

vivid

M E M O R I E S

◦ Solo Mode ◦

Designed by Ben Harkins

Overview

Scientists of questionable intent have been working furiously to program an artificial brain to collect fragments of memories in an effort for it to become... self-aware. If the strength of your own memories is not enough to win out over the artificial brain, then all of humanity could be at risk.

In the solo mode, you will play against the *Artificial Brain*; an automated player that will draft fragment tokens, collect moment tiles, and scoring points as it aspires to be human. At the end of 3 rounds, if your score is higher than or tied with the Artificial Brain, you win!

The Artificial Brain uses aspiration and moment tiles to show its preference for what tokens it will draft, so you'll have complete information on how it will behave - playing around that information is where the challenge lies. The Artificial Brain scores points for the tokens it drafts each round and moment tiles collected at the end of the game.

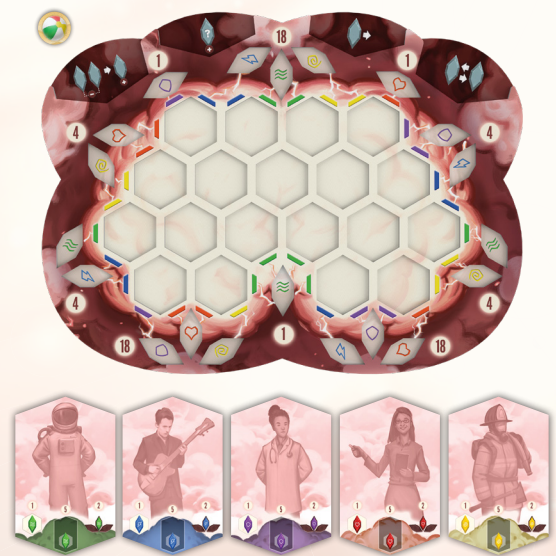
Game Setup

Setup is similar to a 2-player game with the following changes:

- The Artificial Brain will use the second player board and scoring tokens, as if it were another player.
- Take 1 aspiration tile and give the other 4 to the Artificial Brain in a face-down stack.
- Take a token that matches the color of your aspiration and place it on the score track. This serves as a reminder of your aspiration color. You will score your aspiration as normal at the end of the game.
- Place your aspiration tile on top of the stack of aspiration tiles.
- You take the start player marker (the Artificial Brain doesn't have any memories).

Artificial Brain Setup

Shuffle all 5 aspiration tiles and place them face-up in a line in front of the Artificial Brain, but within easy reach - you'll move these tiles quite a bit during the game. This line is known as the **preference line**. The rightmost tile in the preference line will become a **stack** of tiles as the Artificial Brain gains moment tiles.



Gameplay

Each of your turns is identical to a 2-player game.

After each of your turns, the Artificial Brain takes a turn (drafting tokens and collecting cleared moment tiles). As the Artificial Brain collects moment tiles they are added to its set of tiles (called *the stack*) and will score for them at the end of the game. The round will end as normal: when all of the moment tiles have been collected.

The Artificial Brain's Turn

Drafting Fragment Tokens

The Artificial Brain drafts fragment tokens based on its **preference line**, using both **aspiration tiles** and the **scoring side of moment tiles** (once acquired later in the game). The Artificial Brain will try to draft as many fragment tokens as possible (up to 3), based on its preferences, and will stop as soon as it cannot draft more tokens. **The Artificial Brain could end up drafting any combination of colors, unlike normal human draft rules.**

1. To determine the **first token** the Artificial Brain will draft, begin with the leftmost tile in the preference line to see if either side of the moment line has a fragment that matches any color on this tile. (example: the red aspiration tile will check for a red fragment on either side of the moment line. The blue & green moment tile will look for either blue or green fragments).

If it doesn't, place that preference tile under the rightmost preference tile to form *the stack* - it will come back in a future round. Repeat this step until the first token is selected, the Artificial Brain will always draft at least 1 token.

2. For the **second token**, look to the next tile in the preference line to see if those fragments are found, as before, continuing from the same side of the moment line. Like normal play, if the Artificial Brain clears a moment tile it can continue taking fragment tokens from the next tile in the moment line.

If a second token isn't found, the Artificial Brain's draft is done – proceed to **step 4**.

3. Only if a second token was drafted, continue looking to the next tile in the preference line, as before, to see which **third and final token** is drafted, if any.
4. Place each aspiration tile that caused the Artificial Brain to draft a token under *the stack* (the rightmost tile of the preference line) in order, then

refill the preference line from the top of the stack.

Remember: You only skip past tiles when fragments aren't found in the moment line when determining the *first* token to draft. When determining the second (and possibly third) color, only the very next tile in line is used.

Cleared Moment Tiles

If a moment tile was cleared during the draft, place it on the bottom of the preference stack with the scoring side face-up. This tile will now be used to determine token preference for the Artificial Brain on a future turn.

Ties for Choice

If both/all colors on a tile are available, the Artificial Brain's color preference starts with the top-left fragment shown in the scoring hex and continues clockwise.

If there are ever multiple options for which side of the moment line to draft from, first choose the side that will give the Artificial Brain a moment tile. If still tied, choose the side that will give the Artificial Brain the most tokens. If it's still tied, you choose which side.

Placing Tokens

If the Artificial Brain only drafted 1 token, place it in a matching core memory slot. Beginning with the bottom-center space and continuing clockwise around the board, place the token in the first empty matching core memory slot. The Artificial Brain will score completed core memories at the end of each round.

If the Artificial Brain drafted 2 or 3 tokens, instead place all of them in any single empty hex space - the location doesn't matter.

End of Round Actions

After all the tokens are drafted, the round ends as normal (don't forget to move the Start Player marker if needed).

You'll take actions as normal, but the Artificial Brain will not take any actions.

End of Round Scoring

At the end of each of the 3 rounds:

You score points as normal.

See page 6 in the *Vivid Memories Rulebook*.

The Artificial Brain scores for all 4 aspiration colors that *don't* match your aspiration color:

- 1 point for each matching token in a hex space
- 2 points for each matching token in a core memory slot

The Artificial Brain then scores for each completed core memory, as normal.

Note: These points are awarded at the end of each round.

End of Game Scoring

Be sure to do End of *Round* Scoring for the third round, then do End of *Game* Scoring as shown below.

You score points as normal. Be sure to score points for your aspiration tile (the color token at the top of the score track will remind you of your aspiration color).

The Artificial Brain scores points for Moment Tiles it gained during the game:

- For each moment tile scoring condition that matches hexes on the Artificial Brain's player board, score the points shown on that moment tile for each time that combination is found.
- For each of the four aspiration tiles that aren't yours, award 5 points for each matching fragment token found on each moment tile scoring condition (this means each moment tile will award between 5 and 15 points).

If your score is higher than the Artificial Brain, you win! In the case of a tie, you win! If the Artificial Brain wins, it becomes self-aware... who knows what happens then!

Science Gone Mad!

Increasing Artificial Brain's Difficulty

If you don't find the Artificial Brain to be challenging enough, there are 2 simple improvements to the Artificial Brain that will increase the difficulty:

- *Be more Human* (Harder) - Allow the Artificial brain to score for all 5 aspiration tiles throughout the game.
- *Learn from Experience* (Hardest) - Each time the Artificial Brain gains a moment tile, take a fragment token from the supply matching the leftmost token shown on the action side. Place that token into a core memory slot, using the same placement rules above for drafting a single token.