

THE GREAT ZIMBABWE

MAUTOMA RULES

This manual contains a set of rules allowing you to play a solo game of THE GREAT ZIMBABWE. You will set-up a game for two players and try to beat the Automa.

Since The Great Zimbabwe is a game with a high level of interaction, this solo mode aims to recreate a game experience as similar as possible to the real one, but changing some basic rules, which are summarized below.

1. The Automa does not use any god cards, but there are only 4 god cards available for the player instead of the usual 8. This makes it harder for the player to plan a strategy in order to beat the Automa.

2. The automa doesn't pay any cost to take or activate the specialists.

3. The Automa has a different goal: it wins the game once it has placed all discs stored on its disc card, regardless how many monuments the Automa built and at what level.

4. The automa has no VR marker, so it bids second during each *Generosity of Kings* phase.

5. The automa's monuments have no range limitation to reach any craftsmen.

For all rules not mentioned in the present rulebook, the base game rules apply.

Components:

In order to play at this variant, you need one copy of The Great Zimbabwe base game and the following components:



5 AUTOMA CARDS



15 DECISION CARDS



8 GIFT CARDS



DISC CARD

All automa components (or materials) can be downloaded from www.mautoma.com

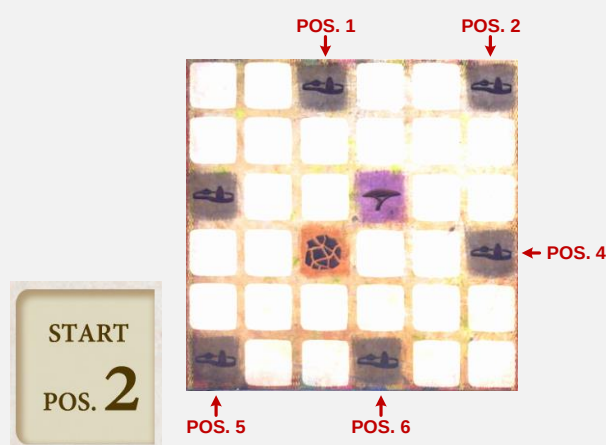
SETUP

Setup of the main board

- Create the game board with 2x2 map tiles, the upper left map tile must be the central map area
- set the technology cards as in a normal game
- set randomly 4 god cards
- The player receives:
 - 3 cattle
 - an empire plaque,
 - one cube at the start of the VP tracks
 - one cube on the turn order
 - one disc on VR "20"
- The automa receives
 - 3 cattle
 - an empire plaque

- one cube on the turn order (no cube on the VP track, no disc on VR track)
- an automa deck (5 cards)
- a decision card deck (15 cards)
- a bid card deck (8 cards)
- a disc card with four piles of two discs each on it

The Automa begins by first placing its starting monument. To do so: shuffle the Automa deck, draw a card, and check the position of the starting monument.



The automa takes a disc from the reserve (not from the disc card) and places it on the position indicated by the automa card.

Then reshuffle all 5 automa cards, draw a card facedown and set it aside.

Shuffle the 15 decision cards.

The player places his first monument after the automa.

PHASE 1: GENEROSITY OF KINGS

During this phase the player is always the first player to provide a gift.

Once the player's gift is given, shuffle the 8 bid cards and draw the first card.

The gift cards show several columns. Each column indicates the amount of cattle offered by the Automa in

response to the player's bid, as indicated in the first column.

The column to be considered is the one corresponding to the amount of cattle owned by the Automa at the start of the generosity of kings phase. The same column must also be checked for the subsequent bids.

For example if the Automa has 6 cattle at the start of the phase, you should check the second column for all Automa gifts offered during the current generosity of kings phase.

If the player decides to raise his gift, draw another gift card in order to determine whether the Automa passes or raises its gift further.

If the gift card shows a "-" or a cattle amount above the level that the Automa is able to offer, the Automa passes.

If the gift card shows a "+1", it means that the Automa offers the number of cattle bid by the player plus 1.

EXCEPTION: if the Automa's gift exceeds the number of player's remaining cattle and it could win the auction with a smaller gift, it offers the minimum cattle amount allowing it to win the auction. **THE AUTOMA NEVER GIVES AWAY CATTLE FOR NOTHING!**

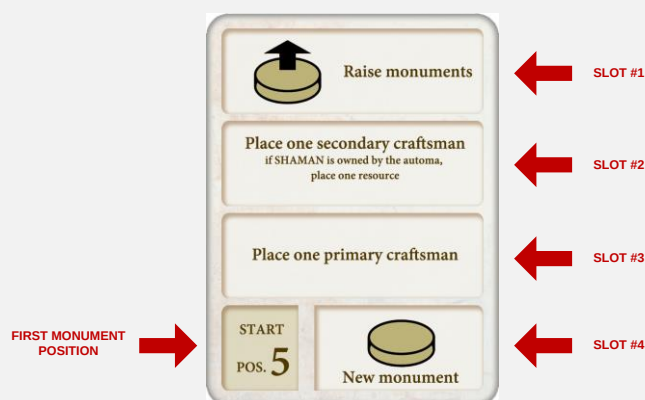
PHASE 2: RELIGION AND CULTURE

Following the new turn order, the player and the automa take their turn.

The player performs his turn as normal.

On the automa's turn draw one automa card and one decision card faceup.

Although the Automa cards provide up to 4 slots, the Automa applies the first slot containing valid actions.



Once the automa deck is exhausted, reshuffle all 5 cards (taking also the one set aside during the setup) and draw one card facedown setting it aside.

DESCRIPTION OF THE SYMBOLS ON THE CARDS



The Automa raises as many monuments as it can.

The discs must be picked up from the disc card in order from left to right.

The Automa has a special ability: their monuments have no range limitation to reach the craftsmen.

However, the Automa must pay all standard costs to use craftsmen and the hubs which allow a craftsman to reach another craftsman.

The card could indicate the minimum number of monuments to be raised. If the Automa cannot raise the required amount of monuments, skip to the next action slot.

Tiebreaker for monument selection: if the Automa has several eligible monuments, it raises the highest one first. If two or more monuments have the same height, it is not relevant which must be raised, since the Automa's

monuments have no range limitation to reach the craftsmen.

Tiebreaker for craftsmen selection: if the Automa can choose among several craftsmen, it gives preference to its own (even if this implies a higher cost).

When the Automa must choose among several player's craftsmen, it chooses the one with lowest cost.

Any other tie is broken by selecting the first craftsman in reading order.

Tiebreaker for resource consumption: when a craftsman has more than one resource available in his range, the automa depletes the first in reading order.



Example: let's suppose that the Automa (RED) must raise their monuments. It has one monument of level 2 and one monument of level 1. It first tries to raise the level 2 monument. It needs 2 ritual goods, so it first uses the wood carver, as it is the first in reading order. The automa pays the cost (e.g. 1 cattle) and depletes 1 wood. Then the automa takes the second ritual good from the vessel maker. It pays the related cost and depletes one clay. Then the vessel maker may choose between two potters, the automa selects its own potter. In order to reach it, it needs the hub. So the automa pays one cattle for using the hub, then it pays the potter and depletes another clay.



The second monument requires only one ritual good. The only available good is the one provided by the vessel maker, so the automa pays its cost, it uses and pays another hub to reach the lower potter.



Place one primary craftsman

The Automa places one primary craftsman.

Check the current decision card to determine:

- **which primary craftsman type must be placed:** the decision card shows a primary craftsman and its orientation. If the craftsman reported on the card is already present on the map (no matter who owns it), draw a new decision card until you find a valid one. The Automa takes the corresponding technology card and

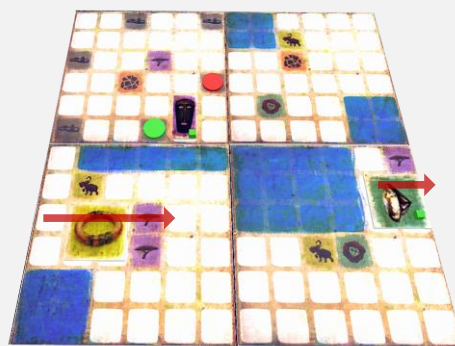
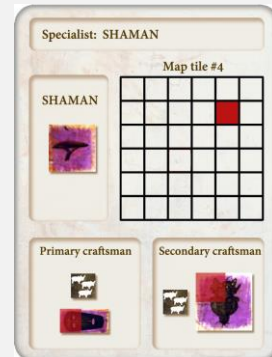
pays the cattle cost to the reserve. The VPs provided from the technology card are ignored.

- **where it must be placed:** the decision card indicates in which map tile the craftsman must be placed and in which spot. Since the craftsman tiles have different shapes, the decision card highlights the portion of the craftsman tile that must match with the target spot. All basic rules for craftsmen placement must be respected, so if the tile/spot indicated by the decision card doesn't allow a valid placement, the craftsman must be placed in the first valid subsequent spot on the map, following the reading order. If you reach the end of the map, you should restart from the upper left spot.

- **which cattle cost must be applied on the tech card.** When the Automa places a craftsman, it applies the cost indicated by the decision card. The Automa never changes the cost of its craftsmen during the game.

If it is not possible for the Automa to place or to buy any primary craftsmen, skip to the next card slot.

Example: let's suppose that the Automa must place a primary craftsman. If these are the decision card and current map layout, the Automa should place a wood carver horizontally in the tile/spot indicated by the card. But the placement is not possible in that spot, so the Automa will place the wood carver in the first valid spot following the reading order.



This picture shows the situation after the craftsman placement.



Place one secondary craftsman

if SHAMAN is owned by the automa, place one resource in the first available spot

The Automa places one secondary craftsman.

Check the current decision card to determine:

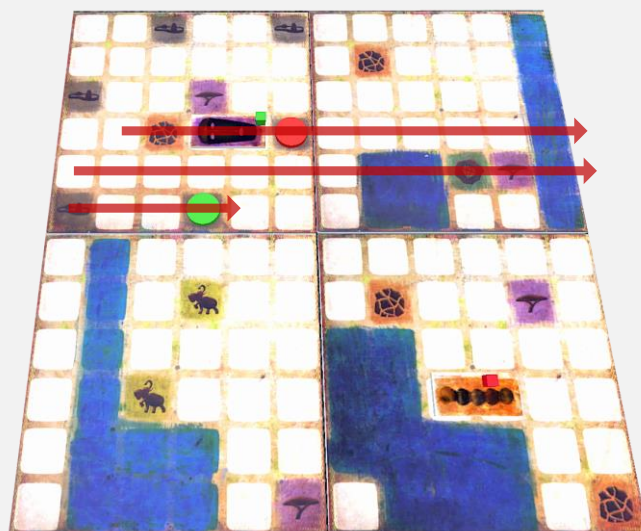
- **which secondary craftsman type must be placed:** follow the same rules as for primary craftsmen
- **where it must be placed:** follow the same rules as for the primary craftsmen
- **which cattle cost must be indicated on the tech card:** follow the same rules as for primary craftsmen

If it is not possible for the Automa to place or to buy any secondary craftsmen, skip to the next card slot.

After the automa has placed the secondary craftsman, if it has the Shaman specialist, it activates it without paying the cattle cost.

Then, the automa places a resource of the type indicated by the decision card in the tile/spot indicated by the decision card or in the first subsequent available spot in reading order.

Example: let's suppose that the Automa must place a secondary craftsman. If these are the decision card and current map layout, the Automa should place a vessel maker in the tile/spot indicated by the card. But the placement is not possible in that spot, so the Automa will place the craftsman in the first valid spot following the reading order. Let's suppose that the Automa also owns the Shaman; in this case it places a clay resource in the tile/spot indicated by the card.



This picture shows the situation after the craftsman and clay placement.

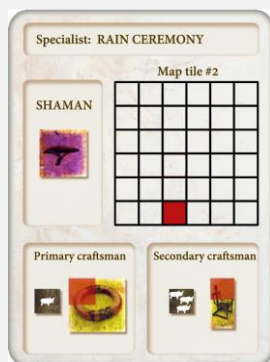


New monument

The automa builds a new monument, picking the first disc on the disc card from left to the right.

The monument must be placed in the tile/spot indicated by the current decision card or in the first subsequent valid spot in reading order.

Example: let's suppose that the Automa must place a new monument in the tile/spot indicated by this decision card. If the map situation is those depicted in the first picture, the monument cannot be placed in the spot indicated by the card, but in the next.



Take one specialist
if SHAMAN, place one resource outside the range of any craftsmen

Build a new monument

The automa takes the specialist card of the type indicated by the decision card.

If the specialist is no longer available, the automa takes no specialists. If the specialist is available, the automa takes the corresponding card without paying the cattle cost.

The automa doesn't use any specialists during the game, except the Shaman.

If the Automa takes the Shaman, it immediately places the resources indicated by the decision card on the map.

The resource tile is placed in the first spot, starting from the tile/spot indicated by the decision card, that is outside the range of any craftsmen requiring that type of resource.

Then, the Automa builds a new monument (see the dedicated section).



Example: let's suppose that the Automa takes Shaman and places the resource indicated by the decision card (clay). The clay must be placed outside the range of all craftsmen requiring clay starting from the tile/spot indicated by the card. The tile/spot indicated on the card

is not valid, as that spot is inside the range of a potter, so the clay will be placed in the first valid spot, as indicated by the second picture.



PHASE 3: REVENUES

The Automa collects payments from their technology cards and incomes from the highest monument like a normal player.

In addition it receives an extra income corresponding to the left most disc pile on the disc card.

PHASE 4: LET US COMPARE MYTHOLOGIES

Check the victory conditions.

The Automa's victory condition is to place all discs set on the disc card during the set-up.

If both the player and the Automa have reached their victory condition, compare the extra VPs of the player with the number of technology cards in the Automa's area. If the extra points scored by the player are greater than the number of Automa's technology cards, he wins the game. If equal or lower the Automa wins.

Changing the difficulty level

The difficulty level can be adjusted by changing the number and the position of discs on the disc card during the set-up.

In order to try different difficulty levels, please organize the discs as indicated in the table.

	Disc Card Column			
Difficulty	+0	+1	+2	+3
very easy	3 discs	3 discs	3 discs	-
easy	2 discs	3 discs	3 discs	-
normal	2 discs	2 discs	2 discs	2 discs
hard	-	3 discs	3 discs	2 discs
very hard	-	2 discs	3 discs	2 discs



Mautoma developer: **Mauro Gibertoni**
Rulebook revisor: **Greg White**
Playtest: **Daniele Paci**
Contacts: **maurogibertoni@gmail.com**

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