

MOMBASA

MAUTOMA RULES (version 2.0)

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

This is the version 2.0 of the Mautoma. This version is easier to play and improves the game balance.

Components:

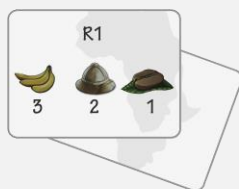
In order to play at this variant, you need one copy of Mombasa base game and the following components:



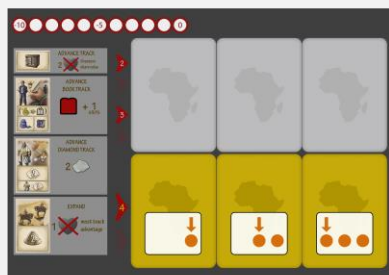
20 AUTOMA CARDS



1 EXPANSION CARD



21 ROUND CARDS



1 PLAYMAT

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

SETUP

Select the difficulty level

The difficulty level is defined by the pool of automa cards. According to the difficulty level you want, keep the cards indicated in the table and remove the others from the game.

EASY	MEDIUM	HARD
1A	1B	1C
2B	2B	2C
3A	3B	3B
4A	4B	4C
5B	5B	5B
6B -> 14B	6B -> 14B	6B -> 14B

Setup of the main board

The normal setup rules for a 2-player game apply, which are summarized below for convenience:

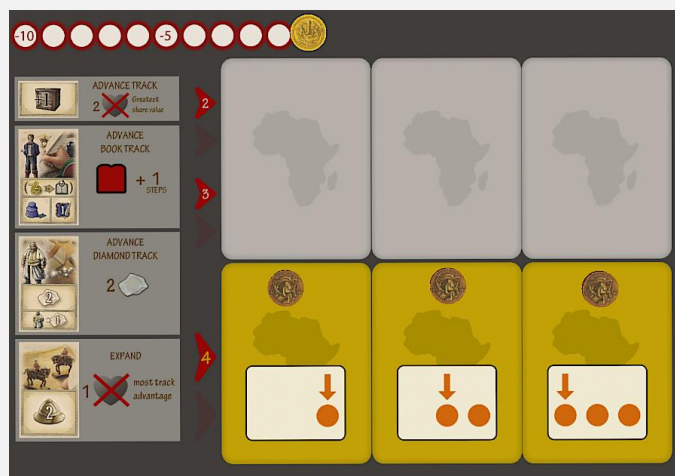
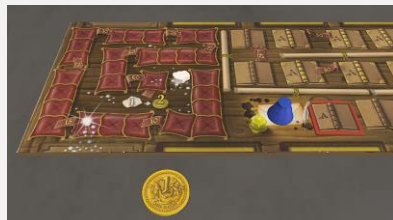
- game board
- set all trading posts
- set the four company tracks using the track cards
- set the action card market
- put the book tiles on the display
- fill the spaces 2-7 of the round track with 1 coin
- put the bonus tiles close to the game board

Setup the player's area

- player board
- set the diamond marker on the diamond track
- set the ink jar marker on the book track
- take the 9 starting action cards
- 3 bonus markers
- 1 coin
- 1 track marker on each company track

Setup of the Automa's area

- player board
- set the diamond marker on the diamond track
- take 1 book tile A from the reserve and put it face down at the start of the book track (where normally is placed the starting tile)
- set the ink jar marker at the left of the book A
- 1 track marker on each company track
- 3 bonus markers
- 1 pound
- put the Mautoma playmat close to its player board
- put a 5 pounds coin on the three yellow locations of the playmat
- put 1 coin on position 0 of the debt track of the playmat. Use this coin as a marker. The Automa can pay even if it does not have enough money. Use this track to track its debt until it gains new pounds.



- put the 9 starting cards back in the box
- randomly choose 1 side of the expansion card and put it close to the playmat

- shuffle the Mautoma round cards facedown, then search the first card reporting R7 on the back and set it aside. Proceed in the same way searching the first card reporting R6 on the back, then R5 and so on. Finally build a deck with the seven round cards extracted. The R7 card must be at the bottom of the deck, while the R1 must be on the top.
- take the automa cards faceup and separate them into two decks. One deck must contain only the cards with gray backgrounds, the other deck must contain only the cards with yellow backgrounds. Flip the two decks facedown and shuffle them separately.
- Take 3 cards from each deck to build the automa deck (6 cards) and shuffle it.

Before starting the game

The player draws 2 starting tiles and selects one, then he takes the related rewards and prepares the three discard piles.

Draw another starting tile and look at the company depicted on it, then discard that tile. That company is the favoured Mautoma's company and it will remain the favoured one for the entire game. We suggest that you replace the Mautoma's track marker of the favoured company with one spared bonus marker, so you can easily identify the favoured track during the game.

Put the Mautoma's favoured track marker on spot n.3.

The player begins the game as the first player.

GAME FLOW

The game is played over 7 rounds. Each round consists of 3 phases.

During each phase you play with standard rules and you will perform the actions on behalf of the automa:

PLANNING PHASE

The player chooses its cards and sets them below the player board. Then, the player draws the automa's round card. This card shows the goods/expansion values that the player should equalize or exceed to place a bonus marker on a majority bonus space.

GENERAL ACTION PHASE

The player and Mautoma perform actions alternatively, starting with the player who owns the first player marker. See dedicated sections.

PREPARATION FOR THE NEXT ROUND

Perform all tasks described in the standard rules.

Then, take the automa cards used during the round and put them in the related decks. Shuffle the two decks separately. Take 3 cards from each deck, rebuild the automa deck (6 cards) and shuffle it.

Take the three 5 pounds coins on the round card and place them on the dedicated spots on the playmat.

FINAL SCORING

The automa scores VPs like a normal player. Remember to take into account also the shares collected with cards.

MAUTOMA ACTION PHASE

Draw an automa card and place it on the playmat according to the color of the background:

- grey cards must be placed on the first row from left to right
- yellow cards must be placed on the second row from left to right

Apply the action indicated on the card.

Each row has three available spots. Once both rows are completely filled, the Mautoma's round is over.

Please note that each location in the second row contains one 5 pound coin. When you put a yellow card in the second row, take the 5 pound coin and use it to cover the right most icon of the round card.

That icon is no longer active and it must not be considered for the majorities. This means that the more yellow cards Mautoma plays, the easier it is for you to win majorities.

CARDS EXPLANATION

CARD LAYOUT

There are 2 types of cards.

Grey cards always imply the placement of a bonus marker.

Yellow cards imply other standard actions (company / diamond / book track advancements, expansion, card taking).



Grey cards are split into two sections. If the bonus marker placement indicated by the first section is not valid, consider the second section. If the second placement is also not valid, the automa doesn't place the bonus marker this turn.

Each section provides two criteria. The criterion to be applied is the one marked by the red arrow at the left of the card.

The playmat indicates the criteria for the first card of each row, then each card reports the arrows indicating the criteria for the next card.

The meaning of the number inside the red arrow will be explained later.

Yellow cards work in the same way, but they have only one section. if the actions described are not valid, the automa doesn't execute any action this turn.

YELLOW CARDS



1st criterion: Advance the diamond marker 3 spots, then gain 2 pounds.

2nd criterion: Advance the diamond marker 3 spots.

Once the diamond marker reaches the end of the track, the automa simply gains 2 pounds per advancement.



1st criterion: Expand the favoured company by placing 3 trading posts. Please see the dedicated box about the expansion.

2nd criterion: Expand the non-favoured company where the automa has the greatest advantage (or least disadvantage)

on the track by placing 1 trading post.

If there is indecision about the choice of the company, it must be chosen following the order of the track letter (A/B/C/D).

Example 1. Let's suppose that Cape Town is the Automa's favoured company. With the second criterion, the Automa (red) would expand the Cairo company (the non-favoured company where the Automa has the greatest advantage).



Example 2. Let's suppose that Cape Town is the Automa's favoured company. With the second criterion, the Automa (red) would expand the Saint Luis company (the non-favoured company where the automa has least disadvantage).



1st criterion: Advance 4 steps on the favoured company track or advance 3 steps on the non-favoured company track that currently has the highest share value.

2nd criterion: Advance 3 steps on the non-favoured company track with the current highest share value.

If there is indecision about the choice of the company track, it must be chosen following the order of the track letter (A/B/C/D).

If Mautoma reaches the end of a track and it has still advancements, all unused advancements are lost.

Please see the dedicated box about the track advancement.

Example. Let's suppose that Saint Luis is the Automa's favourite company; with first criterium the Automa advances 4 steps on Saint Luis track, while with the second criterium the Automa advances 3 steps on Mombasa track (the richest non-favoured company).

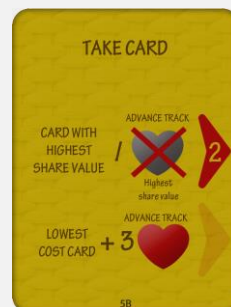


1st criterium: Take 1 book tile, place it facedown on the book track, then advance the ink jar marker up to two steps. Then, gain 3 pounds.

2nd criterium: Take 1 book tile, place it facedown on the book track, then advance the ink jar marker up to two steps. Then, advance the diamond marker 1 step.

The ink jar marker can be moved only over books.

Please see the section dedicated to the book selection method.



1st criterion: Take the card with the share having the current highest value. If there are no cards with shares available on the market, advance 2 spaces on the non-favoured company track with the current highest share value.

2nd criterion: Take the card with the lowest cost and advance 3 steps on the favoured company track.

Card selection tiebreaker: card with lowest cost, the first card in filling order (by column from right to left).

Place all cards taken by the Automa in a separate pile close to the playmat.



This card depicts a special action that is determined by the favourite Mautoma's company (and not by the arrow at left).

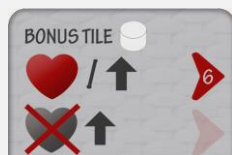
Saint Luis: advance the diamond marker 3 steps.

Cape Town: take one book tile, advance the ink jar marker 2 steps and gain 3 pounds

Mombasa: expand the favourite company placing 2 trading posts.

Cairo: Take the card with the share having the current greatest value. If there are no cards with shares, advance 2 spaces on the non-favoured company track with the current greatest share value.

GREY CARDS



1st criterion: place a bonus marker on the favoured bonus tile. The favoured bonus tile is defined by the automa's favoured company:

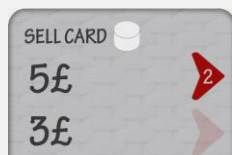
- Cairo -> +1 goods tile
- Cape town -> Bookkeeper-card tile
- Saint Luis -> diamond merchant-card tile
- Mombasa -> expansion card-tile

If the favoured bonus tile is not available, place the bonus marker corresponding to the first free bonus tile spot starting from the bottom/top (according to the arrow).

2nd criterion: place a bonus marker corresponding to the first free non-favoured bonus tile starting from the bottom/top (see the arrow).

The Automa does not pay the cost of the action space.

The Automa gains the effect of the bonus tile instantly. See dedicated box.

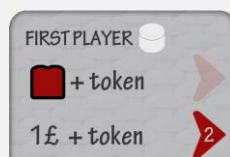


Place the bonus marker on the space allowing the player to remove a card and gain money.

1st criterion: The automa gains 5 pounds.

2nd criterion: the automa gains 3 pounds.

It has not to remove any card.



Place a bonus marker on the spot to become the first player.

1st criterion: The automa gains the first player token and takes one book (see dedicated section on book selection).

2nd criterion: The automa gains the first player token and gains 1 pound.



Place the bonus marker on the space allowing the player to buy a card.

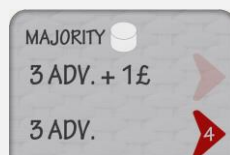
The Automa does not pay any cost.

1st criterion: Take the card with the share having the current highest value. If there are no card with shares available on the market, take the card with the lowest cost

2nd criterion: Take the card with the lowest cost.

Card selection tiebreaker: card with lowest cost, the first card in filling order (by column from right to left).

Place all cards taken by the Automa in a separate pile close to the playmat.



Check all icons on the round card not yet covered.

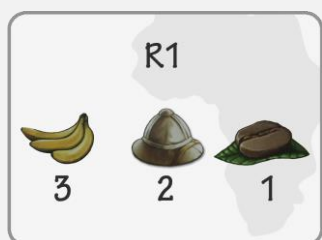
Compare the values of the visible icons on the round card with the values of your current active cards. If the

Automa has at least one value equal or greater than yours, it places a bonus marker on the corresponding majority space. If the Automa can win more than one majority, place the bonus marker on the majority space corresponding to the left most icon of the round card.

Then, the automa gains the reward indicated on the automa card.

1st criterion: 3 advancements on the related company track and 1 pound.

2nd criterion: 3 advancements on the related company track.



Example. The round card depicts 3-Banana, 2-Expansion and 1-coffee. If the player has 2-cotton and 3-expansion, the Automa can win the majority of Cape Town and

Cairo. It places the bonus marker in Cape Town majority space, as banana is the left most icon on the round card.

GENERAL MECHANISMS

BONUS TILE REWARDS

When the automa places a bonus marker on a bonus tile space, it instantly performs the effect of the bonus tile.

The effects of the bonus tile are slightly different for the automa and are summarized on the playmat:

+1 goods tile => advance 2 spaces on the non-favoured company track that currently has the greatest share value

Bookkeeper-card tile => take 1 book, then advance the ink jar marker 1 space

Diamond merchant-card tile => advance the diamond marker 2 spaces

Expansion card-tile => expand the non-favoured company where the automa's track marker has the most advantage by placing 1 trading post.

Since the effect of the bonus tile is applied instantly, note that:

1. the automa can apply the bonus tile effect also in round n.7.
2. the automa can perform the expansion action two times in the same round (one with the yellow automa card and one with the bonus tile)

EXPANSION

When the automa card indicates to perform the expansion action, select the company to expand according to the criteria defined on the automa card, then for each trading post placement perform the following steps:

1. Select the target region among the eligible regions.
2. Place the trading post
3. Finally gain the rewards depicted on all explored regions.

The eligible regions are all regions adjacent both to the company's base and to the regions containing trading posts of the selected company.

The target region will be selected among the eligible regions following these tiebreaker rules:

- the region that is free
- the region providing the first/second/third/fourth reward type indicated on the expansion card
- the region with more rewards
- the region closer to the heart of Africa (the internal region with 3 rewards)

Remember that if the automa gains 1 or more bookkeeping points, it always gains only 1 book per expansion action.

The automa takes the trading posts out from the company base in order to maximize the company value.

When the automa ousts trading posts, it returns them to the base in order to minimize the company value (no matter how many shares of that company the automa owns).

The following picture shows the order by which trading posts are taken by the automa, when it expands a company. When it returns back an ousted trading post, use the reverse order.



Example 1: the automa must expand the Mombasa company with 3 trading posts. The regions adjacent to Mombasa base are all free, so you should check the priorities on the expansion card: the priority list of Mombasa is coin / advancement / diamond / bookkeeping-point. The Automa places the first trading post on the region with 2 coins, then there are no longer regions with coins, but there are two regions with advancements. The automa chooses the region providing 1 advancement and 1 bookkeeping-point, because it provides more rewards than the other region. Now there is again an eligible region with one coin, the third trading post is placed there.



Example 2: the Automa must expand the Cape Town company with three trading posts. The automa places the first two trading posts in the only two free regions. The third trading post must be placed in a region containing a trading post of another company. The region will be selected according to the priority list of the expansion card. The priority list of Cape Town is bookkeeping-point/coin/advancement/diamond. There are two eligible regions providing book-point, the automa chooses the region closer to heart of Africa.





Example 2: in this case there is no book with coins, so the book is selected according to the red arrow at left of the current automa card. The red arrow indicates the book on column 5 of the bottom row.



BOOK SELECTION

During the game there are two events that cause the automa to take a book:

- when the automa card specifies to take a book
- when the automa gains a certain amount of bookkeeping points

When this occurs, the automa takes exactly one book.

If there is a book with 1 coin below it, the automa takes that book and the coin. In all other cases the automa takes the book indicated by the red arrow at the left of the current automa card.

The number in the arrow identifies the column of the book display, while the position of the red arrow (top/bottom) indicates the row the book is taken from.

All gained books are placed facedown on the automa's player board. The book restrictions depicted on the player board must be ignored.

If the book track is full, whenever the automa should gain 1 book, it receives 2 pounds instead. Whenever the automa gains bookkeeping points in this way, it receives 2 pounds for each bookkeeping point.

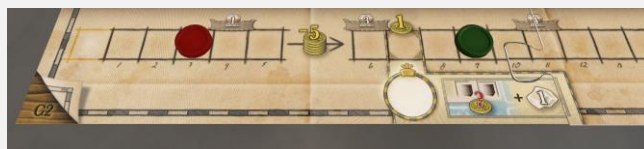
Example 1: in this case the Automa takes the book with the coin and the coin.

COMPANY TRACK ADVANCEMENT

When the automa advances on a company track, it gains the coins indicated along the track and it must pay the cost like a normal player. If the automa does not have enough money, it can still advance, but it takes a debt. Indicate it on the debt track of the playmat.

The automa ignores all effects and all bonus marker spaces unlocked with the track advancements.

Example: if the Automa (red) advances 4 spaces on this track, it must pay 5 pounds, then both the Automa and the player (green) gain 1 pound. The Automa never uses the action space unlocked with these advancements.



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