

## TILETUM

This is an alternative solo mode for TILETUM.

This variant differs from the official solo mode Cardinalbot and it was created to reach these goals:

- provide an streamlined solo mode;
- give the player the chance to play against one, two, or three automas.

In this manual we suggest that you will play against one Mautoma, but you can replicate all notions here described for two or three Mautomas.

## COMPONENTS

In order to play with this variant you need a copy of TILETUM and the following materials, that can be downloaded from the website [www.mautoma.com](http://www.mautoma.com)



## SETUP

Set up the main board and your personal play area according to standard rules.

For the Mautoma play area, perform the following steps:

1. Place a player board with the five bonus action point markers facedown upon each house.
2. Place 7 pillars and 7 houses close to the player board. Mautoma starts the game with all pillars and houses already unlocked.
3. Place the VP marker on 10.
4. Randomly select one character card and tuck it under the player board rotated in either direction.
5. Remove the three town tiles from the main board. You will keep track of the fairs sequence through the 4 fair order tiles.
6. Shuffle all 8 town tiles and make a stack facedown.
7. Look at the fair tiles that were placed on the main board. Search for the corresponding fair cards and prepare a row with these four cards face up. The first card on the left must match with first fair, the second card with the second fair and so on.
8. Shuffle the 5 action cards and prepare a deck facedown.
9. Place the player aid close to the player board.

Randomly select the first player and arrange the discs on the turn order track and king track accordingly. Now you are ready to start!



### MAUTOMA OVERVIEW

While you play following all standard rules, Mautoma follows easier rules. In particular:

- Mautoma doesn't use resources;
- Mautoma ignores the amount of action points (AP) of the die it takes;
- Mautoma has no warehouse, it immediately uses any tiles it gains;
- Mautoma collects several tiles during the game (characters, contracts, crests, etc..), but it ignores their effects. All tiles gained by Mautoma grant it a fixed amount of VP according to the chosen difficulty level. This is true for all types of tiles except contracts and cathedrals tiles that are scored normally.

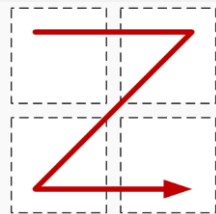
### GENERAL RULES FOR TIEBREAKERS

The next sections describe how Mautoma works and how it performs the six game actions. The descriptions of Mautoma actions indicate also what to do when a given option is not valid. However, if there is ever indecision remaining after the procedure for a given action has been applied, you should use the general tiebreakers rules that are summarized here. These tiebreakers help you to make a choice in whichever case.

In order to make the reading of this manual easier, these tiebreaker rules are summarized here, and will not be repeated elsewhere (e.g., in the game action descriptions) .

**INDECISION ABOUT WHICH CITY TO CHOOSE:** choose the city that comes first in alphabetical order A...Z.

**INDECISION ABOUT WHICH BONUS TILE TO TAKE FROM A CITY:** take a CREST different from all other crests already owned by Automa. If there is no valid crest, take the first bonus tile in reading order.



**INDECISION ABOUT WHICH DIE TO TAKE FROM A GIVEN SECTOR OF THE ACTION WHEEL:** take the first die clockwise.



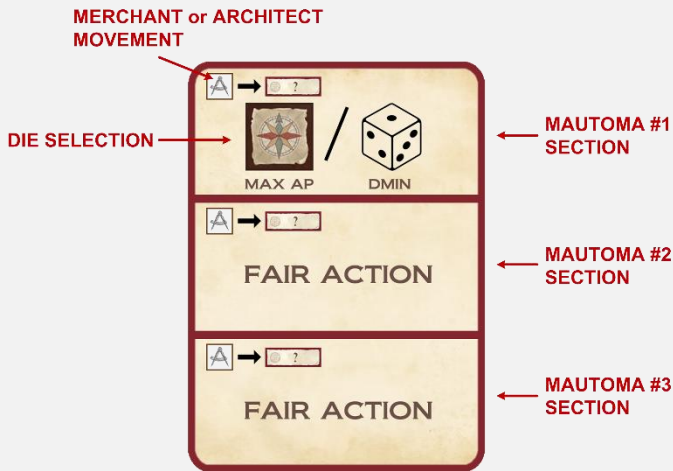
### MAUTOMA'S TURN

On Mautoma's turn do the following steps:

1. If Mautoma is the first player, it flips a corruption token.
2. Draw an action card
3. Move the Mautoma's merchant or the architect, if indicated by the card.
4. Pick the die indicated by the action card and the associated bonus tile, if still present.
5. Mautoma scores the bonus tile just gained.
6. Mautoma executes the action corresponding to the die taken.

### ACTION CARD

Each action card has three sections. Each section is related to a specific Mautoma. The first section indicates the die taken from Mautoma #1. The second section indicates the die taken by Mautoma #2. The third section indicates the die taken by Mautoma #3. If you play against only one Mautoma you have to check only one of the three sections, while you should ignore the others.



We suggest placing the Victory Point markers of each automa close to its section, so during the game you will always be aware of which section corresponds to each automa.

We also suggest covering the section of the card with the VP marker after a given automa has taken its turn, in order to more easily track turn order. In this example, you play against blue and orange automa; the orange automa has already completed its turn, while the blue automa has not yet played.



**MERCHANT OR ARCHITECT MOVEMENT**

Some action cards instruct you to move the Mautoma's merchant and/or architect to a town. If not specified by the card, the town is determined by drawing a town tile. If the stack is exhausted, reshuffle all discarded town tiles.

This movement must be done before picking the die.

**DIE SELECTION**

The action cards indicate which die to pick from the action wheel.

These are the three possible criteria for die selection

**CRITERIUM 1: DICE CORRESPONDING TO A BONUS TILE**



Among all remaining bonus tiles around the action wheel, find the bonus tile associated with the action with most AP. The Automata takes a die from that sector.

If no dice are present in that sector, the Automata takes a die from the closest sector with the most AP and changes its value, in order to move it to the desired sector.

If there are no bonus tiles left around the action wheel, the Automata takes the die with the lowest value.

Place the die and the corresponding bonus tile (if still present) on Mautoma's board.

The bonus tile is scored immediately (see section about bonus tile scoring).

Then, Mautoma performs the action corresponding to the sector from which it took the die.

*In this example the bonus tile with the most AP is the one associated with the architect action. In that sector there is no die, so Mautoma takes a die from the closest sector. Both adjacent sectors have dice, so Mautoma takes a die from the sector with most AP - the contract action sector.*



*In that sector there are 2 dice, so Mautoma takes the first clockwise. Then, it changes the value of the die in order to move it on the architect sector. Finally, Mautoma takes the dark grey die and the bonus tile.*

**CRITERIUM 2: DICE CORRESPONDING TO A FAIR ACTION**



Check the current or next fair card and the action shown on it.



The Automa takes a die (and the bonus tile if still present) from the sector corresponding to that action.

If no dice are present in that sector, the Automa takes a die from the closest sector with the most AP and changes its value in order to move it to the desired sector.

Some fair cards show two actions associated with two conditions. The action to consider is the one associated with the condition that is currently satisfied by the Automa.

**CRITERIUM 3: DICE CORRESPONDING TO THE KING ACTION**



Pick a die from the king action sector.

If no dice are present in that sector, the Automa takes a die from the closest sector with the most AP and changes its value in order to move it to the desired sector.

**BONUS TILES SCORING**

Whenever Mautoma gains a bonus tile, regardless of where it comes from (action wheel, main board or king track), it is immediately treated as explained below:

- if it is a contract, it is immediately placed on the contract row of Mautoma's board and it is scored normally (contract VP + board VP). The automa can score up to 6 contracts like a normal player.
- if it is a crest and there is at least a complete house on Mautoma's player board, it is immediately placed below one of those houses (it does not matter which). All standard restrictions concerning crests apply to the automa - the crests must be different and there can be at most six.

If the automa has no completed houses, it places the crest on the player board and it will be assigned to a completed house later.

In any case, the automa immediately gains 1VP\* for the crest.

- all other types of bonus tiles provide 1VP\*, then they are discarded to a discard area close to Mautoma's board.

**ACTION DESCRIPTION**

When Mautoma performs one of the six main actions, it ignores the action points indicated on the action wheel.

Mautoma always performs the actions in the same way, that are summarized on the player aid card and described below.

**MERCHANT ACTION**

Perform these steps:

1. Move Mautoma's merchant to the closest city with a spot valid for house placement.
2. Place one of Mautoma's houses (Mautoma gains VP, if any, all other bonuses are ignored).
3. Mautoma takes 2 bonus tiles within range 2 (it could be within the same city or in another city).

The bonus tiles are scored immediately as described in the previous section.

*Example: the Mautoma's merchant (orange) is in London. London has a valid spot to build a house, so the merchant stays there. Mautoma places a house. Then it takes two bonus tiles from the town where its merchant is located. Mautoma gains 2VP (1VP per tile).*



### **ARCHITECT ACTION**

Perform these steps:

1. Move Mautoma's architect to the closest city with a spot valid for pillar placement.
2. Place one of Mautoma's pillars.
3. Mautoma immediately takes the corresponding cathedral tile and scores it normally.
4. Mautoma takes 2 bonus tiles within range 2 (it could be within the same city or also in another city).

The bonus tiles are scored immediately as described in the previous section.

*Example: Mautoma's architect (orange) is in Paris. Paris has no valid spot to build a pillar, because Mautoma already has a pillar in Paris. So it shall move its architect to the closest city with a valid spot for pillars. Bordeaux and Lyon are both two steps away. The architect goes to Bordeaux because it comes first in alphabetical order. Mautoma builds a pillar and take the cathedral tile which grants it 10*



*VPs. Then Mautoma should take 2 bonus tiles within range 2. Among the three available tiles Mautoma first takes the crest in Arles and the first tile in Toulouse. If Mautoma already owned that crest, it would not be able to take it. In its place it would take the second tile in Toulouse. Finally Mautoma gains 2VP (1VP per tile).*

### **CHARACTER ACTION:**

Mautoma takes a character and immediately places it in a house and scores 1 VP (\*).

Then, it repeats the same action for a second time.

The Mautoma follows the standard restrictions about character placement: each house must have the same character type and all houses must have different characters.

Mautoma tries to complete houses from right to left.

Whenever Mautoma must choose the first character for a given house, it follows the character priority indicated by the character tucked under its player board (the character furthest left has the highest priority).

When Mautoma completes a house, if it has a crest on its player board, that is not assigned to any completed house, it moves that crest below the newly completed house. Then, the corresponding bonus action point marker gets unlocked.

Every time Mautoma unlocks a bonus action point marker, it immediately gains 5VPs\*. This marker has no other effects.



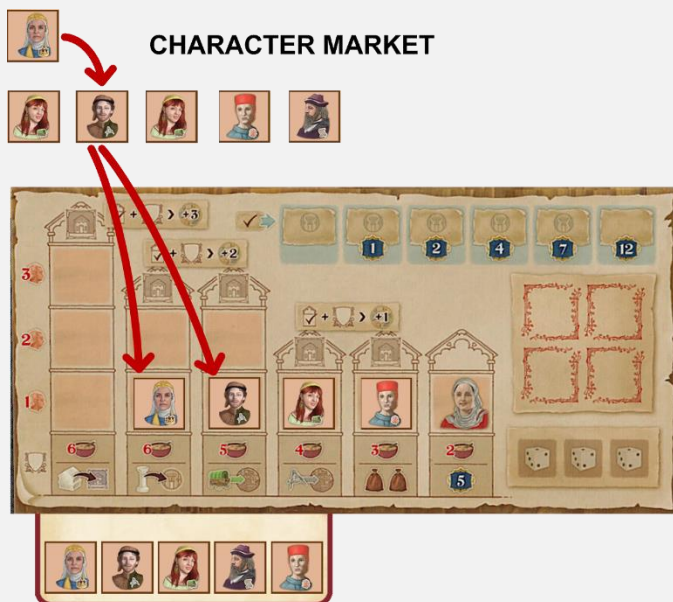
**EXCEPTION:** if this fair is present among the four, the Mautoma's priority is to complete the rows from top to bottom as long as this fair is in play. Once this fair gets scored, apply the normal priority (complete houses from right to left).

### **CONTRACT ACTION**

Perform these steps:

1. Mautoma takes the contract with most VP (if tied, it takes the rightmost).
2. Mautoma takes 1 crest or, if not present, the contract with the least VP (if tied, it takes the rightmost).

Contract tiles are immediately placed on the contract row of Mautoma's board and they are scored normally (contract VP + board VP). The automa can score up to 6 contracts like a normal player.



*Example: Mautoma has already completed the first two far right houses on its board. When it takes the characters action, it must place a character in a new house following the priority card. The character with highest priority is not present on the market, so it takes the character associated with the architect action. Now the automa would try to complete this house, but there are no other architect characters in the market, so automa will place a character in a new house. The vacant spot of the market is replaced with the character associated with the king action that has the highest priority. So automa takes that character and places it in a new house.*

**KING and JOKER ACTION**

These two actions are performed in the same way: Mautoma advances its king track marker 5 steps. Once Mautoma reaches the end of the king track, every further advancement provides 1 VP.

**KING PHASE**

The king phase is performed normally. If Mautoma becomes the first player, the bonus tile it gains is scored as described in the section "BONUS TILE SCORING".

If Mautoma wins the 4th King Phase, it scores 4 VP.

In Tiletum the player board limits the number of contracts, crests, characters, pillars and houses. It is rare, but possible, that the selected action cannot be fully performed or not performed at all. In this cases:

- if the action cannot be fully performed, the Automa performs what it can. For example, if it must take the contract action and it has only one empty space, it takes only one contract instead of two.
- if the action cannot be performed at all, the Automa takes the next action clockwise on the wheel.

**FAIR PHASE**

The fair phase is performed normally.

Before starting a new round, reshuffle all 5 action cards and remove the fair card from the row.

**FINAL SCORING**

Before the final scoring, if Mautoma still has a crest that is not assigned to any house, move that crest below the far right house (this could provide extra VPs during the final scoring).

Then, the final scoring is performed normally.

Since Mautoma has no resources, it gains no VP for them.

If your score is greater than Mautoma's score, you are the winner.

**CHANGING THE DIFFICULTY LEVEL**

In order to change the difficulty level, you can modify the VP provided by unlocked bonus action point markers, characters, crests and all other bonus tiles (except contracts, which are always scored normally) according to this scheme.

	<b>EASY</b>	<b>NORMAL</b>	<b>HARD</b>
Bonus action point markers	<b>0 VP</b>	<b>5 VP</b>	<b>10VP</b>
Characters	<b>0 VP</b>	<b>1 VP</b>	<b>2 VP</b>
Crests	<b>0 VP</b>	<b>1 VP</b>	<b>2 VP</b>
All other bonus tiles (except contracts)	<b>0 VP</b>	<b>1 VP</b>	<b>2 VP</b>

**BEAT-YOUR-SCORE VARIANT**

With this variant your goal is not to beat the Automa, but to finish the game with a as high a score as possible.

The Automa works exactly as described in this manual, with the only difference being that you will never track the Automa's score. This makes the Automa's management even easier and faster.

These are the score thresholds that you will attempt to achieve:

**199 or less:** defeat

**200+:** minor victory

**215+:** regular victory

**230+:** great victory!

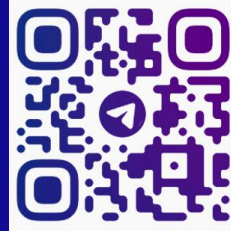
**250+:** legendary victory!

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