

THROUGH THE AGES - MAUTOMA

This rulebook describes how to play a solo game of *Through the Ages: A New Story of Civilization* using Mautoma, an automated opponent.

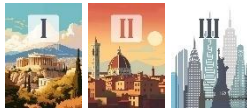
All standard rules for a two-player game apply (Pacts are not used). The *New Leaders and Wonders* expansion may be used.

You play against Mautoma, a virtual opponent controlled by a dedicated deck of Automa cards.

The player with the most Culture points at the end of the game wins.

COMPONENTS

24 Automa cards (8 per Age)



1 Automa playmat



Notes:

- The playmat is not mandatory, but it is strongly recommended as it summarizes the Automa's hand limits.
- All solo components can be downloaded from www.mautoma.com.

SETUP

Set up the game as for a standard two-player game.

Then prepare the Automa as follows:

- Choose a player color for the Automa and give it all wooden components and a player board.
- Place the playmat below the Automa player board (A).
- Place 1 yellow cube on Warriors (B) and 1 yellow cube on Philosophy (C).
- Set Science production, Science points, Culture production, Culture points, and Military Strength as for a normal player.
- Place the standard next to the Automa board (D).
- According to the chosen difficulty, place 0 to 3 blue cubes on the Automa board (0 recommended for the first game) (E).
- Set Happiness to 0 (F).
- Separate the Automa cards into three face-down decks, one for each Age. Shuffle them separately (G).



HOW AUTOMA WORKS

Mautoma's actions are determined entirely by Automa cards.

On the Automa's turn, reveal the top card of its current Age deck and resolve all instructions from top to bottom, skipping only those that are not applicable.

The structure of the Automa turn mirrors that of a normal player:

- Refill the Card Row
- Political Phase
- Action Phase
- End of turn

All phases are simplified to minimize bookkeeping.

General Rules

- When taking cards from the Card Row, the Automa follows standard restrictions (e.g. one Leader per Age, no duplicate technologies).
- Hand limits are specific to the Automa and are shown on the playmat.
- The Automa does not use white or red cubes. All actions are dictated by the Automa cards.
- The Automa does not produce or store Food or Resources.
- When developing technologies or building, the Automa may spend Action cards as Gold (see **Gold Management**).
- The Automa produces and spends Science and Culture like a normal player.
- Military Strength is gained normally, except for Tactics, which are handled in a simplified way.
- Whenever the Automa develops a technology or builds a building/unit, update its indicators according to standard rules.
- The Automa never builds Farms or Mines. For resolving effects, it is always considered it has 3 Farms and 3 Mines of the highest available level.
- Only the following effects ever affect the Automa:
 - Changes to Science or Culture production
 - Gain or loss of Science or Culture points
 - Gain or loss of Military Strength
 - Gain or loss of Happiness

All other effects are ignored (Population, Resources, Food, Corruption, cube manipulation).

Unless explicitly stated otherwise, apply standard rules.

THE AUTOMA'S FIRST TURN

On its first turn, the Automa takes one card from the Card Row. Reveal an Age I Automa card and check the CARDS section .

The Automa takes the leftmost card that matches the first icon shown in the CARDS section . If no matching card exists, it takes the leftmost card in the Card Row.

Place the card in the Automa's hand (on the playmat), then reshuffle the Automa card back into the deck.

AUTOMA TURN (FROM THE SECOND TURN ON)

1. Refill the Card Row as normal.
2. Reveal the top Automa card of the current Age.
3. Resolve the sections in this order:



Political Phase



Cards



Development



Construction



Gain



Production

If the deck is empty, reshuffle the discard pile.

The side section of the card is used only for **Colonies**, **Wars**, and **Aggressions**.

	-5...0 : 1 1...4 : 2 5...10 : 3 11+ : 4
	5
	5
	 

END OF THE GAME

The game ends according to standard rules.

At the end of the game, additional Culture may be scored from Age III Events (see **Events**).

AUTOMA CARD SECTIONS



POLITICAL PHASE

Resolve only the first applicable icon. If none apply, skip this phase.



If the Automa's Military Strength exceeds yours by at least N, it plays an Aggression.

Shuffle the cards in its 'War & Aggression' hand and reveal cards until an Aggression is found.



Same procedure, but a War is declared instead. Ignored during the final round.



Shuffle the Automa's Event cards, place one into Future Events, score Culture normally, then resolve a Current Event.



CARDS

This section may contain various icons, which indicate the criteria by which the automa takes cards from the row. The icons must all be resolved in reading order. Each icon indicates a type of card that the automa wants to take; if there is at least one desired card type present in the row, the automa takes the leftmost valid card among them. If the desired card type is not present in the row, the automa takes the leftmost card in the row.

The card taken is placed in the automa's hand, which is represented by the playmat located below the player board. The playmat is divided into several slots, each dedicated to holding a specific type of card.

Below, for each card type, the restrictions to be applied when a card must be taken from the row and the automa's hand limit are indicated.

Note:

- "Hand limit: max 1 per age (replaceable)" means that the automa may draw a card of the indicated type at most once per age; afterwards, if it has a card from a previous age in hand, that card is replaced to make room for the new card.
- "Hand limit: max 1 (not replaceable)" means that the automa may draw a card of the indicated type only if its hand is currently empty.
- The standard rule still applies whereby the automa, like a normal player, cannot draw additional copies of technology cards that it already has in hand or in play.

ICON	MEANING	HAND LIMIT	ICON	MEANING	HAND LIMIT
	Draw the first action card	no limit		Draw the first Government Technology	max 1 per age (replaceable)
	Draw the first Leader	max 1 per age (replaceable)		Draw the first Urban Building Technology providing Science production	max 2 (not replaceable)
	Draw the first Special Technology providing strength	max 1 (not replaceable)		Draw the first Urban Building Technology providing Culture production	max 2 (not replaceable)
	Draw the first Farm/Mine Technology	max 1 (not replaceable)		Draw the first Urban Building Technology providing Strength	max 2 (not replaceable)
	Draw the first Military Technology	max 1 (not replaceable)		Draw the first Wonder	***

ICON

MEANING

HAND LIMIT

ICON

MEANING

HAND LIMIT



Draw the first valid card

according to the card type

AUTOMA LEADER: In general, the automa's leader always remains in its hand. The text on the leader card has no effect for the automa; only any icons at the bottom of the card that provide science/culture production or military strength are applied. If present, the effects of these icons are applied as soon as the card is placed in the automa's hand. The effect ends when the card is replaced by a leader from a later age.

WONDERS: When the automa draws a wonder card, it does not go into its hand but is placed directly into play, rotated 90°. As long as the automa has an incomplete wonder, it cannot draw new wonders.



Example: The automa must take from the card row the urban technology that provides the greatest amount of culture and therefore takes MULTIMEDIA. Then the automa must take a government technology; DEMOCRACY is present in the row, but the automa does not take it because

it has already taken a level 3 government technology (it is on its board) and would therefore violate the one-card-per-age limit. The automa then takes the first valid card from the row: the first card is a level 3 leader, which therefore replaces the automa's current level 2 leader. Finally, the automa must take a military technology, but it cannot do so because it already has a military technology in its hand. The automa therefore takes the first valid card from the row; in order, there are two more leader cards that cannot be taken (CHURCHILL and GANDHI), and the next card is a wonder. This card can be taken because the automa currently has no incomplete wonders.





DEVELOPMENT

This section may contain one or more icons. Each icon indicates the type of technology to be developed.

If the automa has the indicated technology in its hand, it develops it by paying science points. If it does not have enough science points, it pays the difference in gold (see the **Gold Management** section).

After being developed, a technology is added to the automa's play area according to the standard rules.

If that technology affects one or more parameters managed by the automa, those parameters are updated, while any effects that the automa does not manage are ignored.

If the technology indicated by the card cannot be developed (due to a lack of science/gold or because the automa does not have the technology card in hand), the icon is ignored.



Develop a Special Technology providing Strength



Develop the Urban Building Technology providing the most Science production > the most Culture production > the most happiness



Develop any Special Technology



Develop the Urban Building Technology providing the most Culture production > the most Science production > the most happiness



Develop a Farm/Mine Technology



Develop the Urban Building Technology providing the most Strength



Develop a Military Technology



Develop the leftmost Urban Building technology (among those in the Automa's hand), then shift to the left the technology card in the rightmost slot.



Develop a Government Technology. The Automa never declares revolutions.

GOLD MANAGEMENT

The automa does not manage food and resources, but it does manage gold. Gold is a kind of currency that the automa uses only in the following situations:

- *when it must develop a technology and does not have enough science points (see the DEVELOPMENT section);*
- *when it must build or upgrade an urban/military building (see the CONSTRUCTION section).*

Gold is represented by the yellow cards in the automa's hand.

Yellow cards from Age A and Age I are worth 1 gold.

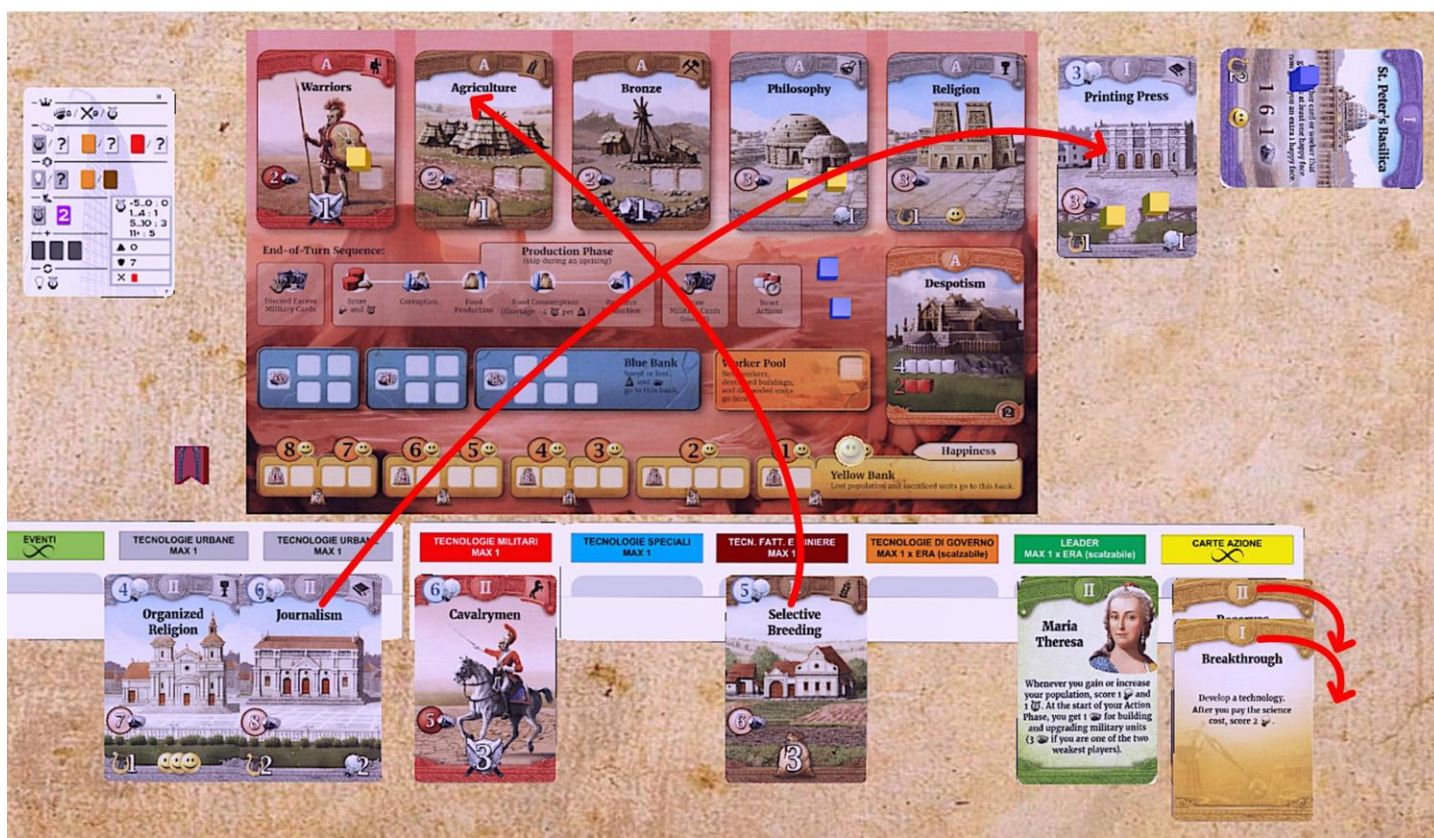
Yellow cards from Age II are worth 2 gold.

Yellow cards from Age III are worth 3 gold.

When the automa must pay a certain amount of gold, it removes yellow cards from its hand. If, by discarding a card, it pays more gold than required, no change is received.



The automa has 8 science points. The automa card indicates that it must develop the urban technology that provides the most science, so the automa develops JOURNALISM, spending 6 science points. The automa card also indicates that it must develop a government or farm/mine technology; the automa does not have any government technologies in hand, so it develops SELECTIVE BREEDING, which costs 5 science points. The automa is left with only 2 science points, but it is still able to develop the technology because it can spend 3 gold to make up for the 3 missing science points.



CONSTRUCTION

This section may contain one or more icons, which must be resolved in reading order.

Purple icons indicate the number of stages of a wonder that the automata builds (tracked by placing blue cubes taken from the general supply on the wonder card to keep track of the stages built). This effect applies only if the automata has an incomplete wonder. If the wonder is completed, any remaining purple icons are lost. If the wonder card has text, it is completely ignored; only any icons at the bottom of the card are applied, provided they are applicable to the automata. In general, only changes to science/culture production, military strength, and happiness are applied.

Grey and red icons indicate that the automata builds a new building on an urban or military technology.

Each time the automata builds a building, you must keep in mind the following three concepts:

- throughout the entire game, the automata is always subject to a limit of a maximum of 3 buildings for each type of technology (including military ones), regardless of its form of government;
- to build an urban/military building, the automata must pay gold based on the building's level (Age A buildings are free, Age I buildings cost 1 gold, etc.);
- if, for any reason, the automata cannot build any building, it instead chooses to upgrade a building that was previously built. In this case, it must also pay gold. The gold cost is equal to the increase in the building's level, but a discount of 1 gold is always applied. That is: when upgrading a building by one level (e.g. from Age II to Age III), it is free; when upgrading a building by two levels (e.g. from Age A to Age II), it must pay 1 gold, etc.

Taking the above into account, the procedure for building a building is as follows:

1. First, identify the technology on which the new building will be placed. The automa builds a new building on the technology that provides the greatest increase to the statistic indicated by the icon (science, culture, or military strength). If there is a tie between multiple technologies, it chooses the technology that provides the greatest amount of science/culture/happiness. If there is still a tie, you decide for it.
2. The automa pays the required gold.
3. Take a yellow cube from the general supply, place it on the chosen technology, and update the automa's indicators.

As stated above, the automa always tries to build a new building; only when it is unable to do so does it instead decide to upgrade one already built. In this case as well, the choice of which building to upgrade follows the same logic used to decide where to build.

Once the building to be upgraded has been identified, move the cube to the next higher card. The automa never "skips over" any card when upgrading a building, even if it could pay the gold cost.

NOTE:

- if the automa has no gold, remember that it is always possible to build an Age A building, provided the automa has not already reached the limit of three buildings for that technology;
- after the automa has built or upgraded a military unit, check whether a tactic effect is triggered (see the **TACTICS** section).

First choice



Build the military unit providing the most Strength (pay gold = unit level)

Max 3 units per military technology



Build the urban building providing the most Science production (pay gold = building level) > the most Culture production > the most happiness

Max 3 buildings per urban building technology



Build the urban building providing the most Culture production (pay gold = building level) > the most Science production > the most happiness

Max 3 buildings per urban building technology



Build the urban building providing the most Strength (pay gold = building level)

Max 3 buildings per urban building technology

Second choice

Upgrade the military unit providing the most Strength (pay gold = level gap -1)

Upgrade the urban building providing the most Science production (pay gold = level gap -1) > most Culture production > most happiness

Upgrade the urban building providing the most Culture production (pay gold = level gap -1) > most Science production > most happiness

Upgrade the urban building providing the most Strength (pay gold = level gap -1)

First choice

Second choice

1

Build the number of stages of an unfinished Wonder equal to the number shown on the icon

Some automata cards show icons with a blue cube.

These icons indicate that the automata builds (or upgrades) a certain type of building according to the rules just described, with the only difference being that for these constructions the automata does not pay gold, but instead simply spends a blue cube from its board. If the automata has no blue cubes to spend, ignore the icon.



Example: The automata card instructs it to build the urban building that produces the greatest amount of culture. The automata would therefore like to place a yellow cube on the level 2 Library technology, but this would cost 2 gold, which it does not have. The automata therefore limits itself to upgrading a Library-type building from level 1 to level 2. Since the level difference is 1, the upgrade costs no gold.

The card also instructs it to build two stages of the wonder. The automata therefore places two blue cubes on St. Peter's Basilica, completing it. This grants it 1 happiness and +2 culture production. Finally, the blue cubes on the wonder are returned to the supply.





GAIN

This section indicates how many military cards the automa draws. In some cases, the section may also show a happy face icon; in that case, simply increase the automa's happiness by one step.

Whenever the automa must draw military cards for any reason, draw them one at a time, look at each card, and, based on its type, place it into the automa's hand according to the following criteria.

CARD TYPE	SLOT	DIRECTION	HAND LIMIT
EVENTS	EVENT Slot	Face down Note: Age III events are rotated 180°	no limit
COLONIES	EVENT Slot	Face down	no limit
WARS	WAR & AGGRESSION Slot	Face down	no limit
AGGRESSIONS	WAR & AGGRESSION Slot	Face down	no limit
TACTICS	TACTIC Slot	Face up	max 1 per AGE (replaceable)
MILITARY BONUS	n/a	n/a	n/a

Notes:

- AGE III event cards must be rotated 180° before being placed in the slot, while still keeping them face down. This is done to be able to recognize the events played by the automa when they are later resolved (see the **EVENTS** chapter).
- It is possible that a newly drawn tactic is activated immediately, granting the automa its strength bonus (see **TACTICS**).
- If the automa draws a tactic that is already present in the common area, it is immediately discarded.
- If the automa draws a tactic that cannot be kept in hand (for any reason), it is immediately discarded.
- The automa does not manage military bonus cards; if drawn, they must be discarded immediately.



PRODUCTION

Increase the automa's science and culture points according to their respective production levels.

AGE CHANGE

When entering a new age:

- remove all current automa cards (both the draw deck and the discard pile), then insert the automa deck corresponding to the new age (in Age IV, the Age III automa deck is still used);
- remove all obsolete cards from the automa's hand;
- if there is an incomplete wonder from an obsolete age in the automa's play area, remove it from the game.

TACTICS

All military units built by the automa count as wildcards for the purpose of activating tactics.

The tactics the automa can use are all those present in the common area, plus any tactic it may have in its hand.

As soon as the automa has a number of military units equal to the number of icons shown on a tactic, that tactic's effect is activated immediately.

With regard to Age II and Age III tactics, the automa also follows the rule for obsolete armies.

When the automa activates a tactic that is in its hand, place the standard on it, then place the card next to its player board, thus freeing up the hand. That tactic will be placed in the common area at the start of its next turn.

During the game, the automa may change tactics whenever a tactic present in its hand or in the common area would provide it with greater strength than the one currently active.

NOT-COLONIES-EVENT RESOLUTION

In general, events are resolved normally, taking into account that any effects concerning parameters not managed by the automa have no impact on it.

In any case, to avoid any doubt when resolving events, we recommend consulting the ANNEX (download available on www.mautoma.com), which lists all events in the game along with any notes in case the resolution of an event requires specific handling for the automa.

With regard to the resolution of Age III events, the following special rule applies:

- if the event being resolved is oriented normally (meaning it was played by you), it is resolved normally, referring to the Annex if there is any doubt;
- if the event being resolved is rotated 180° (meaning it was played by the automa), it is resolved normally, referring to the Annex if there is any doubt. Then, only if this event has granted you a greater amount of culture points than those granted to the automa, the automa gains an extra bonus of 5 culture points.

COLONIES RESOLUTION

When an auction for a colony is triggered, you must check whether the automa participates in the auction and how much its bid is worth.

In general, if the automa participates in the auction, it makes a single bid. To win the auction, you must exceed its bid.

To determine whether the automa participates in the auction, check the **AUCTION** section of the active automa card. If there is no active automa card because you are the active player, draw an automa card specifically to resolve the auction.

That section  of the card shows the amount of military strength that the automa is willing to pay to obtain the colony. This value depends on the strength advantage it currently has over you. To this strength, a colonization bonus is also added. To determine the automa's colonization bonus, draw an additional automa card and check the value shown in the section . The sum of these two values represents the automa's bid.

If the automa wins the auction, it destroys military units with a total strength equal to (or greater than) the amount of military strength it bid (the value obtained from the first of the two automa cards used), and then it gains the colony.

The effects of the colony are applied normally to the automa, taking into account that any effects concerning parameters not managed by the automa have no impact on it.

In any case, to avoid any doubt, we recommend consulting the Annex, which lists all the colonies in the game along with any notes in case their application requires specific handling for the automa.

Finally, return the cards drawn specifically to resolve the auction to the draw deck and shuffle it.

WARS

Declaring War on Mautoma

If you have declared war on Mautoma, it will carry out its next turn slightly differently from how it would under normal circumstances.

On its next turn, the automa resolves all sections of the automa card normally, except for the CONSTRUCTION  section.

When resolving the CONSTRUCTION  section, the automa completely ignores the construction of urban buildings; it builds only wonder stages (if indicated) and military units. In addition to what is shown in the CONSTRUCTION  section, the automa also builds additional military units according to what is indicated in the section  of the automa card.

Being Declared War on by Mautoma

In this case, there are no special rules to apply.

Resolving the Outcome of War

In general, the outcome of wars is resolved normally, taking into account that any effects concerning parameters not managed by the automa have no impact on it.

In any case, to avoid any doubt when resolving wars, we recommend consulting the Annex, which lists all war cards in the game along with any notes in case the resolution of a war requires specific handling for the automa.

AGGRESSIONS

Playing an Aggression against Mautoma

After you have played an aggression card against Mautoma, you must check whether Mautoma is able to defend itself. To do so, draw an automa card and check the section . The number shown in that section represents the automa's defense value.

If the automa successfully defends itself, the aggression has no effect, but the automa must lose respectively 1, 2, or 3 cards from the WAR & AND AGGRESSION slot of its hand (shuffle the deck and remove the required number of cards).

If the automa is unable to defend itself, resolve the effect of the aggression card.

Finally, return the automa card drawn to the draw deck and shuffle it.

Being Subjected to an Aggression by Mautoma

In this case, there are no special rules to apply.

Resolving the Outcome of an Aggression

In general, the outcome of aggressions is resolved normally, taking into account that any effects concerning parameters not managed by the automa have no impact on it.

In any case, to avoid any doubt when resolving aggressions, we recommend consulting the Annex, which lists all aggression cards in the game along with any notes in case the resolution of an aggression requires specific handling for the automa.

CHANGING THE GAME DIFFICULTY

The game difficulty can be increased by placing a certain number of blue cubes on the automa's player board at the start of the game.

At the beginning of Ages II and III, the number of blue cubes must be reset to the original value.

The number of blue cubes that can be applied ranges from 0 (minimum difficulty) to 3 (maximum difficulty).



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