I designed this Automa player in order to experience this amazing game playing solo. I guess it could be integrated in a multiplayer game with a few rule changes, but I haven't tried it yet.

Warning: I have tested this Automa using the base game only (I do not own any expansion), so I have no idea how will it work using expansions.

SETUP

Setup the play area as a usual 2-player game (include the Man in Black and the Legendary Tokens variant). I recommend setting the length of the game at 20LP.

Take a player mat, scoring cubes, story disks, and a ring of the same color as well as a wound marker for the Automa player.

Randomly choose a character card for the Automa player. The Automa player gains all items, money, poker cards (face-down), MP or WP listed on the back of the character card. The Automa player hand of poker cards remain face-down near its player mat.

Chose a miniature to represent the Automa player and place it on the starting space listed on the back of its character card.

Shuffle all Automa Action cards to form the Action deck.

PHASES OF PLAY

Start of the turn phase:

- The Automa player gains $10 and draws 1 poker card. If the Automa player has $120 at the start of the turn, it draws 2 poker cards instead.

- The Automa player equips the most expensive upgraded weapon it has.

Action phase:

The Automa player takes 3 actions. For each action, it draws an Automa Action card from the Action deck and resolve its instructions. If there are no cards in the Action deck, form a new deck shuffling all discarded cards. Unless a card or rule specifies it, the Automa performs the action and incur in all consequences as if it is a human player.

End of turn phase:

- Check the requirements of the Story cards to determine if the Automa player triggered any of them. If so, place 1 story disk of the Automa player in the corresponding Story card.

- The Automa player randomly discards poker cards from its hand down to its limit.

- If the Automa player acquired LP equal to or greater than the amount set for the game length, it triggers the end of game.

AUTOMA PLAYER RULES

AutoCard Action cards:

The Automa player uses a deck of 16 Action cards. Each card describes where the miniature of the Automa player moves and which actions it takes. Some cards will have specific requirements, i.e.: the Automa player having a certain amount of money.

Legendary Points:

The Automa player is considered like another player for the purpose of gameplay effects. It can gain Legendary Points (LP) and if it ever reaches the requisite number of LP to trigger the end of game, finish the round, and then each player takes one final turn, including the Automa player and the MiB. If the Automa player has the most LP at the end of the game, it wins.

Marshal/Wanted Points:

The Automa player can gain Marshal points (MP) or Wanted points (WP). Each time the Automa player gains any MP or WP, it advances its cube on the corresponding track. The Automa player follow the same rules as the human player regarding scoring and rewards as it advances its cube along the track.

If the Automa player is Neutral and an Automa Action card requires it to be Wanted or Marshal, roll a prospecting dice:

- Gold Nugget: the Automa player gains 1 MP (but it does not gain the reward).

- Any other result: the Automa player gains 1 WP.

Cards:

The Automa player ignores the unique ability of its character card. It also ignores all actions, reactions or bonus effects listed in its poker cards, and the effects of fight cards.

Just like a human player, the Automa player has maximum hand size of 5 poker cards that is reduced by 1 for each wound it has. At the end of its turn, the Automa player randomly discards poker cards from its hand down to its limit.

Like the human player, the Automa player can have a maximum of 3 miscellaneous items cards, and any amount of weapon or mount cards, but it can never have 2 copies of the same item.

Money and Gold Nuggets:

The Automa player can gain money (to a limit of $120) and have a maximum of 4 Gold Nuggets (it ignores the effects of the Mule and the Fool's Gold poker card). The Automa can spend its money to purchase/upgrade items.

Movement:

The Automa player does not moves like a human player, but skips from one location to another much like the MiB. The Automa player can have mounts (and can upgrade them), but ignores their effects regarding movement. When an Automa action card forces the Automa player to moves its miniature to a General Store or Saloon, the Automa player moves its miniature to the northern adjacent space. When an Automa action card forces the Automa player to moves its

miniature to the nearest Bandit Hideout, and there is two of these locations at the same distance, it moves to the one located furthest northwest.

Unlike a Wanted human player, the Automa can move onto the space of the Sheriff when its Wanted. If the Automa player is Wanted and an Automa Action card moves its miniature to the same space of the Sheriff, the Sheriff initiates a fight against the Automa. If the Automa player is not arrested, it completes the Action listed on the Action card. If the Automa player is arrested, it loses all its WP, moves to the Sheriff's Office and must forfeit its action.

Fights:

In fights, the Automa player uses poker cards from its hand.

- When the Automa fights an NPC or the MiB, the human players draw a number (depending of the NPC) of cards from fight deck and resolves the highest value card.

- When the Automa fights the human player, it reduces the by 1 the value of the card played by the human player. The human player can play reactions cards on the Automa and can use any character ability regarding fights, as if he/she would be fighting against other player.

Then, the Automa player randomly reveals a number (see below) of poker cards from its hand and use the highest value card. NPCs and MiB wins all ties against the Automa player. The Automa player wins ties against the human player if the Automa is the attacker.

The number of poker cards revealed by the Automa player in a fight depends on the upgrade cost of the weapon it has equipped. The Automa player will reveal 1 poker card for each $10 in value of upgrade cost. Additionally, the Automa player will reduce by 1 the value of the card played against it if it has an upgrade weapon equipped.

$20 > 2 poker cards (i.e.: Revolver)

$30 > 3 poker cards (i.e.: Shotgun)

$40 > 4 poker cards (i.e.: Rifle)

If the Automa has less poker cards in its hand than the required amount to be revealed, it reveals as much cards as it can.

The Automa player suffers all penalties of losing a fight (1 wound and 1 poker card).

If the Automa is Marshal and wins a fight against a bandit, it will gain 1 MP. If the Automa is Wanted and wins a fight against a bandit, it will gain 1 LP.

Stealing from the human player:

The Automa may attempt to rob the human player. If the Automa player successfully robs the human player, it will steal:

1) Half of the human player's gold nuggets (rounded up), if the human player has at least 1 gold nugget and the Automa player has 2 or less. However, if the Automa player has $120, it will always choose this option independently of the number of gold nuggets it has.

2) Half of the human player's money (rounded up), if the human player has at least $10 and the Automa has 3 or more gold nuggets.

Poker:

The Automa player does not plays "normal" poker. I can't choose to join in a human player round of poker even if it is in the same town as the human player. The Automa can't be forced to play poker against the MiB (if the MiB card 12 is drawn and the Automa has its miniature in Red Falls, consider as if there are no other players in the town).

First, the Automa player spends $10 and draws 1 poker card. Then, the top 3 Fight cards from the Fight deck are revealed to form the flop. The Automa player reveals up to 4 poker cards (as many as it can), one after the other. If the value of a revealed poker card does not match the value of any Fight card from the flop, that poker card is placed next to the flop. If the value of a revealed poker card matches the value of a Fight card from the flop or the value of a previously revealed poker card, the Automa player places that poker card under the match. After revealing all of its cards, the Automa player gains $20 for each match it got (to a maximum of $60). Then the Automa player gains 1LP, discards all revealed poker cards and draws 1 poker card.

Story cards and Legendary Tokens:

The Automa does not use the Objective cards of its character, but it can gain Legendary Tokens. Unlike the human player, the Automa player can have more than 3 Legendary tokens. However, at the end of the game it will only score 3 of them (see End Game Scoring).

When the Automa triggers the requirements of a Story card, it places 1 of its story disks on the first available space. If the Automa triggers the requirements of 2 different cards, it places its story disk on the card with most story disks; if both cards have the same amount of story disks, it places its story disk on the leftmost card.

When the required spaces of the Story card are filled with story disks, resolve the following steps:

1) Read the narrative.

2) Resolve the reward on the card for the human player. The Automa ignores the reward.

3) The Automa gains 1 Legendary Token (face-down) for each of its story disk on the resolved Story card.

4) Spawn bandits in all of the indicated Bandit Hideouts.

5) If the Automa player triggered the Story card, it will move the Sheriff following these criteria:

> - If neither player (Human or Automa) is Wanted, the Automa player will not move the Sheriff.

> - If the Automa is Wanted, and the human player is Neutral or Marshal, the Automa player will move the Sheriff away from its miniature a number of spaces (0 to 6) as indicated by the Story card.

> - If the human player is Wanted, the Automa player will move the Sheriff towards the human player a number of spaces (0 to 6) as indicated by the Story card. However, if the Automa player is also Wanted and it's on the same space as the human player, the Automa player will not move the Sheriff.

Controlling NPCs:

- Bandits, Guard or Sheriff: the Automa player draws the corresponding number of Fight cards (the player may look at 2 of these cards if they have an equipped Rifle) and plays the highest value card against the human player. The human player gains any benefits or penalties listed on the Fight card. If the Automa plays the 10 value Fight card and the human player wins the battle, the Automa player will cancel the battle and starts a new one (the human player draws a new poker card as indicated by the Fight card).

- Dealer: after revealing the 3 cards of the flop, the human player plays poker like regular, using 2 cards from his/her hand. Then, the Automa player draws 4 poker cards and play as the dealer, making the best hand it can. The same rule applies when the human player plays poker against the MiB.

THE AUTOMA IS NOT CARRYING A CATTLE TOKEN THE AUTOMA MOVES TO THE MESITO'S POINT RANCH AND GAINS A CATTLE TOKEN. **THE AUTOMA IS CARRYING A CATTLE TOKEN** - WANTED: THE AUTOMA MOVES TO THE OPPOSITE RANCH AND RUSTLE CATTLE. - MARSHAL: THE AUTOMA MOVES TO THE TRAIN STATION AND WRANGLE CATTLE. WL01	**THE AUTOMA IS NOT CARRYING A CATTLE TOKEN** THE AUTOMA MOVES TO THE SUNNY HILLS RANCH AND GAINS A CATTLE TOKEN. **THE AUTOMA IS CARRYING A CATTLE TOKEN** - WANTED: THE AUTOMA MOVES TO THE OPPOSITE RANCH AND RUSTLE CATTLE. - MARSHAL: THE AUTOMA MOVES TO THE TRAIN STATION AND WRANGLE CATTLE. WL02	**THE AUTOMA HAS 2 OR FEWER GOLD NUGGESTS** THE AUTOMA MOVES TO THE CLIFF JUNCTION MINE AND PROSPECTS FOR GOLD TWICE. **THE AUTOMA HAS 3 OR MORE GOLD NUGGESTS** THE AUTOMA MOVES TO THE DARKROCK BANK AND DEPOSITS ALL ITS GOLD NUGGESTS. WL03	**THE AUTOMA HAS 2 OR FEWER GOLD NUGGESTS** THE AUTOMA MOVES TO THE SPIKE'S VIEW MINE AND PROSPECTS FOR GOLD TWICE. **THE AUTOMA HAS 3 OR MORE GOLD NUGGESTS** THE AUTOMA MOVES TO THE DARKROCK BANK AND DEPOSITS ALL ITS GOLD NUGGESTS. WL04
THE AUTOMA HAS 2 OR FEWER GOLD NUGGESTS THE AUTOMA MOVES TO THE SUNNY HILLS MINE AND PROSPECTS FOR GOLD TWICE. **THE AUTOMA HAS 3 OR MORE GOLD NUGGESTS** THE AUTOMA MOVES TO THE DARKROCK BANK AND DEPOSITS ALL ITS GOLD NUGGESTS. WL05	**THE AUTOMA HAS $50 OR MORE** THE AUTOMA MOVES TO THE DARKROCK GENERAL STORE. - THE AUTOMA HAS ANY NON-UPGRADED WEAPON: THE AUTOMA UPGRADES ITS MOST EXPENSIVE WEAPON. - ALL OF THE AUTOMA WEAPONS ARE UPGRADED OR THE AUTOMA DOES NOT HAVE ENOUGH MONEY TO UPGRADE: PURCHASE THE MOST EXPENSIVE WEAPON. THEN THE AUTOMA PURCHASES THE 2 MOST EXPENSIVE MISCELLANEOUS ITEMS IT CAN. **THE AUTOMA HAS LESS THAN $50** THE AUTOMA GAINS $20. WL06	**THE AUTOMA HAS $50 OR MORE** THE AUTOMA MOVES TO THE RED FALLS GENERAL STORE. - THE AUTOMA HAS ANY NON-UPGRADED WEAPON: THE AUTOMA UPGRADES ITS MOST EXPENSIVE WEAPON. - ALL OF THE AUTOMA WEAPONS ARE UPGRADED OR THE AUTOMA DOES NOT HAVE ENOUGH MONEY TO UPGRADE: PURCHASE THE MOST EXPENSIVE WEAPON. THEN THE AUTOMA PURCHASES THE 2 MOST EXPENSIVE MISCELLANEOUS ITEMS IT CAN. **THE AUTOMA HAS LESS THAN $50** THE AUTOMA GAINS $20. WL07	**THE AUTOMA HAS $50 OR MORE** THE AUTOMA MOVES TO THE DARKROCK GENERAL STORE. - THE AUTOMA HAS ANY NON-UPGRADED MOUNT: THE AUTOMA UPGRADES ITS MOST EXPENSIVE MOUNT. - ALL OF THE AUTOMA MOUNT ARE UPGRADED OR THE AUTOMA DOES NOT HAVE ENOUGH MONEY TO UPGRADE: PURCHASE THE MOST EXPENSIVE MOUNT. THEN THE AUTOMA PURCHASES THE 2 MOST EXPENSIVE MISCELLANEOUS ITEMS IT CAN. **THE AUTOMA HAS LESS THAN $50** THE AUTOMA GAINS $20. WL08
THE AUTOMA HAS $50 OR MORE THE AUTOMA MOVES TO THE RED FALLS GENERAL STORE. - THE AUTOMA HAS ANY NON-UPGRADED MOUNT: THE AUTOMA UPGRADES ITS MOST EXPENSIVE MOUNT. - ALL OF THE AUTOMA MOUNTS ARE UPGRADED OR THE AUTOMA DOES NOT HAVE ENOUGH MONEY TO UPGRADE: PURCHASE THE MOST EXPENSIVE MOUNT. THEN THE AUTOMA PURCHASES THE 2 MOST EXPENSIVE MISCELLANEOUS ITEMS IT CAN. **THE AUTOMA HAS LESS THAN $50** THE AUTOMA GAINS $20. WL09	**THE AUTOMA HAS $80 OR MORE** THE AUTOMA MOVES TO THE RED FALLS CABARET, SPENDS ALL ITS MONEY AND GAINS 1LP FOR EACH $30 SPENT. **THE AUTOMA HAS LESS THAN $80** THE AUTOMA MOVES TO THE TRAIN STATION AND DISCARDS ALL ITS MISCELLANEOUS ITEMS. THE AUTOMA GAINS 1LP FOR EACH ITEM DISCARDED THIS WAY. WL10	**THE AUTOMA HAS $10 OR MORE** THE AUTOMA MOVES TO THE DARKROCK SALOON AND PLAYS POKER. **THE AUTOMA HAS NO MONEY** THE AUTOMA GAINS $10 AND 1 POKER CARD. WL11	**THE AUTOMA HAS $10 OR MORE** THE AUTOMA MOVES TO THE RED FALLS SALOON AND PLAYS POKER. **THE AUTOMA HAS NO MONEY** THE AUTOMA GAINS $10 AND 1 POKER CARD. WL12
THE AUTOMA HAS $10 OR MORE THE AUTOMA MOVES TO THE RED FALLS DOCTOR'S OFFICE AND HEALS. - 1 OR MORE WOUNDS: THE AUTOMA LOSES ALL ITS WOUNDS AND GAIN 1 POKER CARD FOR EACH WOUND LOST THIS WAY. - NO WOUNDS: THE AUTOMA GAINS 2 LP. **THE AUTOMA HAS NO MONEY** THE AUTOMA GAINS $10 AND 1 POKER CARD. WL13	**THE AUTOMA IS WANTED** THE AUTOMA MOVES TO THE SPACE OF THE HUMAN PLAYER AND ATTEMPTS TO ROB HIM/HER. **THE AUTOMA IS MARSHAL** - THE HUMAN PLAYER IS WANTED: THE AUTOMA MOVES TO THE SPACE OF THE HUMAN PLAYER AND ATTEMPS TO ARREST HIM/HER. - THE HUMAN PLAYER IS NOT WANTED: THE AUTOMA MOVES TO THE NEAREST BANDIT HIDEOUT WITH A BANDIT. IF ALL BANDIT HIDEOUTS ARE EMPTY, THE AUTOMA DOES NOT MOVE AND GAINS 1LP INSTEAD. WL14	**THE AUTOMA IS WANTED** THE AUTOMA MOVES TO THE DARKROCK BANK AND ATTEMPTS A HEIST. **THE AUTOMA IS MARSHAL** THE AUTOMA MOVES TO THE DARKROCK SHERIFF'S OFFICE, GAIN $10 AND 1MP. WL15	**THE AUTOMA HAS 2 OR MORE POKER CARDS** THE AUTOMA MOVES TO THE SPACE OF THE HUMAN PLAYER AND DUELS HIM/HER. **THE AUTOMA HAS 1 OR LESS POKER CARDS** THE AUTOMA GAINS 2 POKER CARDS. WL16