

## 1. Introduction

This rulebook concerns a single player variant for Heaven & Ale, where you will play against a fake opponent: the Automa.

The Automa's actions are driven by a dedicated deck (automa deck). This game mode is designed to allow you to play a two-player game in solitaire mode without having to spend too much energy to move your opponent, so you can focus exclusively on your strategy.

## 2. Components

- Base game
- 1 automa deck made of 12 cards
- 1 disc card

All cards needed for this variant can be downloaded from [www.mautoma.com](http://www.mautoma.com)



## 3. Set-up

Prepare a standard set-up for two players with the following exceptions:

- Automa receives only his meeple and the disc card.
- Shuffle the automa deck, be careful that all cards are turned with the brown half at the bottom side.
- Choose randomly who will be the first player.

## 4. Automa general rules

During the Automa's turn, draw a card from the automa deck and perform the action shown in the upper section of the card. **Once the Automa reaches or passes the first barrel space, turn the automa deck** (brown half at the top side) and apply the brown half **until the end of the round**.

The Automa simply advances on the track and collects resources, monks or scoring discs. Put all components gained by the Automa in a separate reserve.

The Automa doesn't use money.

If the deck finishes before the end of the round, reshuffle it.

In the rare case that no action is applicable, discard the card and draw a new one.

## 5. Cards explanation

You must apply only the upper section of the card.

Before moving the Automa's meeple you have to check the Automa's position: if it is ahead of you, apply the first action, while if it is behind or in the same space apply the second action.

When the Automa advances X spaces, take into account only the spaces having resources, monks or scoring discs. The empty spaces must be ignored.



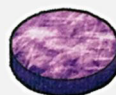
The Automa advances 2 spaces and collects all that it finds there: all resources, all monks or 1 scoring disc. If there are two scoring discs, the Automa takes only one.



The Automa advances 2 spaces, then if there is at least one resource, it stops and collects them all. If the spot is not a "resource spot", the Automa proceeds further in

the first space providing at least one resource and it takes them all.

Every time the Automa collects resources, stack them in a pile. Once the Automa has a pile made of 5 tiles, immediately flip it facedown and put it in the next barrel spot, considering the current position of the Automa's meeple. That pile will help you to remember that the Automa is ready to collect a barrel.



The Automa advances to the first space providing a scoring disc and collects it. If there are two scoring discs, the Automa takes only one. Place the scoring disc on the Automa's disc card. The disc card provides 10 spots. Once all spots are full, the Automa can no longer collect scoring discs and since that moment all spaces with scoring discs must be considered as they were empty. Please note that there is a special spot on the card, that is dedicated to store the disc taken from the X space of the tabletop. The Automa can take a disc from this space only once during the whole game and you can remember that by placing that disc on its dedicated space on the card. All other scoring discs can be taken by any space and must be stored in the normal spots on the card.



The Automa advances to the first space providing at least one monk and he collects it/them.

## 6. Barrel collecting

In round 1 the Automa never collects any barrels.

Starting from round 2, whenever the drawn card indicates that the Automa would pass a barrel spot, ignore the action described on the card and put the Automa's meeple on that barrel spot. For each tile stack present in that space, the Automa takes one barrel. Sum the values of the 5 tiles, the resulting number indicates which barrel the Automa collects (restarting from the first barrel if needed). For example, if there are 2 stacks; the value of the first stack is 9 and the value of the second one is 13, the Automa collects the 9th and the first barrel from the tabletop.

The Automa cannot collect two barrels of the same type; if the value of the stack indicates a forbidden barrel, the Automa takes the next valid one.

Then set aside the tile stacks, they are needed for final scoring.

## 7. End of round

If the Automa reaches the starting position first, he chooses the bonus position as shown in the card.

Then restore and reshuffle the whole deck.



## 8. Final scoring

**Difficulty level 1:** The Automa's score is the sum of all resource values he has collected during the game. Don't consider the barrels.

**Difficulty level 2:** The Automa's score is the sum of all resource values he has collected during the game plus the value of its barrels.

**Difficulty level 3:** The Automa's score is the sum of all resource values he has collected during the game plus the value of its barrels. Furthermore it scores 5 victory points per scoring disc on the disc card.

You can further change the difficulty level by adjusting the number of the tiles needed by the Automa to get a barrel. The less this number is, and greater the difficulty is.

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