

SETTING UP

A Deck of Playing Cards is required.

You follow all the standard rules for setting up for whatever player count you're choosing to play at. I recommend using the automa for solo play to emulate a two-player game and with two players to emulate a three-player game.

You choose a leader for the automa, follow the standard setup procedure and give it all of the components for that leader. Take a standard deck of playing cards and remove the jacks, kings, and queens, then shuffle it.

Choose a difficulty level and adjust the setup based on the one you pick.

- **Novice:** Give the automa two extra forge chips.
- **Intermediate:** Give the automa two extra forge chips, one extra quest, & unlock one of its abilities.
- **Expert:** Give the automa three extra forge chips, one extra quest, unlock one of its abilities, & fill up one of its forge tracks with forge tokens.

If you want to increase the difficulty further, implement the following tweaks.

- The automa gains +1 Victory Point per follower & Wonderlanderian that it has on the board at the end game.
- The automa gains victory points equal to twice its leader strength at the end of the game

Each leader has its own logic pattern to follow, so if you need to unlock an ability, or forge a track for it, refer to that characters section of this rule page for more information.

BATTLE

During battle, the automa will pull chips until one of the following conditions are met.

- It has a 7 point lead over the player closest to it on the battle track.
- It is not in the lead, is on a forge symbol, & is guaranteed 2nd place.
- Another player has a 7 point lead on it and it only has one supporter left.

In addition, it obeys the following logic path.

- The automa will always block madness with the shield if it's available.
- If the automa ever has a choice that affects its place on the battle track (Flamingo C for example). It only chooses to use it if doing so would increase its position on the battle track.
- When choosing between multiple chips to use in battle, it always chooses the one with the highest strength. In the case of a tie, it chooses the first one drawn.
- When wagering on other players, it always bets on the one with the most supporters.
In the case of a tie, it chooses randomly.

Any other possible choice is covered within each leader's logic path in the relevant section.

TEA PARTY

On the automa's turn, flip over the top playing card from the deck we prepared earlier and move the automa around the table that many spaces. Count every space, even if it is occupied or doesn't have a tea party card.

If the automa would end in a space occupied with no tea party card, or the space is occupied, continue clockwise to the next viable space. The automa gains the card in that space and everything it offers.

If the automa were to cross the head of the table, it stops to roll the shard dice and refill the table before continuing on, just like a player.

- If the card grants chips, add them to the automa's bag.
- If the card has a line, the automa always chooses the choice in the top half.
- If the card grants a Wonderlanderian, roll the shard dice. On a 1 it receives the leftmost Wonderlanderian, on 2 it receives the middle Wonderlanderian, & on 3 the rightmost Wonderlanderian.
- If a card allows for an optional roll of the shard dice to gain a benefit, the automa always chooses to do so.
- When placing supporters or Wonderlanderians, it always chooses the highest-scoring region that it has less than three units in. Once it has three units in that region, it adds them to the second-highest scoring region. If two regions are tied, it chooses the ones closest to the starting battle marker.
- When placing its leader standee, it always chooses the region where it has the most supporters that it doesn't already have a castle present. In the case of a tie, it chooses the one closest to the starting battle marker.

Any other choice is covered in each specific leader's logic path that you can find within the relevant part of rules guides.

HOSTILE ACTIONS, FORGING & SCORING

If the automa needs to choose a player to target with a hostile action, it chooses the one with the most VP. In the case of a tie, it chooses randomly.

When forging it always forges using the following chips in order of priority.

- Chips that provide a bonus when forged
- Faction chips
- Forge Chips
- The leftmost active ally chip with a strength of 1
- The left-most active ally chip.

The automa never uses artifacts or Wonderlanderian chips to forge other than the Carpenter's Hammer.

The automa earns victory points almost the same way that players do. They earn VP from battle, any abilities that grant VP, and castles at the end of the game. It also loses VP for every madness shard it has.

However, it interacts with quests differently. Whenever it would gain a quest, deal it to the automa facedown. It does not try to complete quests. It gains five victory points per facedown quest it has at the end of the game instead.



ALICE

Replace **Curious Strength** in solo play or **Strange Reflection** in multiplayer with the following power.

Unbroken: Whenever Alice refreshes, flip her shield to the unbroken side.

Unlock Alice's abilities in this order.

1. Sword of Hope
2. Befriend the Populare
3. Love of Learning
4. Everywhere at once

Fully forge Alice's tracks in this order.

1. Top
2. Second from the top
3. Bottom
4. Second from the bottom

When choosing a weak chip, the automa always chooses a Forge chip. When choosing a strong chip, the automa always chooses a Rose chip.

Love of Learning: The automa always chooses the leftmost active chip with the highest strength.

Everywhere at Once: The Automa will always choose to lose a unit where the next battle will take place and move Alice there.

THE MAD HATTER

Replace **It's my Party** with the following Power.

Marvelous Madness: Whenever the Hatter draws a madness chip, he gains +2 strength on the battle track.

Unlock Hatters' abilities in this order.

1. It's Always Tea Time
2. Piping Hot
3. How Refreshing
4. Unbirthday Present

Fully forge Hatter's tracks in this order.

1. Top
2. Bottom
3. Second from the Bottom
4. Second from the Top

When choosing a weak chip, the automa always chooses a Forge chip. When choosing a strong chip, the automa always chooses a Red Rook chip.

It's Always Tea Time: The automa always chooses the extra card over placing The Mad hatter.

How Refreshing: The automa always chooses to give another player a shard instead of returning an exhausted chip

Piping Hot: The automa always places the tea cup chip on the madness track.

THE CHESHIRE CAT

Replace **Mirror Breaker** in solo play or **Sharing the Madness** in multiplayer with the following power.

We're All Mad Here: The Cheshire Cat always loses half of its madness shards at the end of the tea party phase & splits them between the other players.

Unlock the Cats' abilities in this order.

1. Wicked Smile
2. Vanishing Army
3. Misleading Smile
4. Engineer of War

Fully forge the Cats' tracks in this order.

1. Top
2. Second from the top
3. Second from the bottom
4. Bottom

When choosing a weak chip, the automa always chooses a Forge chip.

When choosing a strong chip, the automa always chooses a Flamingo chip.

Misleading Smile: The automa always moves a Wonderlandian if possible to the next battle that The Chesire Cat will participate in.

It will move a supporter if no Wonderlandian is available.

THE QUEEN OF HEARTS

Replace **Red Army** with the following power.

Motivated by Fear: Supporters grant +1 strength to the Queen of Hearts battle track.

Unlock Queen's abilities in this order.

1. Twice as fast
2. Off with their Heads
3. Royal Temper
4. Paint it Red

Fully forge Queen's tracks in this order.

1. Second from the bottom
2. Top
3. Second from the top
4. Bottom

When choosing a weak chip, the automa always chooses a Forge chip.

When choosing a strong chip, the automa always chooses a Card Soldier.

Paint it Red: The automa always chooses to lose a supporter in a region where it has the least that a battle already took place in.

Otherwise, it opts not to use the ability.

JABBERWOCK

Replace **Fearsome Maw** with the following power.

Vile Poison: At the start of Jabberwock's turn during the tea party phase, place 5 poison counters among the tea party cards if there are less than five on the table.

Flip cards from the deck to determine the placement as if Jabberwock was moving around the table.

Unlock Jabberwock's abilities in this order.

1. Borogoves
2. Beware the Jabberwock
3. Manxome Foe
4. Claws That Catch

Fully forge Jabberwock's tracks in this order.

1. Second from the top
2. Top
3. Bottom
4. Second from the bottom

When choosing a weak chip, the automa always chooses a Forge chip.

When choosing a strong chip, the automa always chooses a Creature chip.

LEADER SPECIFIC CHANGES & LOGIC

Each leader has a different power when played by the automa & follows an alternative logic path for choosing chips, forging tracks, unlocking abilities, & using certain abilities.

I designed these paths to be simple to follow with as little overhead as possible while allowing the automa the best chance to be effective despite the fact that the automa doesn't make intelligent decisions.

