked by an icon on the top right of the Automa card:-E.G.

When these cards are flipped over, resolve the iconography on them.

Start this by building your Upgrade card on the designated Attraction space (in this example, space number Five: ). If, however, that space has not yet been revealed, follow the arrow icons to find the next applicable space in the row: i.e.

Left and 'down'  OR Right and 'Up' 

EG: as above, you draw an upgrade card that wants to attach to Attraction 5 (with arrow pointing right and 'up' the row). However, there are only two attractions currently revealed by the Automa: attractions  and . Given this fact, instead of building the upgrade onto attraction 5 (which isn't available), it will keep moving up, looping back around to space 1, and eventually building on space 2, since that is the next numbered attraction actually available. Conversely, the same 'looping' rules would also apply if the arrow was pointed in the opposite direction : i.e. left and 'down' the row.

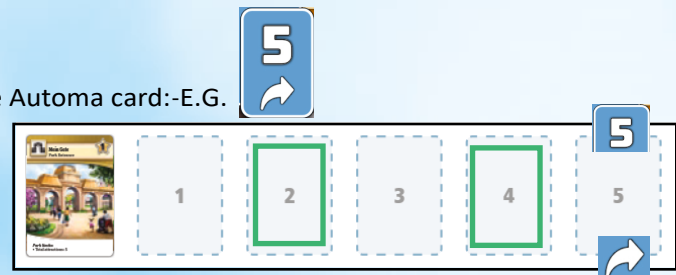
- Staff Cards – These simply go into the Automa play area and will score at the end of the game. Make sure to resolve any special text on the card.

- Discard Cards – Some cards only discard cards and do not stay in play (AI Cards 22-29). Automa cards 22-27 simply discard a card from the market. The last two discard the top 5 cards from the Park deck.

- Blueprint Cards – These cards allow the Automa to gain Blueprints throughout the game. Blueprints are no longer available for you during rounds 5 and 6. If playing on easy then Blueprints can no longer be gained by the Automa in rounds 5 and 6, just like a multiplayer game. If this happens then it collects loose change instead. If playing on normal, hard, or expert the Automa can continue to gain Blueprint cards regardless of the round number.

- Showcase Cards - When drawn, these cards [titled 'Build & Collect'], allow the A.I. to build its Showcase card (aka: 'Super Attraction'). N.B. - the A.I. never discards money to build its Showcase. Once built (by flipping it over) it simply collects loose change, based on the number of Attraction cards in the Automas' play area. If a second 'Build and Collect' card appears, the A.I. does not build another Showcase card (as it's already complete). Instead, it uses this second Showcase card to collect loose change only.

Also note: when building a Showcase card, the A.I. never adds it to their park, as it is not used by them for scoring purposes (unlike a real player). Instead, they simply flip it over. This shows that, from here onwards, the A.I. has now gained access to an additional fourth park action each round (but nothing more).



STEP 3 GUESTS STEP

The Automa does not collect income during this round. The Automa does not collect investor funds and you don't have to add up its stars. The reason the Automa has stars on its cards is for eligibility for the "Wooden Spoon Award" during end game scoring.

STEP 4 CLEANUP

- This is the same as the multiplayer game except the Automa does not have any cards in hand so you don't have to worry about discarding down to 5 for them.
- Make sure to move the Starting Player marker.

SCORING AT END GAME:

- The Automa scores just like you do for Attraction Size (remember that wild features count towards this number).
- Blueprints score based off difficulty (if playing on easy or normal then the Automa scores only the top portion of any Blueprint cards in its play area, if playing on hard or expert it scores for both the top and bottom sections of the Blueprint card). The Automa is always assumed to have finished its Blueprint cards and will never score negative points for these.
- Add up any coins the Automa has collected and score per normal.
- Automa Staff members score the VP shown on their cards.
- Awards are scored the same as in a multiplayer game. Wild icons do not count towards Award conditions.
- Ties are broken the same way as in a multiplayer game.



AUTOMA CARD ANATOMY

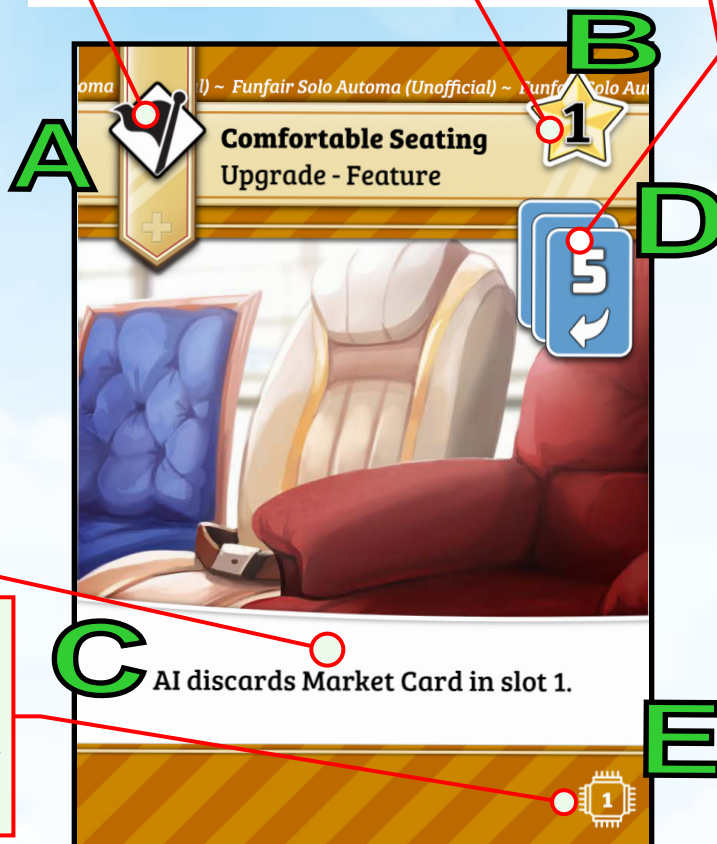




A) Determines the Type of Upgrade (see symbol) this automa card represents

B) Only used to calculate "Wooden Spoon Award" criteria

D) If the Automa card is an Upgrade type, it needs to be built onto an Attraction card. The blue card icon shows the number 'X' (a '5' in this example), which indicates what build space (in the numbered order it appears) to build the Attraction card onto.

C) The Market area has 6 predetermined slots. This section of the card determines which Market card the Automa will discard to the Park discard pile. From left to right they are counted as 1,2,3,4,5,6.



However, if the build space indicated has not yet been revealed, the arrow icon below this number then states which row direction the Automa will look to build onto next - either :
Left and 'down' 
OR
Right and 'Up' 

E) A.I. card set number in overall Automa deck (used for game difficulty scaling - refer to rules).