AutoMartin

a London Automa by Jan Van Regenmortel

v1.35

The Automa

AutoMartin, named after the original designer of London, was designed to provide a challenging solo experience for novice and seasoned players.

There are a few key differences to simplify the automa actions:

- The automa has no hand
- The automa has only one face-up building stack

Although AutoMartin was developed as a solo experience; he could just as easily be used as an extra player. AutoMartin's decisions and actions should be faster than those of a human player.

The Automa Cards

An automa card has 4 sections:

1. Difficulty Level
2. Resources
3. Card Draw Filter
4. Card Action

Setup

AutoMartin gets the same amount of coins as the player(s), but does not receive any cards in hand.

The automa deck is shuffled and placed near AutoMartin's player area. Difficulty is adjustable; add the higher-level difficulty cards to the difficulty I deck. A difficulty III game should contain all difficulty I, II and III cards.

Who takes the first turn is up to the player; AutoMartin does not mind starting last.
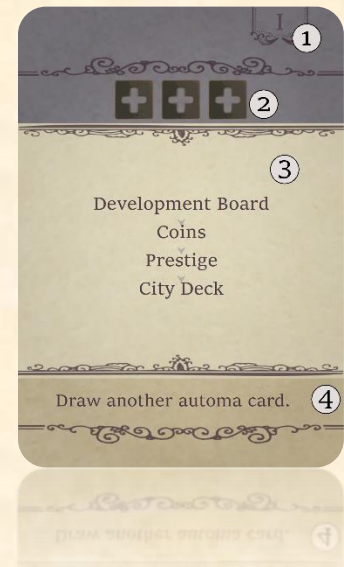
AutoMartin's Turn

Each turn an automa card is flipped and put on top of the automa card discard pile. The effects of the automa card are resolved in the following order.

- Receive resources.
- Draw cards:
    o Draw a city or borough card using the filter.
    o Resolve that card
- Perform the automa card action.

Whenever the automa deck is empty, reshuffle the deck before drawing the next card.

Receiving Resources
Take resources from the supply according to the resources section of the automa card.

Drawing a city or borough card
The card draw filter section of the automa card contains filters to indicate which card AutoMartin will draw. Keep applying the next filter until there is exactly one possibility; AutoMartin draws that card. If at any time the filter returns 0 cards, stop applying the filter; no card is drawn.

When moving through the filters, the filter on the next line applies to the result of the previous filter. For example, when you need to prioritize coins and you have 2 cards which gain an equal amount coins, the next filter, applies to those 2 cards. *The only exception to this the city deck filter.*

Possible filters are:

- Development Board: draw from the development board, if there are more than 1 cards, apply the next filter. If there is no card, stop applying filters.
- Borough Card: draw a borough card; apply the next filters until there is only one option.
- Coins: prioritize the net coin gain; this is the gain minus activation, running or building cost.
- Poverty: prioritize the net poverty loss; factor in the possible running cost for cities.
- Last/first: take the last or first of the card options returned by the previous filter.
- City deck: ignore any previous filters and just draw a card from the city deck. If it any time the filter returned 0 results, do not proceed to drawing a card from the city deck.

While applying the filter, please note that if there are no coins or poverty mentioned on the card, the value equals 0, but counts as a value anyway. If there are multiple cards without coins, they all stay in the running after applying the prioritize coins filter (unless there was a card on the development board that netted more coins).

Cards are drawn whether AutoMartin can pay the full cost or not.

Some cards contain the word 'Crucial Cards'; this term refers to a few specific cards (see the chapter on scoring). These cards must be taken from the development board before and in addition to the normal filter. Resolve those immediately. If multiple cards can be taken; take and resolve these top-to- bottom and left-to-right. AutoMartin immediately gains 5 prestige for each crucial card gained.

Resolving a city or borough card

Paying the cost

When AutoMartin draws a card, it must pay to the full cost of that card. This cost includes and is limited to:

- The additional cost of city cards
- The activation cost of city cards
- The cost to buy borough cards
- The running cost of borough cards (possible cost in active ability)

AutoMartin never has to discard an additional card of the same color when adding a card to his building stack!

If AutoMartin is unable to pay the full cost, the city card is discarded to the development board following the normal rules. No replacement is drawn. If AutoMartin was drawing a borough card and cannot afford it, discard that card to the bottom of the borough deck; put a new one in its place.

It is important that AutoMartin draws the card, even if he cannot afford it, and discards that card again.

Resolved borough cards are put in the automa player area per normal rules; resolved city cards go into a single face-up stack.

Costs needs to be paid, even if the card has no immediate effect for the automa.

Resolving effects

The following icons are resolved for the automa:

- 🟦 Draw and resolve cards from the city deck (one by one).
- ◇ Immediately gain prestige.
- ◈ Gain prestige at the end of the game during scoring.
- ⬤ Pay the cost to the supply.
- ⬤ Gain money from the supply.
- ➕ Gain poverty from the supply.
- ➖ Return poverty to the supply.

Any other text or icons must be ignored.

All icons should be resolved top to bottom, including those in the activation cost area of city cards and the running cost area of borough cards. As with human players AutoMartin must be able to pay the cost in full before reaping a card's rewards.

Automa Card Actions
Some automa cards have actions printed on them. These include:

- Discard a card from the city deck: discard a card from the city deck to the development board without resolving it.
- Skip the next automa card: discard the next automa card face-up without resolving its effects.
- Draw another automa card: draw and resolve another automa card.

Loans

AutoMartin never takes loans; if AutoMartin must pay other players due to card effects and does not have enough founds, the due amount is taken from the supply instead.

Scoring

AutoMartin scores as normal.

In addition to normal scoring rules, AutoMartin immediately gains 5 prestige during the game for each copy of the following cards:

- Underground
- Train Station North/South
- Omnibus
- Milton/Brixton Prison
- Whitehall
- Hospital

These cards are also known as the 'Crucial Cards'. Some of the automa cards will instruct AutoMartin to go after these cards specifically.