

THE MONOLITH

BOT PACK

RULEBOOK



OVERVIEW

This expansion for THE MONOLITH introduces two automated Bot players. Play a three-player game with one Bot and two humans, or stand alone against both Bots in Solo mode. Aside from those rules specified here, all rules are otherwise identical to the original rules for THE MONOLITH. Exceptions to the original rules have been underlined.

SPECIAL THANKS

To the CuseCon Game Design Guild for testing.

COMPONENTS

12 Number Tokens

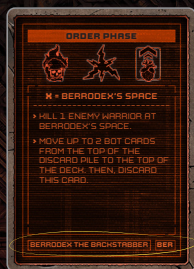
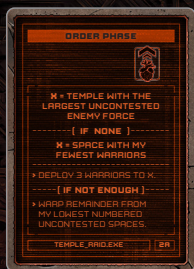
5 Shaman Ability Cards

16 Bot A Cards

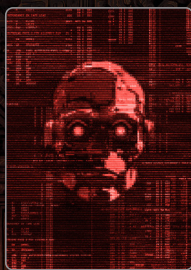
2 Veil Cards

16 Bot B Cards

SHAMAN ABILITY CARD



VEIL CARD



NUMBER TOKENS



SETUP

1. Set up the game for 3 players, following steps 1-7 of the original Game Setup rules.
 - A. Additionally, locate the Massacre divination card and remove it from the game.
 - B. If playing Solo, remove all event cards from the game. Events will not be used.
2. Place the number tokens on the spaces shown below.
3. Set up 1 Bot if you have 2 human players, or 2 Bots for playing Solo. To set up a Bot, follow steps 8A-8E of normal player setup. During this setup, do not give the Bot a player board. Instead, set its hearts and remaining warriors aside, within reach. Then, follow these steps in place of the original step 8F:
 - F. There are 2 unique Bots: A and B. Gather either cards 1A-10A to play with Bot A, or cards 1B-10B for Bot B. Add the shaman ability card matching the Bot's selected shaman, and shuffle the cards with Order sides face up to form the Bot's deck. Cover the deck with the veil card that matches the Bot's player color, and set it within reach.
 - G. Locate the Bot's ! cards (11A-16A, if playing with Bot A or 11B-16B for Bot B). Set them within reach.



PLAYING WITH BOTS

A Bot takes turns much like a human, but instead of using hearts to take orders and actions, it uses a deck of cards. Additionally, Bots cannot gain objective, event, or divination cards. If an effect would cause a Bot to gain a card of those types (e.g. the Uneasy Accord event), that card is discarded instead.

ORDER PHASE

At the start of a Bot's turn, resolve the following steps in order:

1. If the Bot holds the high bid on a divination card, return all its hearts from that card to their supply, and discard that card.
2. Reveal the bottom card of the Bot's deck. On the Order side of that card, resolve the icons, then resolve the text, and then discard it.
3. If all humans have Committed, or if the Bot has resolved 3 surge icons, the Bot also Commits.

When a Bot Commits, it stops taking turns, but does not dump any hearts into the Monolith.

ACTION PHASE

At the start of a Bot's turn, reveal, resolve, and discard 2 cards from the bottom of the Bot's deck (or 4 cards if it's the Bot's first turn and it has the surge marker), one card at a time, using each card's Action side.

At the end of a Bot's turn, if no hearts remain on the action board, a Bot will Relent. When a Bot Relents, it stops taking turns.

REST PHASE

Modify the indicated steps in the original rules as follows, and resolve an additional step 11:

- 2C. Objective Cards:** As Bots cannot gain or score objective cards, they instead gain 1 favor  for each Scriptorium they control.

6. **Resurrect Shamans:** Dead Bot shamans are instead placed onto the space occupied by that Bot's largest force.
7. **Refill Divination:** Return all Bot hearts on divination cards or at the divination row to their supplies.
9. **Event:** If there are 2 humans, the human with the least draws the event card. In Solo, event cards are not used.
11. **[NEW] Bot Deck:** For each Bot deck:
 - A. Return all discarded and set-aside cards to the deck.
 - B. Add 2 random ! cards (11-16) to the deck.
 - C. Shuffle the deck with Order sides face up.
 - D. Cover the deck with the veil card.

RESOLVING BOT ICONS



DIVINATION ICON: Bots cannot gain divination cards, but they can prevent humans from obtaining them.

When this icon resolves, if any humans have active bids, this Bot outbids each of them by 1 heart, placing hearts as normal. Otherwise, if no humans have active bids, this Bot raises the bidding floor by placing one of its hearts beside the divination row. When a human makes a new bid, that bid must exceed the number of hearts on the bidding floor.

In Solo, only Bot A resolves divination icons.



SURGE ICON: Track how many surge icons each Bot has resolved by setting those cards aside once resolved. At the end of a Bot's turn, if it has resolved 3 surge icons, it Commits, and takes the surge marker if it is the first player to Commit.



CREMATE ICON: Cremate all of this Bot's dead warriors from the map, returning them to their supply.

RESOLVING BOT CARD TEXT

When resolving card text, a Bot resolves as much text as it is able to, from top to bottom. This text includes new essential terms, which are detailed on the next page.

CHOOSING BETWEEN OPTIONS

When choosing between units to kill at a space, a Bot will kill shamans before warriors. When choosing between two otherwise equal spaces, it will choose the space with the highest number token. When choosing between two otherwise equal opponents (e.g. choosing one of two opponents' warriors to kill), it will choose the opponent with the most favor , or the opponent later in turn order if tied.

"OR ELSE"

If the text above this line would have no effect or cannot be fulfilled at all (e.g. if the Bot would kill an enemy at a space with no enemies, or at a space where it has no living units of its own), resolve the text below the line instead.

"IF NOT ENOUGH"

If the text above this line specifies a quantity that cannot be fully met, resolve as much of that text as possible (e.g. if the Bot would deploy 3 warriors when it only has 2 available, it deploys 2 warriors). Then, for whatever quantity remains unresolved (e.g. 1 warrior), resolve the text below the line.

SOLO SCORE CHALLENGE

For a greater challenge when playing Solo, when you win, compare your score against the highest-scoring Bot's score to determine your title:

MARGIN OF VICTORY	TITLE EARNED
1-3 FAVOR	PATHETIC WORM
4-8 FAVOR	ADEQUATE ACOLYTE
9-14 FAVOR	CREDITABLE BRUTE
15+ FAVOR	MONOLITH'S VOICE

ESSENTIAL TERMS

Kill: When a Bot is instructed to kill a unit at a space, it can do so only if it occupies that space.

Boast: When a Bot is instructed to boast at a space, it can do so only if it contests that space and that space has an empty boast slot.

Deploy: When a Bot is instructed to deploy warriors, it does so from its supply of warriors.

Warp: When a Bot is instructed to warp units to a space, it moves those units directly into that space, ignoring standard movement rules. When units warp between nonadjacent spaces, they do not enter any of the spaces in between. When warping units, Bots must follow these restrictions:

1. **Boasts:** A Bot cannot warp units out of a space where it has 1 or more boast hearts if doing so would leave fewer than 2 of its living units there.
2. **Shaman:** A Bot can only warp its shaman to a space that, after resolving that warp, would contain either two or more friendly living warriors, or more friendly living warriors than the shaman's current space. If a Bot has the option of warping multiple units from its shaman's space, it will include its shaman among those units if, after resolving that warp, the destination would contain more friendly units than the shaman's current space would.

Force: A group of living units belonging to a single player on a given space.

Boastable: A Bot regards a space as boastable if it contains an empty boast slot and at least one enemy unit (living or dead).

Unboastable: A Bot regards a space as unboastable if it contains no empty boast slots, or no enemy units (living or dead).

Highest space: The space with the highest number token among a set of spaces.

Lowest space: The space with the lowest number token among a set of spaces.

Up to #: As many as possible with the available components, up to the indicated maximum number.

QUICK REFERENCE

ORDER

1 CARD/TURN

ACTION

2 CARDS/TURN (4 w/ SURGE)

REST

- 2: 1 FAVOR  PER SCRIPTORIUM I CONTROL.
- 6: RESURRECT MY SHAMAN TO MY LARGEST FORCE.
- 7: RETURN MY DIVINATION HEARTS TO MY SUPPLY.
- 9: I DO NOT DRAW EVENT CARDS.
- 11: ADD 2 RANDOM  CARDS TO MY DECK.

TIEBREAKERS

BETWEEN SPACES: THE HIGHEST NUMBER.

BETWEEN UNITS: SHAMANS.

BETWEEN OPPONENTS: THE HIGHER FAVOR,
THEN LATER IN ORDER.

ICONS



RAISE ALL HUMAN BIDS BY 1
OR RAISE BIDDING FLOOR BY 1



AFTER THIRD SURGE ICON, COMMIT



CREMATE ALL MY DEAD WARRIORS