Reef PROJECT

DEACON - THE AUTOMATED OPPONENT FOR REEF PROJECT

WHILE THE WORTHY GOAL OF REEF RESTORATION MAY PROVIDE ENOUGH OF AN INCENTIVE ON ITS OWN, SOME PEOPLE ARE DRIVEN MORE BY A SENSE OF COMPETITION THAN COMMON GOOD, AND DEACON IS EXACTLY THAT KIND OF A CAPTAIN. FROM THE FIRST DAY YOUR PATHS CROSSED, YOU KNEW THAT AS VAST AS IT MAY SEEM, THE OCEAN IS TOO SMALL FOR BOTH OF YOU.

WHEN PLAYING REEF PROJECT ALONE, YOU PLAY AGAINST THE AUTOMATED OPPONENT (A BOT) CALLED DEACON. THE BOT HAS A DECK OF CARDS THAT DETERMINES ITS ACTIONS. IN THESE RULES "IT" OR "ITS" REFERS TO THE BOT, AND "YOU" AND "YOURS" REFERS TO THE LONE HUMAN PLAYER.

SOLO COMPONENTS

8 BASIC DEACON CARDS (NUMBERS 1-8)

4 ADVANCED DEACON CARDS (NUMBERS 1A - 4A)

5 DEACON SHIP CARDS

SETUP

1. Set the game up for 2 players as per the core rules.

2. You are the first player.

3. Shuffle the 5 Ship cards and draw 2. Choose 1 card, take the respective Ship board for yourself and remove the card. Give the Ship board from the second card to Deacon.

TIP: If this is your first game, we recommend playing on the **A** side of your Ship board.

4. Shuffle the Deacon's Ship card with 8 Basic cards to create its deck. Place the deck next to the Deacon's Ship board.

5. Prepare player components for Deacon as per the core rules with following exceptions:

   A. do not give Deacon resource markers, an energy track and energy marker, it does not use them;

   B. place its Scientist marker on the 1 space of the Research track;

   C. don't give Deacon any Coins, it does not use money.

6. Take 3 Coins. Draw 5 Mission cards. Keep 1, shuffle and give Deacon 2 randomly, then choose your second card from the remaining 2 and discard the remaining one to the bottom of the Mission deck.

B SIDES OF SHIPS

The **B** sides of the Ships can also be used in solo game. However, we would strongly suggest increasing the difficulty level as described on page 6. If you choose to play on the **B** side of the Ship, the Deacon should also use the **B** side. All the regular rules apply - the Mission sets score only 3 VP and the filled Crew rows on the Ships score at the end of the game.

TURN OVERVIEW

You play your turns as explained in the core rules. During Deacon's turn, it will never choose **RECHARGE**, it will **always TRAVEL**.

Deacon does not gain resources or actions printed on the Islands. It instead performs the actions on its cards.

On its turn, Deacon does in this order:

A. Deploy a Reef Ball (if possible)
B. Draw a card and move its Ship to another Island
C. Perform actions from the card

DEPLOY A REEF BALL

Before moving its Ship, Deacon places a Reef Ball on the **cheapest** route adjacent to its current position that **does not** already contain 1 of its Reef Balls. If multiple options are available, it will place a Reef Ball on the route that leads to the lowest numbered Island. If there is no route without Deacon's Reef Ball, ignore this step.

After its initial Reef Balls from Deployment area are used, Deacon selects a Reef Ball from the column with the highest VP value, then it continues to use Reef Balls from that column until it is empty and bot receives the VP bonus. Once that column is empty, Deacon chooses the next column to the right (wrap around to the leftmost if necessary). If placing the Reef Ball closes an Ocean sector, resolve Cleaning the Ocean (as described in core rules).

MOVE DEACON'S SHIP

Reveal the top card of Deacon's deck and look at the row of Islands listed on top of it. Deacon will attempt to go to the leftmost listed Island obeying its movement rules (see next page). If that is not a legal target, then it will attempt the second and third number if necessary. If no listed Islands are viable, then Deacon will move to an adjacent Island using the route that has the least energy cost (count visible ⚡ regardless of Reef Balls). If still tied, then it moves to the lowest numbered adjacent Island.

MOVEMENT RULES:

- It has to move to another Island
- It cannot move to the Island your Ship is on
- It can use **any number** of routes that either has 1 of its Reef Balls, or at most 1 visible ⚡
- It can use **at most 1** route that costs 2 ⚡

EXAMPLE: Bot 🟡 can reach the indicated 🟠 islands.
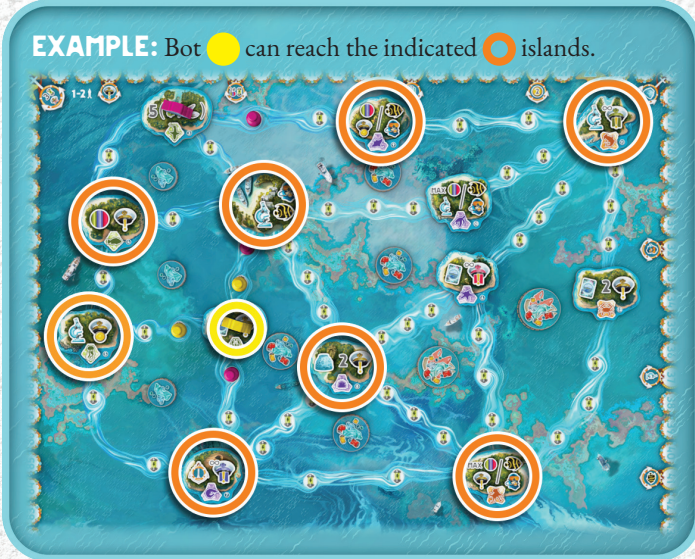
PERFORM ACTIONS

Deacon performs the actions shown on the card drawn in the previous step. Actions from the card are performed left to right, top to bottom. Deacon takes all the actions shown. For the list of all effects see *Deacon Cards Effects* on page 5.

KEY CONCEPTS

RESEARCH TRACK AND MISSIONS

Whenever Deacon gains the 🔬 it moves its Scientist marker 1 step forward per icon. Its position determines which Mission cards are available for bot to take.

When it reaches the Milestone space it skips it, takes 1 tile from the top, places it next to the Ship board face down and does not gain any reward.

When Deacon collects a set of Mission cards (🟢🟣🟠), it scores 4 VP the same as a human player.

CLEANING THE OCEAN

Same as the core rules.

RECYCLING A POLLUTION TILE

Deacon never recycles Pollution tiles and will score any gained at the end of the game.

EXPLORING THE REEF

Deacon never takes additional step, it moves only one step per Diver icon on the card. It gets all the rewards from Oxygen Tank tiles, when reached, according to the table in the Appendix on page 5. If it reaches the final step and would move forward again, it gains 1 VP instead.

REEF RESTORATION

Deacon performs the actions from the Seafloor tile directly above its Diver marker as if they were on one of its cards. If there is a choice between two sets of actions, Deacon always chooses the top reward.

HIRING CREW

Deacon does not spend Coins to hire Crew. It either takes the cheapest tile possible or whichever color it has the most of already, depending on the icon on the card. The tiles are placed from left to right so they match the first pre-printed tile color. Deacon does not gain the benefit covered by the crew tile or for filling a column. However, it does gain 4 VP when filling a row.

Deacon **can** have two Crew tiles with the exact same effect on its Ship board.

In a situation that Deacon already filled 2 rows, and there is no matching Crew tile in the Recruitment Center for the remaining row, Deacon takes an Intern (cheapest tile flipped to the wild side).

OBJECTIVES

When any of the players (you and/or Deacon) reaches 22 VP, check who has the least VP. If it is you, draw 3 Objective cards, keep 1 and discard the others. If it is Deacon, draw only 2 Objective cards, keep 1 and discard the other. Deacon does not get an Objective card.

DEACON CARDS EFFECTS

	Gain 1 VP per symbol type regardless of how many symbols of the same type appear. **EXAMPLE:** If the 2 and 1 are a reward, then Deacon would gain 2 VP.
	Move Deacon's Scientist marker 1 step forward on the Research track. Deacon always chooses to skip the extra step and discards a Milestone tile.
	Move Deacon's Diver marker 1 step forward.
	Activate a Seafloor Exploration tile directly over Deacon's Diver. Deacon gains the top reward on tiles that offer a choice.
	Deploy a Reef Ball to the first legal option (anywhere on the Main board): • Cheapest route that would close an Ocean sector. • Cheapest route that does not have 1 of its Reef Balls on. **TIEBREAKER:** lowest number Island.
	Deacon takes a Mission of a type it does not already have if possible. If tied it takes the leftmost card. When Deacon collects a set, it scores 4 VP, same as a human player (3 VP if playing on ship's B side).

	Deacon hires the cheapest Crew tile. If the row with that Crew color already is full, then it takes the cheapest of a color it has the least of (topmost if tied).
	Deacon hires the cheapest Crew tile of the color that it has the most. If the row with that Crew color already is full, or there is no desired color in the offer, it takes a Crew of the next color below on the Ship board (bottom row wraps to top).
	Deacon scores 1 VP for each Crew tile in the row that contains the fewest tiles (minimum of 1 VP, because starting Crew also counts).
	Deacon resolves the furthest effect that its Scoring marker has crossed.
	Deacon takes the smallest available Pollution tile from the supply.
	Deacon gains a medium Pollution tile.
	Re-shuffle discard pile with the deck (including this card).

END OF THE GAME

As soon as any player reaches 45 VP, complete the round so that all players have played the same amount of turns and then play 1 last round. At the end of the last round, remove Ship tokens from the main board and proceed to the final scoring. Deacon gains Victory Points same as the player, unless stated otherwise:

1. You reveal your Objective card and gain points depending on fulfilled conditions. **Deacon gains 15 VP**.

2. Then the player and Deacon gain:
   A. 1 VP per Mission they have fulfilled. Mission cards left in hand are not worth any points.
   B. VP according to their position on the Research track.
   C. VP according to their Diver's position on the Seafloor track: the player furthest on the track gains 12 points, the second player gains 10 and the third one gains 6 VP.
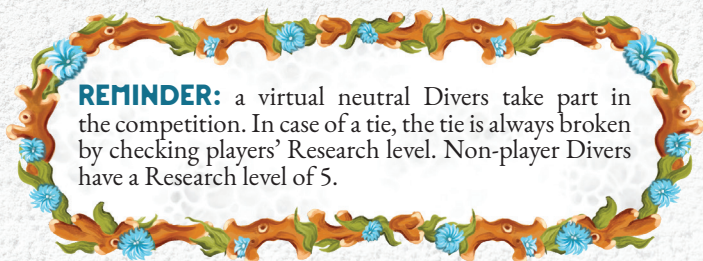
> **REMINDER:** a virtual neutral Divers take part in the competition. In case of a tie, the tie is always broken by checking players' Research level. Non-player Divers have a Research level of 5.

   D. 3 VP for each set of 3 different resources still in your Cargo area (**only you**).
   E. Finally, VP from the unused Pollution tiles they own.

3. Check the ocean sectors on the Main board that have been cleaned (i.e., having no Pollution on them). For each ocean sector, whoever owns most Reef Balls on the routes enclosing it scores 2 VP **for each shark** depicted (2/4/6 VP). The second player to own the most Reef Balls gains 1 VP for each shark depicted (1/2/3 VP). Ties are broken, as usual, using the Research track.

If you have more VP than Deacon, you win. If you are tied or have fewer VP, then you lose.

DIFFICULTY MODIFIERS

If you wish to increase Deacon's difficulty you may implement your choice of modifiers:

- Randomly select 1-4 Advanced cards and swap them with the matching number Basic cards.
- Deacon is the first player.
- Deacon gains printed bonuses for placing Crew tiles on its Ship board as if they were on one of its cards.

APPENDIX

DEACON'S SHIP POWERS

1	Deacon moves its Diver marker **2** spaces on the Seafloor track. Then performs Reef Restoration.
2	Deacon purchases the cheapest Crew tile. If it already has a full row, then it takes the cheapest of a color it has the least of. Then, it scores 1 VP for each Crew tile in the row that contains the fewest tiles (minimum of 1 VP, because starting Crew also counts).
3	Deacon gains a medium Pollution tile from the supply and deploys a Reef Ball.
4	Deacon deploys a Reef Ball and moves its Scientist marker 1 step forward on the Research track.
5	Deacon takes a Mission card of a color it does not already have if possible. If tied it takes the leftmost Mission card possible. Then, it deploys a Reef Ball.

TURN OVERVIEW

A. Deploy Reef Ball
   cheapest route > route to lowest number Island
B. Draw a card and move Deacon's Ship to another Island
   • cannot be the same Island
   • cannot be the Island with a Player
   • any number of routes with its Reef Balls and/or 1 ⚡
   • maximum of 1 routes with cost of 2 ⚡
   • tiebreaker: lowest number Island
C. Perform all actions from the card **top to bottom**

DEACON CARDS EFFECTS

	Gain 1 VP per symbol type regardless of how many symbols of the same type appear. **EXAMPLE:** If the 2 ⚡ and 1 🌿 are a reward, then Deacon would gain 2 VP.
	Move Deacon's Scientist marker 1 step forward on the Research track. Deacon always chooses to skip the extra step and discards a Milestone tile.
	Move Deacon's Diver marker 1 step forward.
	Activate a Seafloor Exploration tile directly over Deacon's Diver. Deacon gains the top reward on tiles that offer a choice.
	Deploy a Reef Ball to the first legal option: • Cheapest route that would close an Ocean sector. • Cheapest route that does not have 1 of its Reef Balls on. **TIEBREAKER:** lowest number Island.

	Deacon takes a Mission of a type it does not already have if possible. If tied it takes the leftmost card. When Deacon collects a set, it scores 4 VP, same as a human player (3 VP if playing on ship's B side).
	Deacon hires the cheapest Crew tile. If the row with that Crew color already is full, then it takes the cheapest of a color it has the least of (topmost if tied).
	Deacon hires the cheapest Crew tile of the color that it has the most. If the row with that Crew color already is full, or there is no desired color in the offer, it takes a Crew of the next color below on the Ship board (bottom row wraps to top).
	Deacon scores 1 VP for each Crew tile in the row that contains the fewest tiles (minimum of 1 VP, because starting Crew also counts).
	Deacon resolves the furthest effect that its scoring marker has crossed.
	Deacon takes the smallest available Pollution tile from the supply.
	Deacon gains a medium Pollution tile.
	Re-shuffle discard pile with the deck (including this card).