

PENDULUM

AUTOMA

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INTRODUCTION

This rulebook introduces a system for adding 2 artificial opponents, called Automas 1 & 2, to Pendulum that take the place of 2 human players. You can't use only 1 Automa.

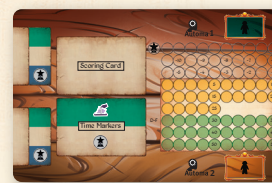
You carry out the actions of the Automatas and, therefore, they play by different, simpler rules to keep them easy for you to manage. For example:

- Automatas don't retrieve workers, they never move them to the bottom rewards box of an action space, and they never place workers on the black action area.
- They gain votes and victory points, but nothing else.
- They don't take actions.
- They are handled as one during real-time phases. At all other times they're treated as separate players.

While Automatas follow their own simplified rules, you play normally following all the rules for a real-time 3-player game. You cannot play untimed.

Any rule not explicitly overridden in this rulebook is still in effect.

COMPONENTS



1 Automa scoring mat



3 player aid cards



3 double-sided
Automa scoring cards







32 Automa cards

Designer's Note: Our artificial opponents got their names from the Italian word for "automaton," chosen because the first one we made was for the game Viticulture, which is set in Italy.

SETUP

Setup as for a 3-player game and choose colors for the 2 Automas. Perform the following setup steps (and only these steps) for the Automas before placing your own workers.

1. Randomly determine the placement of the Automas' and your markers on the privilege track as normal.
2. Place the Automa scoring mat on the table.
 - a. Place 1 achievement marker for each of the Automas on the circular space with the Automa VP icon to the left of the victory point track.
3. Place 1 common worker of one Automa's color on the topmost Automa head and 1 common worker of the other Automa's color on the bottommost Automa head to indicate what color they play.
 
4. Choose your difficulty level (see *Difficulty Level*, page 8) and place the corresponding scoring card on the scoring mat. We recommend starting at Level B.
 

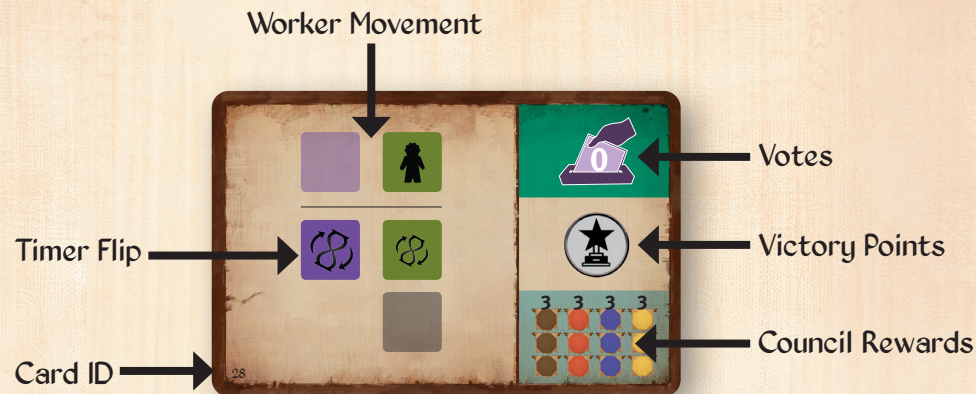
5. Shuffle all Automa cards and place them in a face-down stack. This is called the Automa Deck. Leave room next to it for a discard pile.
6. Give the Automas 6 grande workers combined. Colors don't matter:
 - a. Place one of them on each of the spaces on the bottom row of the purple and green action areas.
 
 - b. Draw an Automa card. If it has a grande worker icon in a purple box, place a grande worker on the remaining single-width space of the purple action area.
 - c. If there is no worker icon, place the grande worker on the empty double-width space.
 
 - d. Repeat steps b and c for the green action area, checking for a grande worker icon on a green box.
 - e. Reshuffle the Automa deck.



Example: Setup if the indicated cards were drawn. The Automas use the white, green, and red workers in this example.

ANATOMY OF AN AUTOMA CARD

Automa cards look like this:



The two sections in the left column are used for worker placement and timer flipping during real-time play. Each card has 0, 1, or 2 of these elements. Those that have 0 sometimes have an icon for province removal.

The information in the right column is used during the council phase to award the Automas votes, victory points, and remove council reward cards.

The card ID has no gameplay function.

TRIGGERING AUTOMA ACTIONS

Automa actions are triggered at any time during the game after either of these two events happen:

- You move one of your workers off the bottom rewards box of any action space. This includes removal by stratagem cards. The Automa action is triggered before you place your worker on another space.
- You flip the green or black timer and the purple timer has run out.

When an Automa action is triggered:

1. If there are no cards left in the Automa Deck, shuffle the discard pile to form a new Automa Deck.
2. Draw the top card of the Automa Deck, place it face up in the discard pile and resolve it. (See *Resolving Automa Cards*, page 4.)

Tip: If you need to reshuffle during a real-time phase, you can simply flip the discard pile face down instead of shuffling—but only if you promise not to try and memorize the card order.

RESOLVING AUTOMA CARDS

When resolving an Automa card, follow these steps:

1. If there are icons in the worker movement section of the card, the Automatas move a worker.
2. If there are icons in the timer flip section, the Automatas want to flip a timer.
3. If there's an icon with 4 cards, the Automatas remove a province card.

MOVE WORKER

If there's a worker icon on the current Automa card, the Automatas will move one of their workers. The icon determines the area on which the move is made.



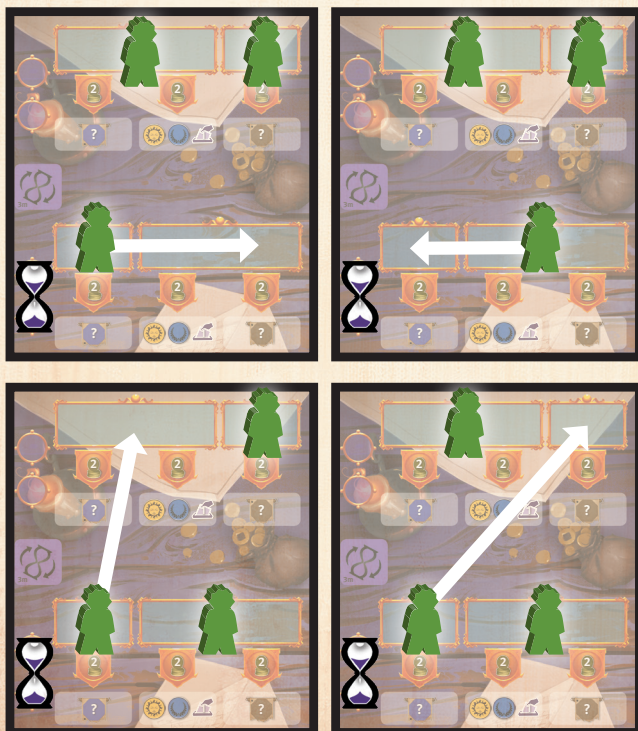
Purple Action Area



Green Action Area

On the specified area, move the leftmost worker on the row with the timer, to the space without an Automa worker.

There are 4 different movements possible on each area:



AUTOMA TIMER FLIPS



When an Automa action is triggered and one of the diagrams on the left or the right is on the drawn Automa card, then:

1. If the purple timer has run out, flip it.
 - a. If this was the second time it has been flipped (counting the flip that starts the round), then remove the legendary achievement token from the achievement card if it's there.
 - b. The Automatas gain nothing from this, but you're prevented from gaining the legendary achievement this round.
 - c. Move the knocked-off time marker to the corresponding box on the scoring mat.
2. Otherwise, flip the timer on the green/black area, as indicated by the diagram, if it has run out.
 - a. If that timer hasn't run out, then do nothing.
 - b. The Automatas will only flip one timer per card. If the purple timer was flipped, ignore any green or black timer icons on this card.

The determination of whether a timer has run out (for the purpose of whether the Automatas will flip a timer) is made the moment you touch the Automa card.

REMOVE PROVINCE CARD

When the Automas are to remove a province card, remove the province card from the provinces area as indicated by the icon (if no card is there, do nothing).

You decide whether to place a new province card.

Example: If the current Automa card has the icon on the right, you remove the province card that's second from the top on the provinces area.



ACHIEVEMENTS

After the second flip of the purple timer, you can no longer gain the legendary achievement during that round. Remove the legendary achievement token. Note: Since you're playing a simulated 3-player game, the legendary achievement token can't be gained in round 1.

As a reminder, you can place the legendary achievement token next to the second time marker instead of placing it on the achievement card.

The Automas never gain any achievements. This includes the legendary achievement.

AUTOMAS & VICTORY POINTS

The Automas don't gain victory points of different types; instead, they have a shared track with one achievement marker each to track their victory points. An Automa moves its own achievement marker rightwards along that track as many spaces as it gains victory points. If the achievement marker would move beyond the last space of a row, it instead moves to the leftmost space of the row below it.

The green spaces of their track are only available when playing the advanced 'glory' variant of the base game. Each green space equates to 1 glory cube.



This icon represents the VP of the Automas.

COUNCIL PHASE

Apply *only* the following Automa steps for the Automatas when going through the steps of the council phase.

0 - Victory Points

For each Automa, determine how many victory points it gains:

1. Draw 3 Automa cards and place them partially overlapping so that the right sides are visible and slightly on top of the scoring mat, as shown below.
2. Add up the number of Automa VP icons.
3. Add the round bonus shown on the scoring card for the current round.
4. Add 1 per time marker on the scoring mat.
5. The Automa gains that many victory points, but if the sum is negative the Automa gains 0 victory points.

Example:

The number of victory points gained by Automa 1 on difficulty Level D with these cards in round 2 is 2+0+1 victory points for the cards, 5 from the scoring card, and 2 for the 2 time markers on the scoring mat. Thus, it gets a total of 10 victory points. Automa 2 would get 0+1+1+5+2=9 victory points.

In round 3, Automa 1 would have gotten 15 victory points.



1 - Privilege and Votes

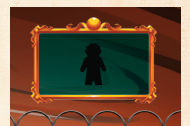
1. Add up the number of votes each Automa has on their 3 cards, plus those on the scoring card as well as 1 vote for each time marker on the scoring mat.
2. If the sum is negative, the Automa gets 0 votes.
3. If the sum is more than 20, the Automa gets 20 votes.

Example: Using the cards given in the previous example, Automa 1 would gain $-1+2+3+5+2 = 11$ votes in round 2 and 15 votes in round 3.

2 - Gain Rewards

When it's an Automa's turn to gain its rewards:

1. Advance 0-2 spaces on the shared Automa victory point track, based on its position on the privilege track in the same way as for a human player.
2. If you're in council phase 4, skip steps 3a-d.
3. Otherwise, go through the 3 cards you drew in step 0—left to right—until the icon in the bottom right corner of the card corresponds to a card on the council reward board.
 - a. Discard the first such council reward card found by going through them in normal English reading order.
 - b. Except if there's a grande worker on that Automa's grande worker box on the scoring mat. In that case, ignore any grande worker reward icon and continue to the icon on the next Automa card.
 - c. If the Automa chooses the grande worker reward, take a grande worker that's not in use in the game (i.e. not the 6 grande workers of the Automatas and not the 2 of your color) and place it on its grande worker box. Flip the card as usual.
 - d. If no icon leads to a valid choice, the Automa gains 1 victory point instead of taking a council reward.

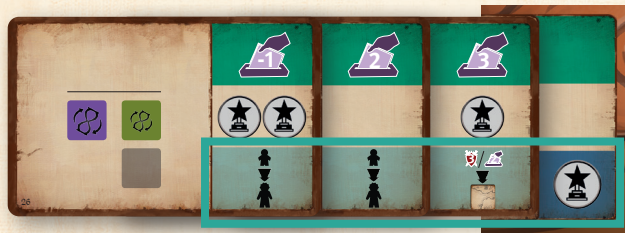


2 - Gain Rewards continued

Example: The council rewards board looks like this



and the cards below have been drawn for Automa 1, which got the grande worker reward in a previous round.



Since the Automa already has a grande worker, the first 2 icons don't lead to a valid choice.

The third icon has 2 valid options: "Pay 2 votes to gain 1 province" and "Pay 3 Military to gain 1 province." Since "Pay 2 votes to gain 1 province" is first in normal English reading order, you discard that card.

Had the third icon not led to a valid choice, the Automa would have gained 1 victory point.

In the final council phase, the Automatas ignore the council reward icons on their cards. Instead they each do this:

1. If you don't have the legendary achievement victory point and the corresponding reward card is available, the Automa takes it.
2. Otherwise, among the remaining council rewards, the Automa takes the reward corresponding to the track on which you're the farthest from the end (this includes glory, if you use the advanced variant) from among those tracks that are available as rewards.
 - a. If 2 or more tracks tie for this, the Automa takes the one that's topmost on your player mat.

As always, the Automatas don't gain any benefits from council rewards.

3 - Check Max

Automatas never use province cards.

4 - Round Setup

Shuffle all Automa cards and place them in a face-down stack with room left next to it for a discard pile.

5 - Place and Move

If you remove workers during this step, triggering an Automa action, you draw Automa cards as usual, but only carry out worker movement. Timer flipping and province removal do not happen during the council phase.



GAME END

The Automas are always considered to have the legendary achievement and so you lose if you do not have the legendary achievement victory point.

IN THE PARCHMENT AREA ON ALL TRACKS

If you and an Automa have both reached the parchment area (on all 3 tracks for you) and you have the legendary achievement victory point, determine the winner by comparing the number of spaces in the Automa's parchment area with the total number of spaces across your four parchment areas.

If you're using the advanced variant, remember that each green space on the Automa victory point track corresponds to 1 glory cube.

OUTSIDE THE PARCHMENT AREA

If you and an Automa both have not reached the parchment area (on 1 or more tracks for you) and you have the legendary achievement victory point, you need to compare your distance from the parchment area on your "worst" track with that of the Automa.

Since the Automa only has one track, this distance is determined in another way: It's the negative number of the space the Automa is on or the space just in front of it.



In this example, Automa 1 (orange) counts as being 2 spaces away from the parchment on its worst track because it's on the "-2" space and Automa 2 (green) is 4 spaces away because it's just after "-4".

If an Automa wins it will declare "I am the Timeless Queen" in a soft, slightly artificial, and very condescending voice. You have to say this on behalf of the Automa, since a stack of cardboard can't talk.

DIFFICULTY LEVEL

Once you have learned the game and beaten the Automas on Level B, we recommend that you choose a harder difficulty level. The difficulty level decides which of the 6 scoring cards you must use and whether you must use the Advanced Variant from page 21 of the core rulebook.

Automa Title	Level/Scoring Card	Advanced Variant?
Automa the [Censored]	A	No
Automa the Underachiever	B	No
Automa the Average	C	No
Automa the Slightly Intimidating	D	Yes
Automa the Great	E	Yes
Automa the Unconquered	F	Yes

VARIANT: FORESHADOWING

Normally, you draw 2x3 cards during each council phase for Automa votes and victory point determination. Once you have experience with the game, you can instead draw 1 card per Automa before each flip of the purple timer (independent of who flips it), placing the newly drawn card partially on top of the previous card.

The end result is the same (3 cards for each Automa), but this allows you to track the number of votes the Automas are getting as well as possible council reward choices so that you can include this information in your own strategic considerations.

