REVIVE MAUTOMA

This manual provides the rules to play REVIVE in solo mode. With this solo mode you will try to reach certain scoring thresholds just like in the solo mode included in the base game. However, the rules of this manual make the solo experience more interactive adding a deck of 6 cards that simulate the presence of another player which competes with you in exploring the map, occupying terrains with buildings and populations and in collecting artifacts.

The Mautoma solo mode requires that you have already unlocked all advanced rules found during Revive's campaign.

Extra components

In order to play this solo mode, you need the following material in addition to the base game:

- 6 action cards
- 1 Mautoma's board

The files containing the extra materials can be downloaded from www.mautoma.com

Action cards (6 cards)   Mautoma's board

Setup

Prepare a setup for a standard 2-player game with the following exceptions.

Your play area:

- you obtain the 6 starting citizen cards following the standard solo rules (either take a standard set of starting cards, or use the drafting rules: draw 5 cards and keep 2, repeat until you have 6 cards);
- you start the game as 1st player, so you begin with only 1 crystal.

Main board:

- place only the 8 major artifacts intended for a 2p game
- don't put the minor artifact with 4VPs on the top of the minor artifact pile (it is not used)
- don't place the two Mautoma's pawns (they are not used)

Mautoma's play area:

1 Mautoma receives 5 small buildings, 3 large buildings, 7 population figures and 1 energy marker. All remaining items are returned to the game box

2 Place the Mautoma's board in its play area

3 Put the energy marker in a random position of the energy track

4 Shuffle the two starting cards facedown: this is the **Action Deck**. The starting cards have an "S" on the top right corner.

5 From the remaining 4 cards remove 1 random card, put it back in the game box, then shuffle the other 3 cards and make a pile. This is the **Progress Deck.** We suggest laying the Progress Deck down so as not to confuse it with the other one.

Mautoma starts as 2nd player in turn order.

Progress Deck
(3 cards)

Action Deck
(2 starting cards)

DISCARD PILE
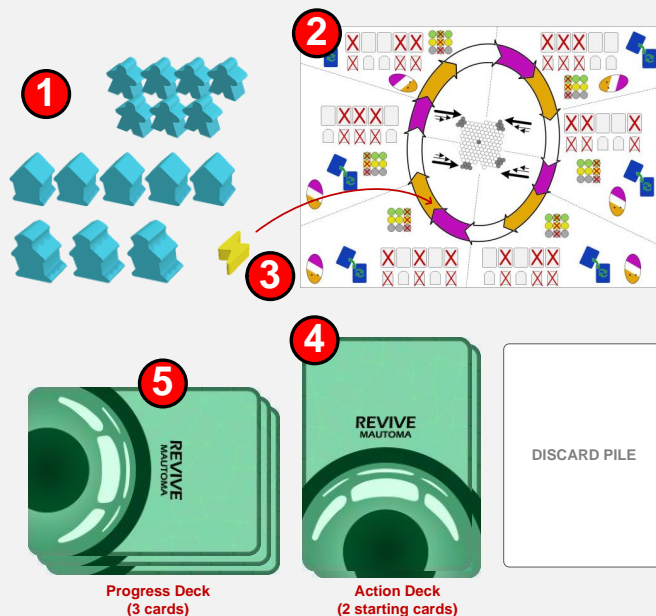
MAUTOMA's BOARD LAYOUT

This board provides an elliptical track (Energy track). In the center there is a picture which represents the board's map and four groups of arrows. These arrows shall be checked every time there is a tie on explore/build/populate actions. The energy marker is moved clockwise during the game along this track. According to its position it indicates which particular group of arrow must be checked (detailed later in the rulebook). Furthermore, the Mautoma's board

indicates which artifact, citizens card, slot modules or machine tokens must be discarded during the Mautoma's "REFRESH TURN".
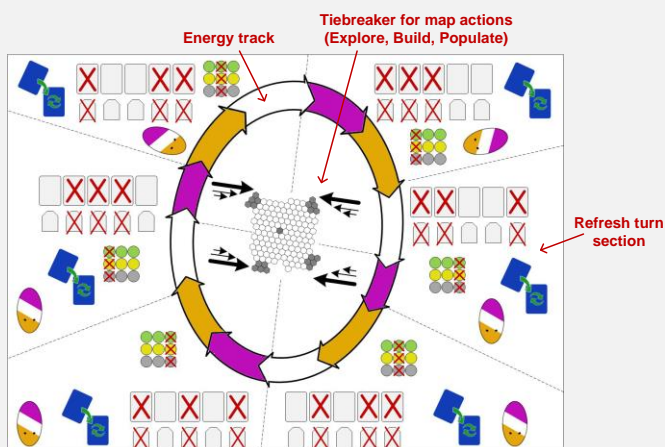
ACTION CARD LAYOUT
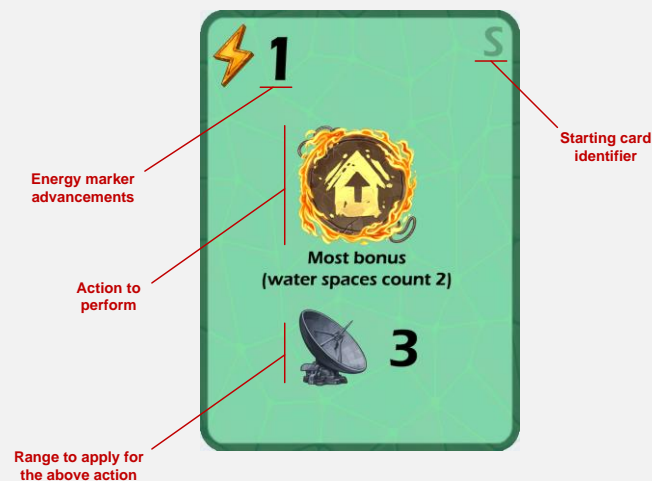
YOUR TURN

Your turn is performed like in a standard multiplayer game. This means that you can you use the two action cubes as you would in a normal game; furthermore you cannot refresh the displays during your hibernate turns (as stated in the base game solo rules). The only exceptions are listed here below:

- When you place a population figure in a location that already contains a Mautoma's figure, you must pay the extra book to the general reserve.

- When Mautoma places a population figure in a location that already contains your figure, you receive a book from the general reserve.

- When you slide down your switch token, copy the top effect of a citizen card from the display, then discard it.

- If you obtain the last major artifact, you don't receive the minor artifacts with 4VPs (it is not used with this solo mode). You can still obtain the standard minor artifacts every time you should receive an artifact after the major artifacts run out.

MAUTOMA's TURN

On Mautoma's turn perform the following steps:

If the action deck is not exhausted:

1. Draw a card

2. Advance the energy marker clockwise on the elliptical energy track by the number shown in the card's top left corner

3. Execute the action

If the Action Deck is exhausted, Mautoma performs a "REFRESH TURN":

1. Remove a major artifact of the color indicated by the current position of the energy marker. If all artifacts of that color have run out, remove a major artifact of the color of the next position along the track.

2. Discard from the displays the citizens cards, the slot module tokens and the machine tokens as indicated by the icons in the current section of the energy marker.

3. Take a card from the progress deck, add it to the discarded action cards, then reshuffle all discarded cards and build a new action deck that now has 1 card more.

GAME END

The game ends immediately at the *beginning* of the Mautoma's fourth REFRESH TURN (it is not possible to perform this REFRESH TURN because there are no progress cards to add in the Action Deck. After completing your 18 turns, calculate your final score following standard rules and compare your result with the following thresholds:

99 or less VPs: defeat

100+: survivor

110+: minor victory

120+: regular victory

130+: major victory

150+: superior victory

170+: utopia

CARDS DESCRIPTION

⚡1 S

Most bonus
(water spaces count 2)

3

Advance the energy marker 1 step clockwise.

Place a building on the map at range 3 (see general rules for buildings placement).

If there are no legal placements, Mautoma ends its turn without performing the action.

⚡2 S

Empty loc. Occupied loc. / Most bonus (water spaces count 2)

3

Advance the energy marker 2 steps clockwise.

Place a population figure at range 3, if not possible place a building at range 3 (see general rules for population figures and buildings placement).

If there are no legal placements, Mautoma ends its turn without performing the action.

⚡1

3

Advance the energy marker 1 step clockwise.

Explore at range 3 (see general rules about exploration).

If Mautoma has no access to any tiles, Mautoma ends its turn without performing the action.

⚡2

+

Empty loc. Occupied loc.

3

Advance the energy marker 2 steps clockwise.

Explore and place a population figure at range 3 (see general rules about exploration and population figures placement).

If Mautoma has no access to any tiles, it skips the exploration. If there are no legal placements, Mautoma skips the populate action.

⚡3

+

Most bonus
(water spaces count 2)

3
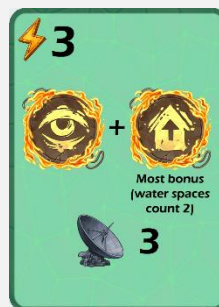
Advance the energy marker 3 steps clockwise.

Explore and place a building at range 3 (see general rules about exploration and buildings placement).

If Mautoma has no access to any tiles, it skips the exploration. If there are no legal placements, Mautoma skips the build action.

⚡4

+

Empty loc. Occupied loc.

∞

Advance the energy marker 4 steps clockwise.

Explore and place a population figure with no range restrictions (see general rules about exploration and population figures placement).

If Mautoma has no access to any tiles, it skips the exploration. If there are no legal placements, Mautoma skips the populate action.
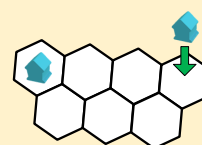

GENERAL RULES FOR BUILDINGS PLACEMENT

Mautoma places a building in one empty spot within the range indicated by the action card. The size of the building (large or small) is not relevant. Mautoma doesn't pay any cost to place the building.

Among all eligible spots Mautoma chooses the spot adjacent to most bonuses, regardless their type (including small and vast crystals). The only exception is that the bonus of a water space that is not currently adjacent to one of Mautoma's buildings counts 2 while a water space that is already adjacent to one or more Mautoma's building counts 0.

If one or more spots are tied, check the tiebreaker indicated by the energy marker on the Mautoma's board. Mautoma chooses the first spot you encounter following the arrows of the tiebreaker picture (beginning with the thicker arrow). See further clarifications on the use of the tiebreaker icon in the dedicated section.

Please note that with the term "range" we mean the distance between a spot with a Mautoma's building/figure and the spot where the building is placed. Be careful to not get confused with the "range cost" explained in the base game rulebook. In this example the range applied is 3.

GENERAL RULES FOR POPULATION FIGURES PLACEMENT

Mautoma places a population figure in a valid location space within the range indicated by the action card. Mautoma doesn't pay any cost to place the figure.

Among all eligible spots Mautoma tries to place the figure in an empty location (regardless whether large or small). If not possible, it chooses an already occupied location.

If one or more spots are tied, check the tiebreaker indicated by the energy marker on the Mautoma's board. Mautoma chooses the first spot you encounter following the arrows of the tiebreaker picture. See further clarifications on the use of the tiebreaker icon in the dedicated section.

USING THE TIEBREAKER ARROWS

During the game, wheneverMautoma should perform an action on the map (explore, build, populate) and one or more eligible spots are tied, you have to check the tiebreaker arrows on Mautoma's board corresponding to the current position of the energy marker.

Initially consider the outermost arrow (the thicker arrow) and, depending on the direction of the arrows group, move from left to right or right to left until you hit the first space (or tile) that meets your criteria. If you have encountered no valid space/tile, repeat the process with the next arrow, which is on the line just above or below (depending on wich of the four arrow groups you are using).

GENERAL RULES FOR EXPLORATION

Mautoma explores an area tile within the range indicated by the action card. Mautoma doesn't pay any cost to explore and gains no reward.

If one or more area tiles are within the range, check the tiebreaker indicated by the energy marker on the Mautoma's board. Mautoma chooses the first area tile you encounter following the arrows of the tiebreaker picture. After you have identified the area tile to explore, reveal it in either way, but once flipped don't rotate it. See further clarifications on the use of the tiebreaker icon in the dedicated section.

Following standard rules, the explored area tile must be adjacent to the chasm or to another explored tile.

SPECIFIC TRIBE RULES

When you play with]0x49[tribe and Mautoma places buildings or population figures on your tokens, apply the following rules:

- Mautoma first places its 5 small buildings, then the large buildings;

- Mautoma places its population figures with increasing cost (2-3-3-3-4-4-4 books);

- you get the corresponding costs from the reserve.

BUILDING EXAMPLE. *Mautoma (blue) picks the card that instructs it to place a building at range 3. The picture shows the value of all eligible spots. Mautoma places the building in the spot with the highest value (4).*

POPULATE EXAMPLE. *Mautoma (blue) picks the card that instructs it to place a population figure at range 3. The picture highlights the two eligible spots. The two spots are tied, so it shall be checked using the tiebreaker picture marked by the energy token on Mautoma's board. Following the arrow indicated by the energy token, Mautoma places the population figure in the north-east spot. Then, the human player (yellow) gains 1 book.*
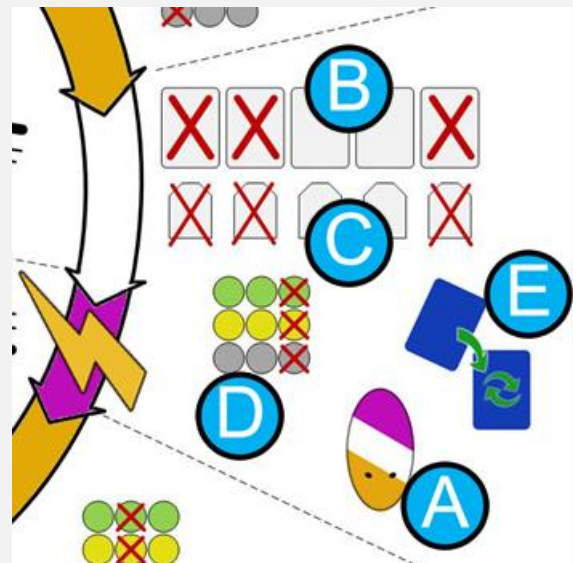
EXPLORATION EXAMPLE. Mautoma (blue) picks the card that instructs it to explore an area tile within range 3. The picture highlights all eligible tiles. In order to choose a tile, you shall check the tiebreaker icon indicated by the energy marker on the Mautoma's board. The area tile to flip is the first you encounter following the arrow according to the tiebreaker icon.
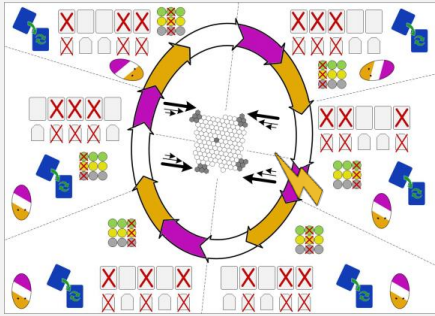
REFRESH TURN EXAMPLE. If this is the state of Mautoma's board at the beginning of the refresh turn:

A *Discard a purple artifact*

B *Discard the first, the second and last citizen cards*

C *Discard the first, the second and last module tokens*

D *Discard the third green, yellow, grey machine tokens*

E *Add 1 progress card to the discarded card pile and reshuffle all cards building a new action deck.*

Then, refill the displays.