

VARIANT: New Frontiers Automa Rules v1.0

These rules were made as a self-imposed game design exercise, and try to follow closely the guidelines from [Morten Monrad](#) for Automa development found [here](#). The resulting Automa tries to replicate the core experience of the normal game, while also keeping upkeep to a minimum by abstracting most of the Automa's resources. In this initial version, home planet for the Automa is not taken into account (as is in the solo version for Race for the Galaxy, for example).

SETUP

For the human player, follow the same instructions as a normal 2 player game.

For the automa player:

- Use any player mat, on any side
- The Automa player begins with 2 credits (Automa credits work different than human player, and are always earned and spent on a 1-by-1 basis)
- Give 1 random unexplored planet to the Automa player and put it on their mat.
- Take 1 colonist from the supply and put it on the Automa's home planet.
- Put one stockpile mat near the Automa player mat.

For the developments:

Use your preferred method for setting the development tiles that will be used. Put only one of each of them on the mats.

Take the remaining 1-sided developments (the fixed ones), shuffle them and put them in a face-down pile.

This variant makes use of the optional goals and the advanced side of the "retreat into isolation" tile. Put it with the "Chart galactic goals" face up on top of the shuffled goals pile.

Pick the remaining 6 action tiles and you're ready to start.

PLAY

The game plays in rounds, just like the base game. Human player will always take the first turn, but turn order is not important in this variant. One round will consist of 4 turns:

Player turn - Automa turn - Player turn - Automa turn

PLAYER TURN

Pick up any of the action tiles to do both the action and the bonus action found in that tile. All of them follow the rules for the base game, with these exceptions:

SEND DIPLOMATIC ENVOYS: this tile will actually do the CHART GALACTIC GOALS action. So, if you pick this one, you get 1 credit, and then draw 3 goals and keep one of them. Priority changes are not used in the game mode either (we are using this tile because the CHART one has no blank side, so we can't shuffle it)

PRODUCE: in this mode, ignore the End of round check to add credits to the tile. The only bonus for this tile is producing in one of your windfall planets.

EXPLORE: If the player picks this tile, draw 7 planets and pick 2 of them, then follow the Automa rules.

If the Automa picks this tile, first follow the Automa rules for picking their tiles, then draw 7 and pick only 1.

In each round, you can pick any tile for your first turn, and in your second turn you can choose from the yet unused ones.

AUTOMA TURN

For the automa turn, pick up the unused action tiles for the current round and pick one at random. Always complete the whole turn for the current player before doing the action with the other one. For each individual action, follow the order shown in the explanation for the bonus and normal parts of each action.

SEND DIPLOMATIC ENVOYS:

BONUS: Pick one Goal tile from the pile, and put it aside on the Automa's stockpile mat. Each tile is worth 3VPs at the end of the game (the actual tile is not relevant).

ACTION: No normal action

EXPLORE

ACTION: Pick one random planet from the bag and put it unexplored on the Automa's mat. If there are already 9 planets (explored or unexplored) on it, switch it with the one with the lowest VP value.

BONUS: Draw 3 random planets from the bag, pick the one with the highest VP value, and discard the rest. Then put it on the mat just like in the previous step.

Planets that would be returned to the bag because of exceeding the limit of 9 total planets, are instead sent to the stockpile mat. At the end of the game, each planet there is worth 3VPs

DEVELOP

ACTION: If the Automa has at least 1 credit, remove 1 credit and then draw the first development tile from the face-down unused tiles, and build it on its mat. Powers in these constructed tiles are ignored, and only the VP value is taken into account.

BONUS: Draw the first development tile from the pile, and build it.

SETTLE

BONUS: Take one colonist from the supply and put it in the Automa's home planet.

ACTION: If the Automa has at least 1 credit and at least 1 unexplored planet, pick up the unexplored planet with the highest VP value and flip it to the explored side, then pay 1 credit. If the Automa has no credits or unexplored planets, then take one colonist from the supply and put it in the Automa's home planet instead.

Perform the usual check: if there are less than 5 remaining colonists in the supply, the game ends this round. Colonists have no other purpose for the Automa.

PRODUCE

ACTION: Put 1 good on the Automa's stockpile mat. The kind of good is not relevant.

BONUS: Put 1 good on the Automa's stockpile mat. Then, take 1 credit and put it into Automa's mat.

TRADE, CONSUME

BONUS: Put 1 VP from the supply on Automa's mat.

ACTION: Automa gets as many VPs from the supply as goods are in their stockpile mat. After that, remove one of the goods and return it to the supply. Now, if there's still at least 1 good on the mat, the Automa gets 1 credit.

ROUND END

After 4 turns, the round comes to an end. If the game has not ended, take all the action tiles and start a new round. Human player will always start the round.

GAME END

The game ends when any of the usual conditions is reached.

SCORING

The score for the human player is the same as the base game.

Automa's score is the sum of:

- VP chips gained during play

- VP values of explored colonies and build development. Variable values are calculated in the normal way.

- Each goal or planet in the stockpile mat is worth 3 VPs

In case of a tie, Automa player wins.