

## Psychological Warfare Solitaire play

AI Player

AI Player

### SETUP:

Take 3 random Archetype cards and 3 scoring cards. Select one to be the solo player's and the other two will belong to AI (Artificial Intelligence) players.

Solitaire

The Solitaire player will follow the regular game rules. The AI players will draw 1 card and play the card.

### THE AI PLAYER

When it is the AI player's turn, flip one card off of the top of the deck. Unless the card is an ACTION card, discard the card and draw another. Continue until an Action card has been drawn.

#### Choosing which category to increase

On a card that performs multiple adjustments, always increase the AI Player's score first and then recalculate and lower another player's score.

If the AI player's 4 point category is equal or lower to any other player's score in that category (including the other AI player) raise that category score. If the AI Player's 4 point category score is higher than all of the other players, move to the 3 point category score, then the 2 point category, and then the 1 point category. If they are all higher, move the 4 point if possible, then the 3 and so on. (*When choosing the Sage's 2 point categories and they are both tied, start with the Freedom category first*).

#### Choosing which category/player to lower

On the AI card, if the 4 point category is equal or lower than another player's score in that category, lower that category on the card that is tied or higher. If both other cards are the same lower the Solitaire player's score.

If the AI Player's 4 point category score is higher than all of the other players, move to the 3 point category score, then the 2 point category, and then the 1 point category.

#### Dream Interpretation, It's Complicated, and Bi-Polar

Always lower the 1 point category if possible (then the 2 point category if not)

#### Enable

Raise the lowest 1 point category of the other player who has the lowest score. If tied, play on the Solitaire player and give them the baggage. When being played on an AI player, discard after playing.

**Playing Stress against an AI player** - Once the AI Player's score is lowered with Stress, on the next turn for the AI player do not draw a card and discard the Stress card.

**AI Baggage** - If the AI player has baggage due to a player using a Special card. Discard the baggage.

### END OF GAME

If the AI player draws the last card, the Solitaire player will get one more play. If the Solitaire player draws the last card, the game ends after their turn.

Scoring is the same as in the base game. Currently, there is no Tiebreaker (I'm open to ideas!)



Player

