

BRAZIL

IMPERIAL
Zé Mendes

AUTÔMATO



The AUTÔMATO is a simulated, non-player opponent that can play in the base game against 1 to 3 human players. A set of new Cards and a Compass Token are used to play against the Autômato.

CONTENTS



9 Action Cards



9 Movement Cards



2 Summary Cards and 1 Compass Card

Commemorative edition for 200 years of Brazilian Independence



Metal Compass Token

AUTÔMATO GAME SETUP

Prepare the game as indicated on page 6 of the Base Game Rulebook. Choose any Board to represent the Autômato, it will not use a Monarch Board nor any of the Palaces II through VI. Then, follow these steps:

A Draw exactly 1 Card from each Era for the Autômato and place them face down next to the Autômato's Board.

B After players have chosen their Capitals, the remaining Capital will be the Autômato Capital and will receive **Palace I** in its color. If the Autômato is not the first player, according to the Capital Tile, it will be the last player.



C According to the chosen difficulty, shuffle the **Action and Movement Autômato Cards** into separate piles. Place the piles face down next to the Autômato Board.

D Place the **Compass** over the Autômato Capital.

CHOOSE THE AUTÔMATO DIFFICULTY

FOR AN EASY GAME:
Remove all 4 Cards with a **Star** from the Decks.



FOR A DIFFICULT GAME:
Do not remove any Card from the decks.

FOR AN EPIC GAME:
Remove all 4 Cards with a **Feather** from the Decks.



It is possible to adjust the Movement and Action Decks independently for more variations of difficulty and behavior, removing or adding Star or Feather cards to each deck.



Return any removed Cards back to the box.

AUTÔMATO'S TURN

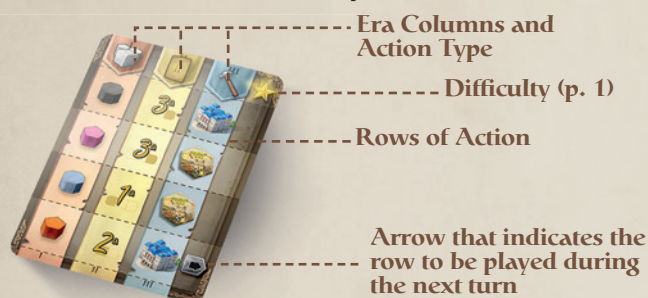
The Autômato's Turn follows the sequence of a normal game. First, the Autômato will use **Action Cards** instead of Action Tokens to simulate its actions. Second, **if the Autômato has Military Units on the map**, it will use **Movement Cards** to simulate movements across the map.

Important: The Autômato NEVER manages Resources or Elements. At no time during the game will the Autômato collect, produce, or pay Resources or Elements!



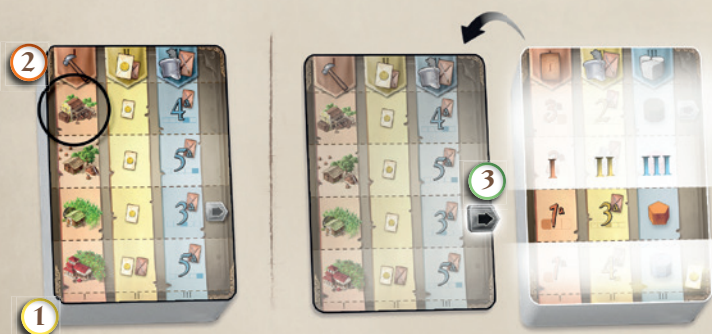
FIRST PHASE: ACTION (REQUIRED)

Action Cards have **3 Columns**, each representing the Actions that are to be performed during a given Era. Each column has **4 Action rows**, which will be executed according to the Action Card **Arrow** from the previous turn.



During the **Action Phase of the Autômato's turn**, follow these steps:

- 1 During the first round, flip the entire pile of Action Cards face up.
- 2 Execute the first row of the Action Card from the column corresponding to the current Era.
- 3 At the beginning of each turn during subsequent rounds, remove the top card of the pile place it in a pile to the left, face up. An **Arrow** on this card will indicate which Action Row of the next Card in the deck is to be performed for that **Era column**.
- 4 If the last card in the deck is removed at the beginning of a turn, shuffle all Action Cards and place the deck face up. Then, execute the first row of the Card for the current Era.



SECOND PHASE: MOVEMENT (MANDATORY IF THE AUTÔMATO HAS UNITS ON THE MAP)

Movement Cards are the means by which the Autômato travels across the map. They have a **Column on the left** divided into **4 rows of Directions or Bonuses**. An **Arrow** on the previous turn's Movement card **indicates** the row of the Direction or Bonus to be executed this turn. On the right, the direction of movement to be performed by the Autômato's Units on the map is indicated, aided by the **Compass**.



The Autômato's Movement Phase **ONLY occurs if it has Military Units on the map!** If so, follow these steps:

- 1 On the turn that the Autômato deploys its first Unit, flip the pile of Movement Cards face up and execute the first row in the left column.
- 2 If the first row of the Card does not indicate a direction, **point the Compass towards the nearest Player Capital**. *If there is more than one option, point the Compass to the Capital of the most experienced player.* If the Card offers any Bonus in the first row, collect this bonus for the Autômato.
- 3 During subsequent turns, **if the Autômato still has a Unit on the Map at the beginning of the Movement Phase**, remove the top Card of the deck and place it in a new pile to the left. The **Arrow** on this Card **indicates which Direction or Bonus row will be used** on the next Card in the deck.
- 4 If there is an **adjacent Exploration Tile** of a type indicated on the Card, and if the Autômato has movements, move all Units/Compass from the Tile containing the strongest Unit to this Exploration Tile.
- 5 If there is **no adjacent Exploration Tile of a type indicated on the Card**, and if the Autômato has movements, move all Units/Compass from the Tile containing the strongest Unit across the map, as indicated.
- 6 If the last card in the deck is removed at the beginning of a turn, shuffle all Movement Cards and place the deck face up. Then, execute the first row of the Card.



THE ACTION PHASE OF THE AUTÔMATO

The Autômato will always perform an Action on its turn, indicated by the Action Cards.

Attention: If it is not possible to perform the Action in the indicated row, attempt to execute the Action of the row below it. If necessary, continue to cycle through possible actions in order until one row can be successfully executed. If there is no Action that can be performed in the current Era column, the Autômato collects 1 Golden Card.

Remember: Autômato actions have no costs to execute, nor do they generate Resources or Production on player Buildings.

Example:

The Action selected by the Arrow cannot be performed because the Autômato already has the Pink Pentagon (fabric) Manufactured. The next possible Action row in the current Era Column will then be selected this turn.



BUILDINGS

The positioning of the Autômato's Buildings on the map follows the same rules as a normal game. However, **when there is more than one available option**, follow these rules in order:

- 1 Place the Building in the adjacent space that grants the **highest amount of potential new Building spaces** for the Autômato.
- 2 If there is a tie, place the Building in the **space adjacent to the Building with the highest Victory Points** value.
- 3 If a tie remains, position the Building in the adjacent **space closest to the Capital**.

If there is no Tile available for the indicated Building, build the next row of the Card. If the Autômato does not have any free space to build, it will build over an unseized Building from Era I and then Era II, following the aforementioned rules (2 and 3). If the objective of the Mission Card includes "any Era Building" or includes a Building that requires a Terrain that is not available for construction, select the first possible Building for the current Era, which appears from left to right at the top of the player board.

Example:

By building on this space, the Autômato increases the number of tiles available to build on by 2.



CITIES



The positioning of the Autômato Cities on the map **ignores the presence of the Monarch! All its cities are built adjacent to its Empire** following the same building rules as before. The Autômato will always choose the leftmost available City from the Common Board.

DEPLOYING MILITARY UNITS

The Autômato Military Units to be summoned are chosen in the order that they appear in on the Board: 1st through 5th. (Defeated Units in the supply follow the same order).



If the Autômato does not already have any Units on the map, the deployed Unit is placed on its Capital. However, if the Autômato already has Units on the map, **ALL of its deployed Units must be placed on the Tile containing the strongest Unit/Compass!** If the Autômato already has a Product improving its Deploy Arc, those effects are activated and the next available Unit from the left side of the Board is then deployed. This rule also applies when a Mission Card requires a deployment.

PAINTINGS



The Autômato chooses a Painting card as indicated on the Action Card. The abilities of the Paintings must be automatically used by the Autômato, except for those that increase Production or Resources. In the event of an Action involving an Objective on a Mission Card, choose the leftmost Painting of that type.

PRODUCTS



The Autômato manufactures a Product based on its shapes and colors. In the case of a generic Action for the Objective on a Mission Card, choose the leftmost Product available. Then position it on the leftmost Action Arc of that same shape.

MISSION CARDS

The Autômato Mission Card of the current Era is revealed only when one of its Action Cards requests the execution of a specific Objective. These Objectives are identified by the order in which they appear on the Mission Card: 1st, 2nd, or 3rd. **Attention:** Executing an Action from the Mission Objective does not mean that it must be accomplished entirely; **only one Action of an indicated type** that has not yet been completed should be carried out! Remember that the Autômato never selects the Renovate Action.



Once Mission Cards are revealed, the player must check if the Autômato has already completed its objectives. Once the Autômato completes its Mission card (from the current or a past Era), all normal rules apply.

To easily mark objectives as complete, we suggest placing a Gold or other token on them.



THE MOVEMENT PHASE OF THE AUTÔMATO

The Autômato will perform the Movement Phase **ONLY** if it has **Military Units on the map!** Movement Cards indicate which new **Compass Direction** or **Bonus** the Autômato will receive or lose that turn.

Bonuses earned by the Autômato are positioned next to its Board and influence the number of movements across the map and combat. They are:

-  **+1 Adder token:** This token gives the Autômato +1 movement on the map. **Maximum of 1 "+1 token!"**
-  Remove the "+1 token" from the Autômato.
-  **Combat Cards:** In addition to their conventional use in combat, Combat Cards also grant Autômato movements. Each Combat Card that the Autômato possesses provides **+1 movement**. **The Autômato can hold a maximum of 3 Combat Cards!**
-  Remove 1 Combat Card from the Autômato.

COMPASS

The Autômato moves in the direction indicated by the **Compass** and in the **order described on the Movement Card**. At the beginning of the Movement Phase, first check if the direction of the Compass should change. With the exception of a movement starting from a Building seized by the Autômato (page 5), **ALL Units move together with the Compass** across the Map. Follow these rules and see the examples:

- 1 At the start of the game, the Compass will be pointing towards the **Capital of the nearest opponent**. If there is **more than one option**, choose the most experienced player.
- 2 The Compass identifies which of the Autômato's Units are active. All active Autômato Units move together. (If preferred, the Active Units can be placed next to the Map for better management of the Compass).
- 3 If a new direction is indicated by the Movement Card, **rotate the Compass within the hexagon only enough** so that the new direction is within the range of the **Compass Cone lines**.
- 4 If there is **more than one option to choose** from when changing the direction of the Compass, choose the nearest option. If there is still more than one option, choose the 1st option clockwise from the North end of the Compass. (Page 5)
- 5 If the new direction that is requested does not exist or if it is already inside the Compass Cone, the Compass does not move!

Tip: To more easily handle the active Units, you can use just the compass on the map to represent all of the Autômato's active Units.



MOVEMENT AROUND THE MAP

The movement of the Autômato Units/Compass throughout the map is performed in the order displayed on the Movement Cards. **All Units that are in the same space of the Map as the strongest Autômato Unit move together, along with the Compass!**



Priority: Order of Movements to adjacent Exploration Tiles

Order of Movements on the map

The total amount of Movements (1, 2, or 3) is defined by the bonuses (Combat Cards and +1 token) that the Autômato has. If it does not have any bonuses, the Autômato does not move this turn! Important: **The Autômato has a limit of 3 Movements per turn**, regardless of how many bonuses it possesses.

If there are any **Exploration Tiles** adjacent to the Compass/Autômato Units in the direction indicated by the Compass Cone, **the Autômato will move the Compass and all Units in its space to the indicated Tile**, in the priority order listed on the Card, and will explore the Tile.

If there are no adjacent Exploration Tiles that follow the requirements of the top half of the card, movement will follow the sequence exactly as indicated on the bottom half of the card, always in relation to the Compass.

In some cases, such as when the Compass/Units are at the end of a map (over water or not), some movements will not be possible. In those cases, proceed, if possible, to the next space indicated by the Card. The rule of adjacent movements must still be respected.

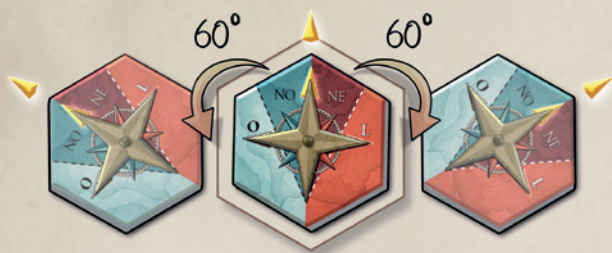
Attention: Regardless of the number of moves granted by the bonuses, if an Exploration Tile is explored or if Combat is initiated against another player's Buildings or Units, the Autômato **IMMEDIATELY** ends its movements!

Example: There is no Exploration tile at any of the Tiles indicated by the card's upper half. Therefore, movement will follow the sequence shown on the bottom half of the Card. The Autômato at this time has 2 Combat Cards, therefore it will move twice.



COMPASS ROTATION AND CLOCKWISE DIRECTION

The rotation of the Compass will always occur in such a way that it is perfectly fits within the hexagonal space of the Map Tile. In other words, each rotation to the left or right changes the direction by exactly sixty degrees:



As written in the previous section, when there is more than one option to choose from, **the Autômato will choose the 1st available option clockwise from the current North of the Compass.** For example:



EXPLORATION TILES

Whenever any Autômato Unit/Compass moves onto a Map Tile that has an unexplored Exploration Tile, the Autômato explores it and **ends any remaining movements for that turn!** Follow the normal rules of the game with just these two differences:

Expedition: The Autômato **will not use Combat Cards against Expeditions!** As such, it wins combat against an Expedition only if it has the minimum CS required at the time of exploration. The Autômato may, however, use its Paintings or return with more Units in the future to defeat the Expedition. The Autômato can defeat an Expedition at the beginning of its Movement Phase if it fulfills 3 requirements: the Autômato has at least 1 movement, there are units on the Tile, and the active Units have the necessary CS. When an Expedition is defeated, **the movement phase ends and the Tile is collected**, along with any bonuses that the Autômato can make use of.

Quilombo: Put this Tile back into the box. Do not draw a new Mission Card for the Autômato.

COMBAT



Whenever any Autômato Unit/Compass moves onto a Map Tile with an opponent's Building or Units, combat is initiated. After resolving combat, **the Autômato's movement ends.** Likewise, if any player moves their Units onto a space occupied by an Autômato Building or Unit/Compass, combat is initiated. Follow the normal combat rules of the game and perform Autômato actions in the following way:

- 1 The Autômato, whenever possible, **will use 2 Combat Cards.**
- 2 When the Autômato is attacking, Combat Cards are revealed only after the player has selected their Combat Cards.
- 3 Reveal all Combat Cards, add up their power, Palaces, and Paintings (including any owned by the Autômato), then resolve the combat as usual. (The Autômato gains no benefit from the Camp or Surrender Cards.)
- 4 Discard all Cards used in combat and move defeated Units to their respective supplies.

SEIZED CONSTRUCTIONS AND COMBAT AFTERMATH

If the Autômato wins a combat over a player's Building, it is **seized by the Autômato.** If there are **Resources or Elements** on this Building at this time, **they are immediately discarded!** During its next Movement Phase, if the Autômato has more than one Unit on this space, **one of the weakest Units remains lying on the seized Building while all other Units move on.** This ensures that the building remains seized until the player defeats that Unit:

- 1 On the next turn after seizing a Building, the Autômato **will leave one of its weakest Units** (leftmost unit, with the lowest CS according to its board) **lying on the seized Building.** The remaining Units/Compass move on.
- 2 If the Autômato is defeated in combat and still has Units lying on the map, its movement and Compass will continue from the last Unit moved. If the Autômato has no more Units on the Map, the Compass must be placed on its Capital.
- 3 If the Autômato seizes a building and has only 1 Unit on the Map, the Unit moves normally with the Compass, relinquishing its control over the Building.



Remember to remove the Resources from the Buildings that the Autômato seizes!

PALACES



Unlike a normal player, the **Autômato already owns all its Palaces at the start of the game.** This means that it is not necessary to place them on the Player Board during setup, nor is it necessary to place them on the map when fulfilling a Mission. **For the Autômato, all Palaces therefore automatically score points.** Note that Palaces III and IV, in addition to Victory Points, also generate more Combat Strength for the indicated Buildings. Palace II, however, does not grant any bonuses to the Autômato.

GOLD CARDS



All Gold Cards that the Autômato receives during the game are to be placed face down. *The Autômato has no limit for Gold Cards!* At the end of the game, they are revealed. **All cards that offer Victory Points are then added to the Autômato's Final Score**, regardless of whether its criteria were met by the Autômato or not.

FINAL SCORE

The end of the game happens normally, even if the Autômato completes its Era III Mission Card. **Add all Victory Points normally and all Gold Cards that the Autômato holds.**

AUTÔMATO ICON INDEX



+1 Adder Token: Receive or discard the "+1 token", according to the symbol. This token adds +1 to the number of movements that can be taken on the Autômato's turn. **Maximum of 1 "+1 token"!**



Era Bonus: Movement Card # 7 offers a bonus to the Autômato based on the current Era.



Shuffle: Movement Card # 7 requires all Movement Cards to be shuffled to form a new pile. The first row will be used on the next turn.



Combat Card: Receive or discard 1 Combat Card, according to the symbol. In addition to its conventional use in combat, each Combat Card also grants the Autômato +1 MOVEMENT. **Maximum of 3 Combat Cards!**



Gold Card: Receive 1 Gold Card. All Gold Cards that the Autômato receives are revealed only at the end of the game. The Autômato has no limit for Gold Cards!

Action Cards # 5 and # 6 have an extra rule, showing a Gold Card symbol on the last line on the right. For these Cards, if no action is possible during Era II or III, the Autômato receives 1 Gold Card.



Capital: Point the Compass just enough so that the Cone Lines are in the direction of the nearest player's Capital.



Cities: On an Action Card: Build a city. On the Movement Card: Point the Compass just enough so that the Compass Cone points in the direction of the nearest player-owned city. **If there are no Cities, do not change the Compass direction.**



Autômato City or Capital: Point the Compass just enough so that the Compass Cone points in the direction of the nearest Autômato City. If there are no Cities, point to the Autômato Capital.



Mission Card and Objectives: Perform only one Objective Action that has not yet been completed from the Mission Card, in order of appearance: 1st, 2nd, or 3rd.



Deployment of Units: Deploy a Unit based on the order in which it appears on the Autômato board (1st through 5th) and collect 1 Combat Card.



Deployment of the Monarch: Deploy the Autômato's Monarch Unit and collect 1 Combat Card.



Exploration Tile: Point the Compass just enough so that the Compass Cone aims toward the nearest facedown Exploration Tile. **If there are no more unexplored Exploration Tiles, do not change the Compass direction.**



Paintings: Collect a Painting of the type and at the position indicated.



Units: Point the Compass just enough so that the Compass Cone points towards the Map Tile holding the strongest group of enemy Units, calculated by the largest sum of Victory Points. **If there is more than possibility, choose the 1st option clockwise from the North end of the Compass.**

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