

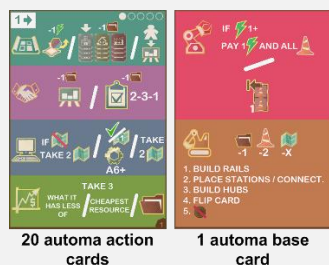
MAUTOMA RULES for TERMINUS

This manual describes the rules to play in solo at TERMINUS. While the official solo mode included in the game box is a "beat your score" solo mode, with the present mode you will play against two automas and you will have to beat their score to win.

Both automas follow the same rules, here below we refer to a single automa, but you will have to apply all the following concepts to both automas in the same way.

EXTRA COMPONENTS NEEDED TO PLAY THIS MODE

This mode uses the double-sided automa cards included in the game box and further cards that can be downloaded from www.mautoma.com:



Note: the other solo components within the base game are not used (1 direction marker, 14 solo cards).

SETUP

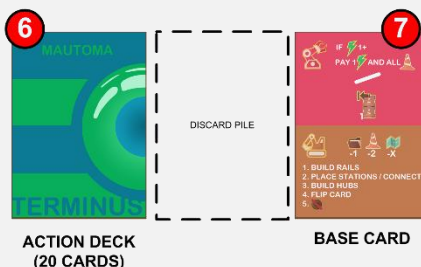
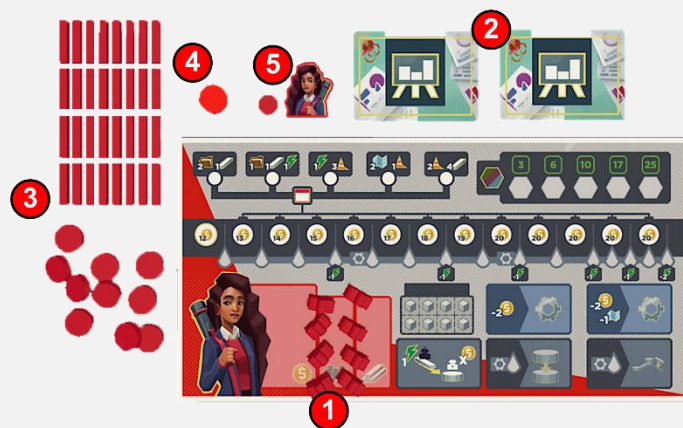
Prepare a standard game for 3 players except the area of the two automas that should be set as described below.

Each automa receives:

- 1 1 player board with 8 lobbyists on it
- 2 2 facedown agenda cards
- 3 All rails and Station discs close to the player board
- 4 One prime Hub
- 5 One player marker and one cycle marker
(capacity marker, bonus marker, B1-2 Upgrade Tiles are not used)

Finally shuffle the 20 automa action cards and build a facedown deck 6, then put the automa base card faceup near the deck 7.

Both the action deck and the base card are common to the two automas. The base card stays there faceup for the whole game, while the action deck is reshuffled when you should pick a card and it is exhausted.



INITIAL TURN ORDER

The initial turn order is decided normally using the agenda cards. Each automa randomly flips one of their two agenda cards for the turn order, while the other agenda card remains secret.

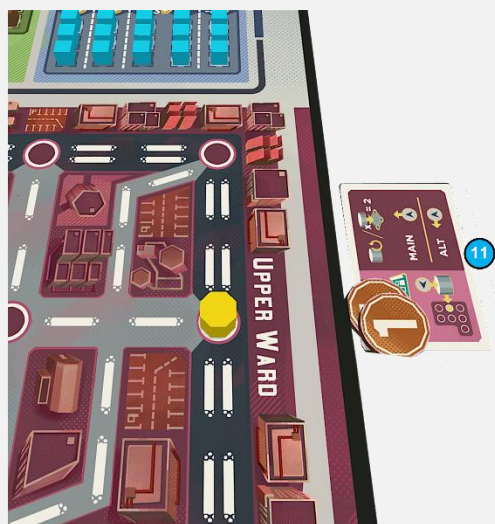
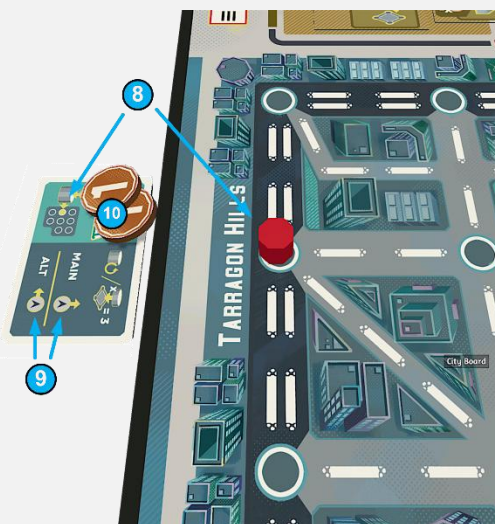
PRIME HUB PLACEMENT

In reverse turn order you and the automas will place the prime Hub.

When the automa should place the prime Hub, randomly select a double-sided automa card.

Put the prime Hub in the exact position of the district indicated by the card **8**. Then put this card near the main board close to the prime Hub. Rotate the card so that the direction marker depicted on it is directed toward the center of the main board **9**. Finally put 2 coins on this card taken from the reserve **10**.

Do the same with the other automa **11**, but make sure that its prime Hub is located on the opposite side of the main board. If this is not the case, pick another double-sided card until its prime Hub will be located on the correct side.



PLAYING THE GAME

While you will play following the standard rules for a 3-player game, the automa follow easier rules. In the following section we describe what the automa does in each round phase.

INCOME

1. Bonuses

Draw an automa action card and check the bonus section in the top right corner. This section indicates the bonus taken by the automa among the five bonuses depicted on the player board and immediately provide the automa with the indicated resources. Do the same for the second automa (draw a new card).



RAILS AND STATION DISCS

The automa starts the game with all rails and station discs already available for building. If the selected bonus grants one or more rails, ignore that icon.

2. Budget

The automa does nothing.

MONEY

The automa never gains or spend money during the game. It acts as it always has the money required to pay for its actions.

3. Turn Order Rewards

The automa never gets the Turn Order Reward.

TAKING A TURN

Draw an automata action card and put it beside the automata base card. Check the movement section in the top left corner and **advance the automata player marker** the number of steps indicated in that section.



Then, **the automata takes an action according to its position** on the action loop. If the automata player is on one of the first four zones (Develop, Lobby, Improve or Market zone), you should check the corresponding section of the automata card you just drawn. While if the automata player marker is on the Supply or Build zone, you should check the corresponding section of the automata base card.



Once you have selected the correct card section, you should execute what is written on the card.

The card section could provide more actions separated by a /, in this case the automata takes the first valid action from left to right.

If no action is applicable, the automata simply does nothing for that turn.

END OF YEAR AND TURN ORDER

The year ends following standard rules. Also the new turn order is defined normally. So, if the automata is the first to complete the third loop, it will be the first in turn order for the next year.

Place new coins on the two double-sided automata cards placed beside the main board until there are two coins per card.

GAINING RESOURCES

During the game the automata gains resources as indicated by the automata action cards. Like a normal player, it stores the resources in its resource storage with a limit of 8 elements.

If the automata has not enough spots in its storage to store all the indicated resources, it takes as many resources as it can.

PAYING RESOURCES

When an action card instructs to pay resources for a given action, the automata gives back the indicated resources to the respective depots. If the automata has not enough resources to pay for that action (even no resources at all), it still takes the action and it pays as much as it can.

Please note that while the automata can still take an action even if it has not enough resources, all other action requirements remains mandatory. For example: if the automata should place a Development, but it has no more lobbyist on its player board, it cannot do it.

ACTION DESCRIPTION

In this section we describe the actions taken by the automata after its player marker is moved on one of the six zones.

GENERAL TIEBREAKER

If an action requires to do something on the map (e.g. claiming a demand token, place a development, build an Hub, etc...) and there is indecision among two or more districts, the target district of that action should be the first one you encounter in reading order.



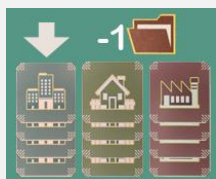
DEVELOP ZONE



The automa pays 1 Power, then it claims 1 Demand following the normal rules and restrictions. If there are more than one choice, it selects a demand that could be claimed also by you.



The automa put one lobbyist from its player board to on one of its agenda cards that currently has no lobbyist on it.



The automa pays 1 Permit, then it takes the first development encountered by the arrow from those arranged near the main board. The automa places it (with one lobbyist) on the map in a valid spot following the normal placement rules.

If there are several valid spots, the automa chooses the spot that is adjacent to the greatest number of automa's stops.

If there are no valid spots, the automa selects the first development of the next column (wrapping around from the start if needed).

The Developments have no effect for the automa.



LOBBY ZONE



The automa pays 1 Permit, then it takes 1 facedown agenda card and put it near its other agenda cards. It cannot own more than 3 agenda cards.



The automa pays 1 Permit, then it picks lobbyists from its player board and put them on the first Project indicated by the card, that can accept automa's lobbyists according to the standard rules. If the selected card has not yet automa's lobbyists, it puts 2 lobbyists. In all other cases, it puts 1 lobbyist.



IMPROVE ZONE



If there are no Blueprints in the automa's storage, it takes 2 Blueprints.



The automa takes the indicated Advanced Upgrade (or the next one if it is no longer available, wrapping around from A1 if needed). If this is its first Advanced Upgrade, it is taken for free, as the automa doesn't pay money. If this is the second one, it pays 1 Blueprint. The Advanced Upgrades have no effect for the automa. The automa cannot own more than 2 Advanced Upgrades.



MARKET ZONE



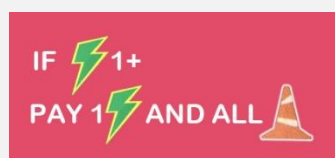
The automa gets 3 Permit or 3 Power according to which resource type it has the least in its storage.

If tied, the automa gets 3 Permit or 3 Power according to which one has the total lowest cost.

If still tied, the automa gets 3 Permit.



SUPPLY ZONE



If there is at least 1 power within the automa's storage, the automa returns 1 power and all its Constructions to the respective depots.

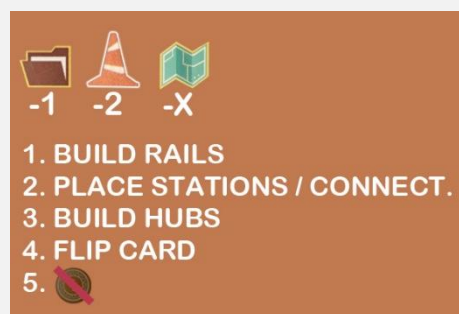
If there is no Power in the automa's storage, skip to the next option.



The automa gains all Constructions in the leftmost column of the Depot with at least 1 Construction in it.



BUILD ZONE



The automa pays 1 Permit, 2 Construction and a given amount of Blueprint according to the number of Stations/Hubs it will build following the below procedure.

1. Check the double-sided automa card, the automa will build the indicated number of stops/connections in the direction indicated by the arrow. If this is not possible, consider the alternative icon. You and the automas get the normal rewards for connections.

2. The automa pays 1 Blueprint per built Station. After that, if there are still Blueprints within its storage, it spends further Blueprints in order to build Hubs. It builds as much Hubs as it can in this way. The automa builds the Hubs in the most valuable spots according to the current position of the Developments.

Finally, remove one coin from the double-sided card, than flip it. Make sure that the direction marker depicted on the card still points to the main board center.

The coins on this cards are a reminder indicating that the automa can take this action no more than 2 times per year. If the automa's player marker stops on the Build Zone and there are no more coins on the double-sided automa card, the automa doesn't take any action for that turn.

Furthermore, if the automa would end the year while there are still coins on the double-sided automa card, the automa performs immediately one build action as if it had stopped on the Build Zone before to exit from the action loop.

Example: let's suppose that the automa (RED) should take the build action in this situation, while its storage contains 1 Construction and 2 Blueprint.

The automa places rails to build 2 connections and 1 Station. It pays as much as it can, so 1 Construction and 1 Blueprint. Now, the automa still has 1 Blueprint in its storage, so it spends it to make an Hub in the most valuable spot: the one between two developments (see the yellow arrow). Since the automa built 2 connections to your network, you (PINK) get 2 coins and the Automa gets 1 Power.



AUTOMA FINAL SCORING

- 1 Prestige per Station adjacent to a Development
- 2 Prestige per Hub adjacent to a single Development
- 3 Prestige per Hub adjacent to 2 or more Developments
- Prestige for public Projects: automa gains prestige just according to the number of lobbyists on it, it doesn't need to meet the condition
- Personal Agendas: each agenda with one lobbyist on it provides the greater amount of prestige, while each agenda without lobbyist provides the lower amount of prestige. The automa doesn't need to meet the conditions to get prestige
- Prestige for Demand track

If you scored more prestige than each automa, you win the game!

DIFFICULTY LEVEL

The standard solo mode requires that you apply the modifier n.1 here below, but you could increase the difficulty by applying also the other modifiers. The effects are cumulative.

- 1) The total amount of Lobbyists, that the automa can put on Project cards, is limited to 4;
- 2) The total amount is instead limited to 5;
- 3) Once per game, if the automa should put a Lobbyist on a Project or Agenda card, while it has no longer Lobbyists on its player board, it picks the Lobbyist directly from one of its Development.
- 4) The same but twice per game.
- 5) Whenever the automa should put a Lobbyist on a Project or Agenda card, while it has no longer Lobbyists on its player board, it picks the Lobbyist directly from one of its Development.

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