

# GOLENT

## ... THE GREAT AUTOMA ...



As a last gift to his people and to mankind, Rabbi Loew created an extraordinary Golem, capable not only of actions but also of thoughts. You can face this great Automa to see if you can beat it!

The Automa simulates a human player. You may use it in a solo game or you may add it to a 2- or a 3-player game to act as an extra player.

### COMPONENTS



20 Automa cards



1 double-sided Resource track



2 Special Development tiles



1 Resource marker



1 Main Strategy tile



3 Strategy tiles

### SETUP

Choose a **level of difficulty**: 1 = easy, 2 = normal, 3 = hard, 4 = extreme.

Perform setup as normal with the following changes:

- 12. Replace the illustrated Artifact Development tiles with the new **Special Development tiles**.
- 13. The Automa always starts the game as **first player**; place its disc on the first space of the Turn Order track.
- 14. Give the Automa a number of random **Starting tiles** equal to the difficulty level.
- 15. Deal the Automa **3 random Objective cards** face down. Other players draft the cards as usual. If there is only 1 human player, you draw 6 cards and choose 3 to keep (*put the others back in the end of the deck*).
- 16. As the Automa is the first player, it will take the **final Artifact tile** not chosen by any players.
- 18. The Automa will place its **2 starting Golems** in the districts corresponding to the top two colored Strategy tiles (*see below*).
- 19. Place the **Resource track** near the Automa Player board, with the chosen difficulty level (*shown on the left*) face up. Place the **Resource marker** on space '0'. The Automa will take all the bonuses from its Starting tiles (*see below the rules on how it uses resources and how it chooses the Developments*).
- 20. Place the **Main Strategy tile** near the Automa Player board. Shuffle the 3 colored **Strategy tiles** and randomly place them below the Main Strategy tile.
- 21. Shuffle the **Automa cards** to create a face-down deck and place it next to the Resource track.



In the illustrated example, the Automa will start the game with the marker on the space "3" of the Resource track and 1 step for its Student on the yellow district



# GAMEPLAY

The Automa may be added into any game to act as a 2nd, 3rd, or 4th player. The game is played as normal except for the following key rules:

- The Automa considers all basic **resources** (*Coin, Clay, and Knowledge*) to be the same. Every time the Automa should take or pay a resource, it instead moves its marker on the Resource track. Anytime the marker should drop below '-5', it will lose 1 VP. Anytime the marker should go above '20', it will earn 1 VP.
- The order of the **Strategy tiles** will be used as a tie-breaker during the Automa decisions. The Main Strategy tile is used for the marble actions. The colored Strategy tiles refer both to the district of the same color (*for Golems and Students movement*) and to the corresponding action (*for marble actions*).
- The Automa is not limited in the number of Book cards it can have in any one column, as is indicated by its current level on the **Study track** (*the maximum remains 5 per column*). The Automa must still only place Book cards of one color (*or black*) in each column.
- The Automa does not have to fulfill the **Objective cards** it has. At the end of the game, it will score VP for each Objective card it has, according to your chosen level of difficulty (*see page 7*).
- When the Automa wishes to perform an action with a **discount** and it can't perform that action for any reason (*for example, it has already created all the Golems*), it will instead receive resources equal to the value of the discount. Also, if the Automa wishes to perform an action with a discount and the discount is greater than the cost of the action, it takes any remaining discount as resources.

## 1) Refresh

This phase is carried out as normal.

## 2) Golem Movement

This phase is carried out as normal.

**Note:** If the Automa has upgraded the 2-Clay cost leg Development, it never adds the extra steps given by the Character card.

As a general rule, when the Automa moves Golems **forwards**, as during this phase, carry out the following steps for each point of movement:

- Move the laying Golem that is furthest left on any district
- Move the standing Golem that is furthest left on any district

If tied choose the district which matches the uppermost colored Strategy tile.

When the Automa moves Golems **backwards**, carry out the following steps for each point of movement:

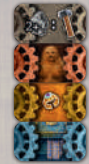
- Move the laying Golem that is furthest right on any district
- Move the standing Golem that is furthest right on any district

If tied choose the district which matches the lowest colored Strategy tile.

If there is ever a choice between moving backwards or forwards the Automa will choose to move a Golem backwards unless there is a laying Golem in section I, in which case it will move that Golem forwards to stand it up.

If there is ever a choice between moving forwards or not at all, the Automa will choose to move a laying Golem but not move a standing Golem.

When a Golem moves to sections VIII-X, the Automa will always choose to pay Knowledge and not VP.



*Example: The Automa is performing the Rabbi action shown above. It has 2 Golems on section IV of the red and yellow district, laying down and 1 Golem on section I of the blue district. The Automa chooses to move the Golem on the yellow district 1 step backwards. In fact, when the Automa has to distribute steps, it tries to stand Golems up first; then, when it can decide to move forwards or backwards, he moves backwards; last, when it has to decide which Golem to move backwards, it moves the more advanced and in case of a tie, like now, it follows the reverse Strategy tiles order (i.e. yellow before red). With the second step, the Automa will choose to move the Golem on the red district 1 step backwards.*



### 3) Actions

Each turn, during the Actions Phase, **draw 1 card** from the top of the Automa deck and place it face up immediately to the right of any cards already in play. The Automa cards are divided into 4 columns and they are resolved from left to right.

At the end of each round, put all 3 cards at the bottom of the Automa deck.



#### Bonus effect

The leftmost column, with the **brown** background, may show a Bonus effect with a number. If you're playing a level of difficulty that is equal to or higher than the number shown, the Automa receives the illustrated bonus effect.

	Take 1 Gold
	Move the marker up 1 step on the Study track
	Move the Student corresponding to the uppermost colored Strategy tile, forwards 1 step
	If the Automa has 0/1 Golems present in the districts, it builds 1 without any discount
	If the Automa has 0/1/2 Golems present in the districts, it builds 1 without any discount
	At the end of the round, shuffle all Automa cards to form a new face down deck

#### How to choose the actions

On the Automa's turn, the newly drawn Automa card will determine if the action that it performs will be a Rabbi or a Marble action. Like a player, the Automa will take 2 Marble actions and 1 Rabbi action over the course of the round.

Most of the cards have a Marble action in the second column, so the Automa will often perform a marble action first in each round.

If the Automa performs the Rabbi action as the first action, the remaining two actions must be marble actions.

On its second turn, if the first and second Automa cards form the complete **shape of a Rabbi**, the Automa will perform the Rabbi action on the second card, even if on this card the Marble column was first.



The third action of the round will always be the remaining possible action.

#### Rabbi Action

The column with a **grey** background shows which action the Automa will perform using its Rabbi.



**Important:** If the Automa has 1 Golem in sections VIII-X, it will choose to place its Rabbi on an Action that allows it to Kill a Golem and it will kill that Golem. To do so, the Automa selects the Action tile if available, or the Automa places its Rabbi on the lowest Action space printed on the Synagogue board.







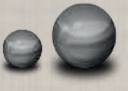

Otherwise the Automa will place its Rabbi on the Action tile shown uppermost on the card. **The numbers indicate the position** of the Action tile, where 1 indicates the uppermost tile, 5 the lowest etc.

If the tile indicated by the uppermost number on the Automa card is already occupied by another player or not present as you are playing with fewer than 4 players, the Automa will choose the second number, and so on until it finds an available tile. The Automa will only place on the lowest Action space if it wishes to Kill a Golem.



## Select Marble Action

The column with the **yellow** background shows how the Automa picks a marble from the Synagogue to perform a Marble action. **Follow the criteria** in the column **from top to bottom** until the Automa can choose a specific marble to perform an action, combining more criteria if needed.

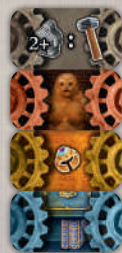
	Complete the action with most marbles
	Complete the Work action using either the Work action line or the Mirror action line (only if it has at least 1 standing Golem)
	Complete the action matching the uppermost colored Strategy tile
	Choose the black marble
	Choose a white marble
	Choose the marble matching the color on the left of the Character card for the current round (if already taken, the right)
	Choose the marble matching the color on the right of the Character card for the current round (if already taken, the left)
	Choose the marble matching the color not shown on the Character card of the current round

The criteria may indicate a particular action/line in the Synagogue or a particular color of marble. In either instance you must follow the criteria in the column from top to bottom until a single marble is selected from a specific line.

The first criterion you meet that relates to an available action/marble becomes an **active** criterion.

- If this one leads to a unique choice (for example there's only 1 marble of the indicated color), ignore all the other criteria on the card.
- If the active criterion leads to multiple choices, check the next criterion on the card.
- If this last criterion relates to a marble/line different than the one indicated by the previous active criterion, OR to a marble/action which is not available, ignore it.
- If this last criterion, combined with the previous active one, leads to a unique choice, ignore all the other criteria on the card.
- If this last criterion, combined with the previous active one, leads once again to multiple choices, also this criterion becomes active. Check the next criterion, and so on.

- If there are still multiple choices possible between more lines/marbles after checking all the criteria, use the **Strategy tiles order** to break any ties, choosing the action that matches the uppermost Strategy tile. If Work is one of the possible choices and the Automa has 2 or more standing Golems, it will perform a Work action. Otherwise, it will choose to perform, between the possible choices, the action corresponding to the uppermost colored Strategy tile.



**Note:** If the multiple choices possible are between any action and the Mirror action, the Automa will not perform the Mirror action.

During the round, once the Automa has taken one marble that matches one of the colors of the current round Character, disregard any other marbles of that color when selecting the second marble.

## Student Movement

If the Automa has a choice on which Student to move forwards, it will choose the leftmost Student. If tied, choose the Student in the district matching the uppermost Strategy tile.

If the Automa has a choice on which Student to move backwards, it will choose the rightmost Student. If tied, choose the Student in the district matching the lowest Strategy tile.

## Character for the current round



*Example: The Automa must perform a marble action. The first criterion on the Marble column is "work action", so the Automa can pick a marble from the Work action or Mirror action to perform it. As there is still a choice of marbles, check the next criterion which is "the action with more marbles". Both actions have 2 marbles, so the criterion is ignored. The third and the fourth are also ignored as they relate to marbles that are not present in those two lines. The next criterion selects a yellow marble which is a valid selection using the Mirror action. The Automa takes this yellow marble and pays 1 Coin to perform a Work action.*





Example: The second Automa card has the marble column first, but the two cards combined form the Rabbi shape, so the Automa must instead perform the Rabbi action. The first number on the Rabbi column is 2, which represent the second action tile from the top on the Synagogue board. That tile is available, so the Automa places its Rabbi there and performs the action shown as normal.



Example: In the third round, the Automa must perform a marble action (it has already placed its Rabbi). The first criterion on the marble column is “the action with most marbles”. Three actions have 2 marbles each. The second criterion is “the marble on the right of the Character” which is yellow. The Automa has already taken a yellow marble so it must take “the marble on the left”. A red marble is present in the third and in the fourth actions. Now the Automa has chosen which marble to take (red) but this is present in two actions. The Automa must now follow the Strategy tiles to break the tie. It will choose the Artifacts action because the Artifacts Strategy tile is above the Study Strategy tile.

## Golem Track

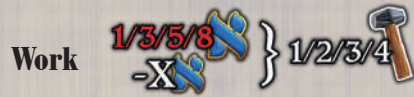
If the Automa has to choose whether to move its marker up or down the Golem track, it will always choose to move the marker up.

## Failed Action

When the Automa can only partially complete an action, it does as much as possible and receives no compensation for anything it cannot take, except resource discounts as described above.

When the Automa would complete an action that provides no benefit (either from a Rabbi action, a Neighbourhood tile, or a Work action), it does not complete the action and instead earns 2 VP.

## The Marble Actions



When the Automa completes a Work action, it activates as many Golems as it can afford to, **never paying more than 2 Knowledge**. For each Golem being activated the Automa chooses the rightmost standing Golem. If tied, it activates the Golem matching the uppermost colored Strategy tile.



Example: The Automa performs a Work action. The action has a value of 2, so it will activate 2 Golems, paying the remaining 1 Knowledge. It will not activate the 3rd Golem as the cost would be more than 2 Knowledge. The Automa first activates the Golem in the red district and then the Golem in the yellow district.



## Golem, Artifacts and Study Actions

When the Automa performs one of these actions, complete the following steps in order:

- 1) **Take the resources**
- 2) **Upgrade a Development**, only if the Resource marker is not in the red area of the Resource track.
- 3) **Perform the Main action**

### Golem Developments



The Automa will upgrade the Developments in ascending order of cost (*choosing the 3-Clay cost leg before the torso*). During the fourth round, the Automa will attempt to upgrade the Development which provides 3 red Menorahs before any other, if possible.

### Golem Creation



The Automa will create the **cheapest** Golem. This means the created Golem would be placed in the district where the Automa has less Golems. If tied, it chooses the district matching the uppermost colored Strategy tile.

Move the marker on the Golem track 2 spaces up as usual.

**Note:** If it has upgraded the 3-Clay cost leg Development, the newly created Golem is placed on the first block, it doesn't move and it activates the corresponding Neighborhood tile.



If the Automa has made all the Developments and has created all the Golems, move the Strategy tile related to the Golems to the lowest position. If the Automa were to perform this action again, it only takes the resources.

### Artifacts Developments



The Automa will place the Developments on the Artifact tile in order from bottom to top and from right to left. It will always chose the side that give 1 resource and 1 VP. During the fourth round, the Automa will attempt to upgrade the Development which provides 3 yellow Menorahs before any other, if possible.

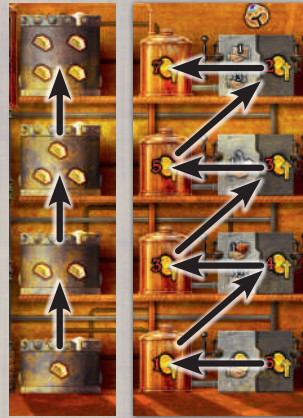
**Note:** The Special Development tiles double the effect of the related Artifact only during the Income phase and not if the Artifact is activated with a Neighborhood tile effect.

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### Buying Gold



When the Automa takes a Gold piece, it will place it on the **lowest** available Gold space on its Player board.



The arrows show the order in which the Automa place the Gold pieces and the Development tiles.

If the Automa has made all the Developments and has completed all the Artifacts, move the Strategy tile related to the Artifacts to the lowest position. If the Automa were to perform this action again, it only takes the resources.

### Study Developments



The Automa will upgrade the Developments in order of ascending cost (*choosing the 4-Knowledge cost tile on the third column before the Study track*). During the fourth round, the Automa will attempt to upgrade the Development which provides 3 blue Menorahs before any other, if possible.

### Buying Book Cards



The column with a **blue** background shows how the Automa chooses a Book card to buy when performing any action that leads to buying a Book card. The numbers indicate the position of the card on the board, counting from left to right.

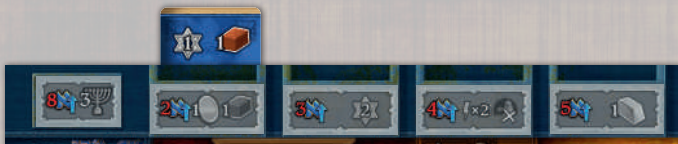
The Automa will not buy the indicated Book card if;

- it already has 5 Books of that color, or
- it is a Black Book and the Automa can't move a Student backwards

If the Automa couldn't take the uppermost indicated Book card, it will check the next indicated Book card, and so on.

The Automa places the colored Book card in the column containing Book cards of the same color or the **leftmost** empty column. Black Books are placed in the leftmost empty column. If there are no empty columns, any Black Book cards gained are placed in the column with the most cards (*up to a maximum of 5*), if tied the leftmost.





*Example: The Automa takes a blue Book and must place it in the leftmost column. When the Automa takes another Book, it will place it in the next column to the right if it's a green/red/yellow/black one. If it's blue, it must place it in the first column.*



**Note:** When activating Book cards with the effect of a Neighborhood tile or an Action tile, the Automa will choose black Books before other colors. If it has a more possible options, the tie is resolved from top to bottom then left to right.

If there is a choice of effects from a Book card, separated by the “/”, the Automa will choose the effect as follows:

- If the Automa has a Golem in sections VIII-X and a “Kill 1 Golem” effect is available, it will choose that.
- If one of the shown effects cannot be performed, choose the other effect.
- If there is still a choice, choose either the left or right effect as indicated by the topmost “left marble” or “right marble” criterion shown on the most recently played Automa card.

If any bonus (from Neighborhood tiles, Action tiles or Character cards) allows the Automa to buy a Book card, the Automa will follow the numbers in the blue column from top to bottom on the last Automa card played in the current round.



When the Automa should perform the Mirror action, it will complete a Work action providing it has 2 or more standing Golems. Otherwise, it completes the action matching the uppermost colored Strategy tile. It pays 1 Coin normally.

It **never** pays 3 Coins to advance on the Study track.

### Killing a Golem

If an action or effect features the “Kill 1 Golem” action, the Automa will kill the rightmost Golem. In case of a tie, it will follow the colored Strategy tiles order.

The Automa will place it in the leftmost available Cemetery space, taking benefits and moving its marker on the Golem track 1 space down as usual.

**Note:** When the Automa has 1 Golem in sections VIII-X, it will try to kill it as soon as possible (with a Rabbi action, or with an optional Book effect).

## Passing

The Automa will never pass.

## 4) Turn Order

This phase is carried out as normal.

## 5) Influence Characters

If the Automa has the correct marble combination to activate the Character for the current round and if the Resource marker is in the red area of the Resource track, it will take 3 Coins.

If the Automa has the correct marble combination and if the Resource marker is not in the red area, it will pay to take the benefit.

## 6) Income and Development

The Automa takes all income as normal. It will first take the income from completed Artifacts, from top to bottom.

The Automa will upgrade a Development of its choice (see below), providing the Resource marker is not in the red area of the Resource track.

### Choosing to Upgrade a Development

If the Automa has a choice on which type of Development to upgrade, it will choose the type of Development which would score it the most VP. If there is a tie choose the Development matching the uppermost colored Strategy tile.

The Development that scores the most VP is one in the area with the highest number of specific items: Golems created, Columns with at least 1 Book, completed Artifacts.

The Development upgrade is chosen as above.

## 7) Golem Control

This phase is carried out as normal.

# END OF THE GAME & FINAL SCORING

End game scoring is carried out as normal.

The Automa will score 1/3/5/7 VP for each Objective card based on your chosen difficulty level (1/2/3/4).

The Automa will score 1 VP for every 5 resources marked on the Resource track. If it ends the game with -5 resources, it will lose 1 VP.



# AUTOMA CHOICES AND TIEBREAKERS

<b>Which Golems move forwards?</b> 		<b>Which Golems move backwards?</b> 	<b>Where to create a Golem?</b> 
Laying Golems first Leftmost Golem first Colored Strategy tiles order		Laying Golems first Rightmost Golem first Reverse colored Strategy tiles order	In the cheapest district Colored Strategy tiles order
<b>Generic movement rules</b>			<b>Which Golems work?</b> 
If it can decide to move forwards or backwards, it moves backwards (except if it can move a laying Golem in section I) If it can decide whether to move forwards, it moves only the laying Golems forwards It pays resources when moving into sections VIII-X			Rightmost Golem first Colored Strategy tiles order
<b>Which Golem to kill?</b> 	<b>Where to bury it?</b> 	<b>The Golem Track</b> 	
Rightmost Golem Colored Strategy tiles order	Leftmost Cemetery space	If it can decide to move its marker up or down, it always moves its marker up	
When a Golem is in sections VIII-X, the Automa tries to kill it as soon as possible: - with the Rabbi action (action tile if available, otherwise last action space) - with the bonus of a Book card			
<b>Where to place a colored Book?</b> 	<b>Where to place a Black Book?</b> 	<b>Which optional bonus to activate?</b>	
First of a color: in the leftmost available column Others of a same color: in the same column	In the leftmost available column first In the column with most cards In the leftmost column between those tied	Kill: if a Golem is in sections VIII-X Possible: if a bonus is not possible, ignore it Left: if the "left marble" criterion is above Right: if the "right marble" criterion is above	
<b>Which Student moves forwards?</b> 	<b>Which Student moves backwards?</b> 	<b>Where to place Gold?</b> 	
Leftmost Student Colored Strategy tiles order	Rightmost Student Reverse colored Strategy tiles order	In the bottommost available gold space	
<b>Which Golem/Study Development to upgrade in round I-III?</b> 	<b>Which Artifact Development to upgrade in round I-III?</b> 	<b>Which Development to upgrade in round IV?</b> 	
The cheapest Leg before torso Third column before Study track	The bottommost available space The right space	The one that gives 3 Menorahs If already done, as in round I-III	
<b>Which optional Development to upgrade?</b> 		<b>Which action to perform with the mirror?</b> 	
The type that would give more VP in the Final Scoring Order according to standard Automa rules		Work, if it has 2 standing Golems (Main Strategy) Colored Strategy tiles order	

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