

The AutoMammoth

A Zooloretto Automa by Jan Van Regenmortel (v0.91)

Playing against the Automa

The automa is a simple, low-maintenance substitute for a player in any player count. When playing solo against the automa, use the two player variant rules. The automa has been thoroughly evaluated using the game **without** any expansions.

The automa has no boards. The collected tiles go in stacks per animal type; **all** vending stalls go together in a single stack. All stacks of two tiles or less are 'in the barn'. Put all barn stacks to the right of the automa draw deck, the other (stacks counting three tiles and up) go to the left.

The automa does use coins, so be sure to give it its rightful two coins at set-up.

The automa has three difficulty settings (I, II, III); for a difficulty III game, mix cards I, II and III together. For a more relaxed game, only use the difficulty I cards or the difficulty I and II cards combined.

Automa Turn

When it is the automa's turn:

- draw an automa card
- (try to) execute **all** actions top to bottom
- discard the automa card to the discard pile

The automa does not take a turn after it has taken a truck.

When the automa cannot legally execute an action, draw and resolve another card until the automa has taken at least one action. Shuffle and purchase are actions!



Drawing a tile

When the automa needs to draw a tile, draw it randomly (as all players need to do). Place it on a truck that has the same number of tiles (and or coins) as the number showing on the card. If there are more trucks with that number of tiles present, prioritize left to right, or right to left, depending on the arrow behind the number. (If there is no truck with that number of tiles present, do not execute this action.)



Picking a Truck

If there is a truck that has the exact number of tiles (and or coins) as showing on the card the automa executes this action. The automa picks a truck that has the same number of tiles on it, if there are more options, prioritize left to right, or right to left, depending on the arrow behind the number.

Purchase

The automa tries to purchase an animal or vending stall from another player at a cost of two coins. Give one coin to the bank, and the other one to the player. The automa will prioritize the stack with the highest amount of tiles (including tiles in the barn), randomly resolving ties. Should there be a choice between fertile animals and non-fertile animals, this is also resolved at random.

Shuffle

Shuffle all the automa cards together to form a new deck; the automa's turn ends.

Scoring

Before scoring the automa will try and sell the stacks left in the barn at a cost of 2 coins per stack.

- -2 points for each stack in the barn
- Each stack of 3: 3 points
- Each stack of 4: 7 points
- Each stack of 5: 12 points
- Each stack of 6: 18 points
- Each stack of 7+: 25 points