

1. INTRODUCTION

This is an alternative rule set for solo playing against Trismaugistus. In order to play in this mode, you only need the solo content from the base box.

This mode was created with the aim of making the solo variant of the base game more competitive and more easy to manage by minimizing the check of the tiebreakers.

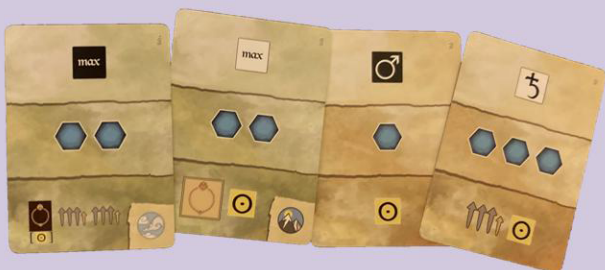
This document contains the rules describing the set-up and functioning of the Automa. For everything that is not expressly covered here, follow the standard rules of the game.

2. TRISMAUGISTUS SET-UP

- Place a disc at the beginning of the VP track
- Place a disc at the beginning of all four mastery tracks
- Place a disc on the second spot of the turn order section
- Take the automa tracker card and put 1 ethereal die token on it (the Automa starts with no gold)
- Choose a difficulty level from 1 to 3 and prepare the automa deck (see the dedicated sections beside)
- Once you have choosen your initial stuff, give the Automa the artifact and the initial experiment you have discarded. Trismaugistus starts with no publication card and no masterpiece experiment.
- Check the elemental symbol of the Automa's initial artifact and put a yellow cube close to the corresponding mastery track. During the game, all ties involving the mastery tracks will be broken by selecting the track marked by the yellow cube, or the first valid track below (wrapping back up to the top track if necessary).

DIFFICULTY LEVEL 1 (easiest)

- ❖ Put all 4 personality (purple) cards back in the box. They are not used in this variant
- ❖ Remove from the game the following 2 specialization (green) cards and 2 basic (yellow) cards



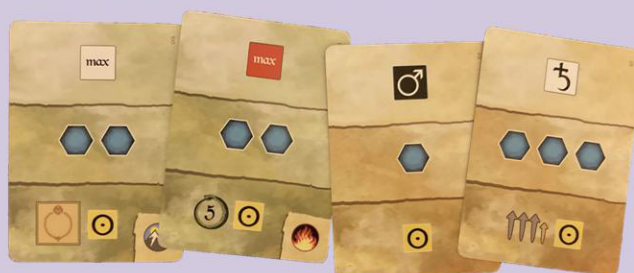
- ❖ Build a deck with all remaining cards (2 green + 7 yellow), shuffle it and put it close to the tracker card

- Advance the marker on the mastery track corresponding to the Automa's initial experiment so that it meets the card's requirement. For example, if Trismaugistus starts with this experiment, move its marker to level 2 on the fire track.



DIFFICULTY LEVEL 2

- ❖ Put all 4 personality (purple) cards back in the box. They are not used in this variant
- ❖ Remove from the game the following 2 specialization (green) cards and 2 basic (yellow) cards



- ❖ Build a deck with all remaining cards (2 green + 7 yellow), shuffle it and put it close to the tracker card

DIFFICULTY LEVEL 3

- ❖ Put all 4 personality (purple) cards back in the box. They are not used in this variant
- ❖ Remove from the game the following basic (yellow) cards



- ❖ Build a deck containing only the 4 green cards, shuffle it and put it close to the tracker card
- ❖ Take the 6 remaining yellow cards and put them face up in the discard pile. These cards will come into play only after the first 4 green cards have been played

3. AUTOMA'S TURN

- Draw an Automa card
- Evaluate all three sections of the card
- Move the card to the discard pile

- The Automa never performs reactions
- Once the Automa deck is exhausted, shuffle all the discarded cards and build a new deck.

4. END OF ROUND

- At the start of the second round, put 2 ethereal die tokens on the Automa's tracker card.
- At the start of the third round, put 3 ethereal die tokens on the Automa's tracker card.
- The turn order of the next round is based on the standard rules: the first player who consumes its three dice will be the first player in the next round.

5. DESCRIPTION OF THE CARDS

The first section of the card shows the criterium for die selection. This section must be applied only if there is no active die on the tracker card.

The rules for die selection are the same as Botmegistus:

- The Automa takes the most potent die matching both the color and the symbol of the dice depicted on the card. Remember to also consider the wild dice. If there are multiple dice with the same potency, select the die following this priority: DIE AT LEFT / WILD DIE
- If there are no valid dice on the board, repeat the previous step considering only the symbols of the dice depicted on the card (ignoring the color). If there are multiple dice with the same potency, select the die following this priority: BLACK / WHITE / RED
- If there are no valid dice on the board, repeat the first step considering only the colors of the dice depicted on the card (and not the symbols). If there are more dice with the same potency, select the die following this priority: IRON / MERCURY / TIN / COPPER / LEAD

Once you have selected a die, put it on the Automa's tracker card on the spot corresponding to its potency.

If Trismaugistus has at least 1 ethereal die token and the potency of the selected die is less than 5, it spends 1 ethereal die token to increase the potency of the die by 1.

The second section of the card must be always applied; it indicates how much potency must be consumed from the active die on the tracker card.

Lower the potency of the Automa's die by the amount indicated on the card. Then, if its potency is exhausted, place it on the right side.

If the potency amount required by the card is greater than the current potency of the die, place it immediately on the right side. In any case the effect depicted in the third section of the card must still be applied.

The third section of the card shows the action performed by Trismaugistus.

The section below describes the effect of each symbol you find on the cards. The  icon near a symbol indicates that the effect of that symbol is different from the original rule described in the original Botmegistus ruleset.



The Automa takes 1 experiment from the area corresponding to its die. As a first choice it tries to take the experiment of a type that it still lacks, otherwise it takes the experiment that provides more VP.

If no experiments are available, the Automa gains 1 gold.

The Automa immediately completes the experiment. Perform these procedures:

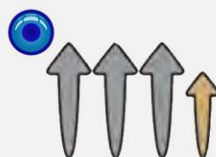
(1) - Check the elemental requirement on the experiment card and check the position of the Automa's marker on the corresponding mastery track.

a) If the marker is lower than the card's requirement, advance the marker until it reaches the level required by the card.

b) Instead, if the marker is already at a level equal to or higher than the requirement, increase the marker position by 1 level.

(2) - If the Automa already had at least 1 experiment of the same type as the one just completed, it also earns 1 gold (2 gold if you are playing on difficulty 3).

(3) - Any other icon on the experiment card has no effect.



The Automa advances 1 step on the mastery track in which it is closest to reaching a bonus token or the end of the track. Ties are broken according to the track marked with the yellow cube.



The Automa takes 1 artifact by taking it from the board based on the color of its die. Use the black die to decide which one of the two artifacts to take. Place the artifact in the play area of the Automa, it does not produce any immediate effect; it will be considered only during the final scoring.



The Automa gains 1 gold.

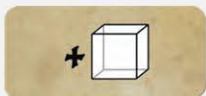


The Automa advances 1 level on the corresponding mastery track.



The Automa gains 5 VP.

When the Automa reaches or exceeds a bonus token on a Mastery track, it instantly gains the benefit based on the symbol represented on the token.



The Automa gains 1 ethereal die token



The Automa gains 5 VP



The Automa advances 1 step on the mastery track in which it is closest to reaching a bonus token or the end of the track. Ties are broken according to the track marked with the yellow cube.

Please note that the effect of this bonus token is the same of this symbol



Whenever it is necessary to advance a marker on a mastery track that is already at maximum level, the Automa gains 1VP instead.

6. FINAL SCORING

Score the VP of the Automa in the following order:

- 1) Draw 1 masterpiece experiment from the deck. The Automa scores the VP of the masterpiece only if it meets the requirement of the corresponding mastery track. If the requirement is not met, the Automa spends 1 gold for each missing step. If the Automa doesn't have enough gold, the masterpiece is not completed.
- 2) Score all experiment cards in the Automa play area.
- 3) Count how many elemental symbols the Automa has collected. Consider the symbols on experiments, artifacts, and mastery tracks. The Automa respectively scores 2/3/4 VP for each symbol it has, according to the chosen difficulty level 1/2/3.
- 4) Score VP for the Automa's formulas. Consider that the Automa has 1 formula per each different type of experiment (including the masterpiece), then it buys other formulas spending the remaining gold. The cost of the formulas is respectively 1/2/3/4 gold.
- 5) 1 VP per each remaining gold and per each ethereal die token.
- 6) Score the VP on the mastery tracks.

7. Achievements Module

If you wish to play with the Achievements Module: during the general setup reveal 4 achievement cards at random and place them in a row.

During the preparation of the automa deck: after selecting the yellow/green cards, add 3/4/4 purple cards based on the difficulty level 1/2/3.

During the game:

- when you complete an achievement, you gain all the benefits of the achievement card, then turn it face down;
- during the Automa's turn, if you reveal a purple card, immediately roll the black die, then take a yellow cube from the reserve and place it on top of the card indicated by the die result (e.g. D2 => cube on the second achievement card). Consider only the face up cards; if the die's value does not correspond to any valid card, reroll. Once there are 3 cubes on a card, the Automa scores the VPs of that card (ignore any other effects), then turn it face down. After resolving the purple card, immediately draw another automa card and resolve it (it could happen that in a single turn the automa places more than one cube on achievement cards and then it takes its turn normally).

Creator of the Automa: **Mauro Gibertoni**

Rulebook revisor: **Jeff Cunningham**

Blind playtesting: **Jeff Cunningham**

Contacts: **maurogibertoni@gmail.com**

