

# 2 MINUTES TO MIDNIGHT

## SOLO BOT QUICK REFERENCE

### **General Outline of the system**

The bot can play either side, and works by building a deck of SOLO cards to determine its actions when a money card is revealed from the game deck.

For all other cards where a decision is required, see the advice below.

### **Event Cards aligned to the bot**

Cards of the bots colour sometimes require a decision to be made. To determine what the bot does roll a die. If the choice is 50/50 good/bad then the bot chooses the first option on 1-3, and the second on 4-6.

If there is only one option, the bot chooses to perform it on a 4+.

If there is a cost associated like the Soviet *Oil* card, the bot will never pay more than 1 money.

For cards where the decisions are optional like *Red Army*, the bot won't pick an option unless the player rolls a 6.

In general the bot will not do anything that causes a coup on any of its own countries but will otherwise apply the maximum effect of a card when it can.

These are rough guidelines and the player will have to use some judgement (or the roll of a die) to make adjustments.

And the key rule: If it's an obviously bad move for the bot - then don't do it.

### **Bot Money Cards**

When a money card comes out of the deck for the bot, turn over the top card of the SOLO deck and follow the instructions on the card. Where decisions are required, find the relevant guidance on this card.

Note that for money actions the bot does not roll dice like the player does - just follow the instructions on the card.

When there are no cards left, reshuffle the deck and start again.

Each SOLO card has a green and a red section. Green is novice difficulty level whilst red is hard. Choose which to use at the start of the game, or else a die can be rolled for some cards to generate the effect - the card will tell you if this is the case.

You can also swap difficulties during a game as desired, if the AI is giving you a beating!

**If a card cannot apply because it is impossible to execute**, instead resolve: *Place 1 investment counter in two different countries. If there are two unrest in either country, remove one unrest and one investment.*

### **Bot play of the USA**

The president abilities are not used - ignore all the benefits - still roll to see if the president is assassinated but the Bot gets no presidential bonuses.

US spy activity should prioritise:

1. Tech theft removal
2. Western Trade item removal
3. Everything else

### **Bot play of the USSR**

The *Soviet Diplomacy* card 'counts as' a regular money card when drawn from the deck - turn over a SOLO card to determine what the bot chooses to do.

When the *Military Export* money or an oil money card is revealed, the bot will always buy an available Western Trade item if one is available.

USSR Spy activity should prioritise:

1. Suppressing unrest in the USSR, and being able to resist reforms as needed. (by having one or more available spies in the USSR)
2. Tech theft
3. Suppressing unrest elsewhere
4. Everything else

### **Bot spy actions**

The bot does not roll dice for its spies - when a card says Spy Action, the bot resolves the following:



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Any spy action in a location with a spy exhausts the spy and automatically succeeds once - apply as per regular rules.

A US bot requires two spies in a location and both must flip to succeed at a Remove Trade Item spy action.

If playing using the green novice difficulty level, the bot needs two spies in a location and both must flip in order to succeed at a tech theft or remove tech theft spy action.

## Placement Guidelines for...

### Investment placement

(in order of preference)

- 1) Both: Place in homeland if there is three or more unrest present.
- 2) US: place in democracies with 2 unrest.
- 3) Where there is a friendly cube but not a friendly government.
- 4) Where the enemy player has placed investment into a country with your government type.
- 5) Where there is a friendly government with a trade marker.
- 6) Place into an enemy-aligned country adjacent to a friendly government.

**Influence placement** Choose countries with the most worth to place cubes first. The bot does not try to fully align countries.

**Unrest placement** The Bot places to cause the maximum number of coups in countries with enemy cubes.

**Tech Theft placement** Place as close to Soviet spies as possible. If no spies will be adjacent, place to group markers together in an area.

**Reparation Selection** Austria first. Then remove where you have spies. Never cause a coup on self.

**Technology Selection** USA: balanced development with an emphasis on industry and maintaining naval advantage.

USSR: emphasis on initial nuclear weapon, space technologies, ICBM and satellites. Farming when the 5 year plan will award a bonus for completion.

## SOLO Deck Construction

**Basic Cards** The cards marked A are always in the deck and form a small but 'average' deck containing all capabilities.

**Additional Cards** add extra cards to the deck to give the bot more focus in a particular area. Here are some pre-built decks, though of course with familiarity of the game you can also customise as you wish.

### US: Money & bombs

Add: Investment 2; Influence 2; Trade 2; Build Weapons 2.

### US: Technology First

Add: Technology 2 & 3; Build Weapons 2.

### US: Money Train!

Add: Investment 2 & 3; Influence 2 & 3; Change Government 2.

### Soviet: Angry Bear

Add: Aggression #2; Build Weapons #2; Invest-Push.

### Soviet: Fancy Bear

Add: Recruit Spies #2; Invest-Push; Technology #2.

### Soviet: Big-Spender Bear

Add: Investment 2; Influence 2; Trade 2; Technology 2.

## In-Game Additions

Another possibility is to adjust the deck as you play - feel like the bot is getting beaten up and struggling to respond? add in an aggression, build weapons, or Invest-push card. This is best done at the next reshuffle of the SOLO deck.