

ORICHALCUM

SOLO MODE RULES

In this solo mode, you play against an Artificial Intelligence, handled in an automatic way. It is called AI throughout this ruleset.

SETUP

Setup is the same as for a 2 player game, except for the AI, which plays with its own specific board. The AI starts with the 1 Hoplite and 1 Orichalcum nugget from its Metropolis, plus the Titan depicted on its board, placed face down (inactive).

GAME FLOW

You always start the game as the first player, so the AI receives one additional Hoplite. During each round, you go through the 5 phases of your game turn, following normal rules, as in a 2 player game. The AI plays with its own rules.

ON THE AI'S TURN

On its turn, the AI also goes through the 5 phases.

1 Select an Action card

2 Place a Terrain tile


3 Resolve the Action card

4 Perform an additional action

5 Discard an Action card

These phases are adapted to how the AI works, as follows.

1 Select an Action card

Roll a Combat die. The result indicates which card the AI selects, counting from left to right. Consider a  result as if it was a **1**.

If the result on the die exceeds the amount of cards still available, the AI takes the rightmost remaining card on the board.



Note: no matter what card the AI selects, it never spends any Hoplite to obtain it.

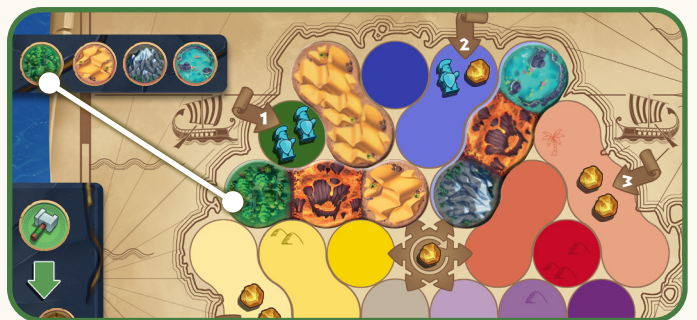
2 Place a Terrain tile

Choosing a spot

The AI board is divided into 6 sectors, each of a distinct color and numbered from 1 to 6. The Terrain tile must be placed on the first available spot of the matching size, starting with the lowest numbered sector.

Orienting the tile

Tiles with 2 or 3 circles are always oriented based on the priority order stated on the top-left corner of the board. The leftmost Terrain of a tile on the map must be the leftmost possible one on the priority order (as shown below).



As the 3-circle spots on both sector 1 and 2 are already occupied, the next tile with 3 circles should be placed in sector 3.

Consequences of laying the Terrain tile

◆ Whenever a tile covers one of the brown arrows on the central circle, the AI performs the indicated bonus action (Produce Orichalcum).



◆ If the laying of the tile creates or expands an area of at least 3 identical Terrains, the AI claims the corresponding Titan.

Note: the AI is polytheist. It has no limitation in the amount of Titans it can hold, but it always places Titans face down (inactive) when it acquires them.

3 Resolve the Action card



Produce Orichalcum

The AI earns one Orichalcum nugget for each Mine it possesses.



Recruit Hoplites

The AI earns one Hoplite for each Training camp it possesses.



Construct

The AI performs a construction, based on the following priority order.

◆ 1. An Orichalcum Medallion ◆

Only if it has 5 Orichalcum to spend.

◆ 2. A Temple ◆

Only if it has a suitable spot to do so (with no adjacent Creature). If it has more than one suitable spot, the AI constructs the Temple on the leftmost one.

◆ 3. A Building ◆

The Building is chosen following the Terrain priority order shown on the AI board. It is not placed on a Terrain, but instead on the leftmost available space of the bottom track of the AI board: face up if it is either a Mine or a Training camp, face down otherwise. Whenever the covered space indicates an effect, immediately apply it!

Important: when the AI constructs its 8th Building, and also any further Building after that, it directly earns a free Orichalcum Medallion, pushing it closer to victory!



Capture Creatures

The AI always starts with fighting the leftmost Creature on its board. If several Creatures are tied, it starts with the upper one on its board. The AI always rolls the 4 dice and must obtain at least one skull to win.

◆ In case of a victory, the AI earns the Creature's loot, then starts a fight against the next Creature, if any remains on its island.

◆ In case of a defeat, it spends one Hoplite and immediately starts the same fight over again.

The AI goes into successive fights until it has either no Hoplite left, or no Creature left to fight on its board.

4 Perform an additional action

The AI performs an additional action if it can spend, in the following priority order:



The additional action is chosen based on the priority order shown on the side of the AI board:

1. Combat... if there is at least one Creature on its island.

2. Forge an Orichalcum Medallion... if it has 5 Orichalcum nuggets to spend.

3. Construct a Temple... if it has a suitable spot to do so.

4. Construct a Building... following the Terrain priority order shown on its board.

5 Discard an Action card

Roll a combat die to know which card the AI discards, following the same rules as for **phase 1**.

END OF THE ROUND

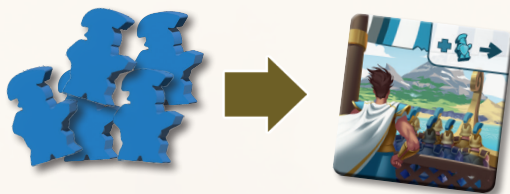
Complete the Actions board

Refill the empty spaces with Action cards, following the rules for a 2-player game.

Assign the Initiative pawn

Determine who (you or the AI) becomes the first player. The other player earns one Hoplite from the supply. A new round can then start.

Reminder: in case of a tie, the Initiative pawn changes side.



END OF THE GAME AND VICTORY

Victory goes to whoever (you or the AI) is the first to have both 5 Victory Points and a pacified island!