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THE ONLY RULES NECESSARY FOR 2-6 PLAYER GAMES OF MY LITTLE SCYTHE ARE FOUND IN THE PRIMARY RULEBOOK, NOT THIS ONE. THE AUTOMOUNTIE RULES FOUND WITHIN ARE PRIMARILY INTENDED FOR SOLO PLAY.

INTRODUCTION

These rules add an artificial opponent called Automountie to My Little Scythe. It takes the place of a human player for all purposes.

You can play alone against Automountie or you can add her to a multi-player game so that you have someone to pick on if you don't want to play aggressively against each other.

An older person can also cooperate with a younger child and play as one player against Automountie. This can give a nice shared game experience. Alternately, there's a team variant at the end of these rules.

You play your turn by all the normal rules, but Automountie plays by simplified rules. This rulebook explains those rules. **Rules not changed here are still in effect.** For example, Automountie places a trophy for the first pie fight she wins and she wins or loses by the same rules as a human player.

Because the first artificial opponent we made was for a game set in Italy, we named it "Automa," which is the Italian word for "automaton." This game has its roots in Canada, so we've called this artificial opponent "Automountie."

DIFFICULTY LEVELS

Before you get started, decide Automountie's difficulty level. This determines her Pie Track Level as well as how many resource and quest tokens she requires to place a trophy.

We recommend that you start on the Very Easy or Easy level.

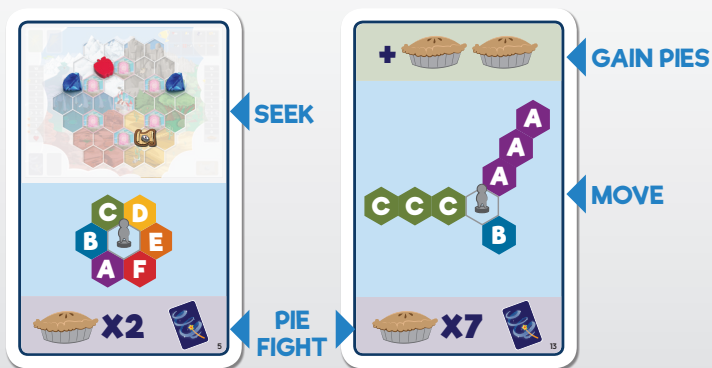
DIFFICULTY	TOKENS	PIE TRACK LEVEL
VERY EASY	6	0
EASY	5	2
NORMAL	4	3
HARD	3	4
VERY HARD	2	5

SETUP

1. Automountie is a player in the game, so use the base camp positions for the corresponding total player count (human players plus Automountie players). *For example, if Joe plays against 1 Automountie, he uses the 2-player base camp positions.*
2. Shuffle the 21 Automountie cards into a deck and place it near the board.
3. Place Automountie's Friendship token on level 5 of the Friendship Track. The token will stay there for the entire game.
4. Set Automountie's level on the Pie Track based on the chosen difficulty level.
5. Set up all the rest of Automountie's components as you would your own except that she doesn't get a player mat, personality card, or spell card.
6. Choose an Animal Kingdom for Automountie.
7. Pick one of Automountie's Seekers as her primary Seeker. It makes no difference which one you choose.

AUTOMOUNTIE CARDS

Each Automountie card is divided into 2 or 3 differently colored sections of 4 types, each of which will be explained later.



If you must draw an Automountie card and the deck is empty, reshuffle all the cards to form a new deck.

RESOURCE AND QUEST TOKENS

In this rulebook, we'll use the word **token** to mean a gem, apple, or quest token.

AUTOMOUNTIE TAKING A TURN

Automountie takes her place in the turn order as any other player. When it's her turn, she performs these steps (the necessary details are explained later):

1. Check for trophy.
2. Take the topmost card from the Automountie deck and place it faceup.
3. Gain pies.
4. Seek.
5. Move.

CHECK FOR TROPHY

If Automountie's Seekers have at least as many tokens **including quest tokens** combined as is required for her difficulty level, she earns a trophy:

1. Automountie returns the required number of tokens to the general supply.
2. She returns tokens from the primary Seeker first (quests first, gems second, apples third).
3. She places a trophy on the leftmost space of the Trophy Track where she doesn't already have one.
4. She skips the rest of her turn.

GAIN PIES

If there are pies on the top part of the card, Automountie gains those. If this takes her to 8+ pies she earns the trophy for 8 pies.

SEEK

If a diagram like the one below is on the card, place tokens on the board as shown.

Automountie does not gain friendship from placing a token on another player's Seeker.



MOVEMENT

Automountie moves both of her Seekers, starting with her primary. For each, she picks one of the paths in the movement diagram on the current Automountie card.

The Seeker moves as far along its chosen path as possible, except that it will stop before moving:

- Off the board.
- Onto Castle Everfree.
- Onto an opponent Seeker when Automountie has less than 3 pies.

The Seeker brings along all the tokens it has as well as those it gathers on the path.

Among the paths on the diagram that allow any movement:

1. Automountie picks the path that gains her the most tokens (this can be zero). This includes tokens that can be stolen via a pie fight.
2. If more than one is picked, she takes 1 of them based on their letters:
 - a. Primary Seeker: In alphabetic order (A-F).
 - b. Other Seeker: In reverse alphabetic order (F-A).

If no path allows movement, the Seeker doesn't move.

Example: Automountie has drawn the movement diagram shown below on the right and is about to move the primary Seeker shown on the board on the left.

The path that gives the most tokens is path C and so the Seeker moves to the space with the quest token (compass).

Had there instead been only 1 token on path C the Seeker would have moved to the apple space on path B. If none of the paths had any tokens, it would have moved one space along route A.



If a pie fight or other effect forces Automountie's Seekers to abandon their quest tokens on a space, those tokens are immediately removed from the board.

PIE FIGHTS

If Automountie is involved in a pie fight, go through these steps:

1. Choose your pies and spell cards as normal.
2. Draw an Automountie card.
3. The Pie Fight section shows the number of pies that Automountie uses in the pie fight (limited by the number she has on the Pie Tracker) and the number of magic spell cards she will draw and play **from the deck of magic spell cards**. All other parts of the Automountie card are ignored.
4. If Automountie loses, she always picks the **2 pie** rejuvenation bonus.

GRAND FINALE

After performing her normal turn in the Grand Finale, Automountie will perform the "Check for Trophy" step repeatedly as long as she has sufficient tokens to place a trophy.



APPENDIX: CARDS AND TILES THAT INTERACT WITH AUTOMOUNTIE

A few cards and tiles let you either **take from** or **give something to** an opponent. Here's how to handle that when targeting Automountie:

- Give 2 apples or 2 gems to Automountie: Place 1 on each of Automountie's Seekers . If only one is on the board it gets both tokens, and if both seekers are off the board they get nothing.
- Take random spells from Automountie: Take the topmost card from the spell deck.
- Take 2 resources from Automountie: Automountie gives you tokens using the same order as she uses when paying for a trophy.

APPENDIX: OPTIONAL TEAM VARIANT

You can play the game as teams of 2 or 3 players against 2 or 3 Automounties (all of the same difficulty level).

TEAM AUTOMOUNTIE'S TROPHIES

If one Automountie has placed all her own trophies:

- She starts placing trophies belonging to her teammates instead.
- She cannot place these trophies on the 8-pies and pie fight spaces.

INTERACTING WITH TEAMMATES

- You do not gain friendship from placing a resource on a Seeker belonging to a teammate.
- When giving something to another player as part of a quest, you cannot choose a teammate.
- To pay the cost of Make actions you can also remove resources from neighboring spaces occupied by a seeker belonging to a teammate. You need the permission of the teammate to do this.
- Seekers cannot move onto spaces occupied by a teammate's Seeker.
 - For Automountie, these occupied spaces are treated as spaces outside the board.
- The Automounties share the Automountie deck but each draws their own card on their turn.

ENDING THE GAME & WINNING

- The game ends when all trophies of one team have been placed (there's still a Grand Finale).
- Ties are broken with the sum of friendship (first) and resources (second) for each team.

LEAD PLAYTESTERS:

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PLAYTESTERS:

Casey Bayer, Vienna Chou, Amy Cook, Addison Craine, Samantha Craine, Josh Helgeson, Naja Wessel Jacobsen, Noah Monrad Jacobsen, Sammy Levandowski, Janosch Michel, Kolja Michel, Leni Michel, Katerina A. Pilkus, Evelyn Shaw, Martha Shaw, Ted Shaw, Tilly Shaw, Tzeitel Shaw, Kelly Steinbach, Diana Yang.



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