

REVIVE SOLO CHALLENGE

SCENARIO #5: ROYAL RUMBLE

INTRODUCTION

This booklet describes the rules for playing a Revive solo campaign in which BGG users can participate and finally compare their best scores.

The campaign is made of 5 different scenarios, each scenario has special rules and specific victory conditions.

All participants will register their scores for each scenario. Finally, the player who has scored the most points in the entire campaign will be the campaign winner.

The scenarios will be released monthly, but it is not mandatory to play each scenario in the month it is released. The important thing is to play the scenarios in order from #1 to #5 and register your results on the BGG forum by October 30, 2023.

SCENARIO RULES

Basic solo rules	For this scenario don't apply the official solo rules described within the Revive rulebook, but the Mautoma solo rules available on http://www.mautoma.com/revive We suggest playing some solo games with the Mautoma solo rules before starting this campaign, in order to get familiar with the Mautoma solo mode.
Setup	Setup a solo game following Mautoma rules and apply the following exceptions. 1. Before placing the area tiles on the main board, remove from the game the following area tiles. Please note that these are two starting area tiles (blue back). 

2. Place the area tiles and the large locations like in this picture.



3. Your tribe is [X] (moon side).

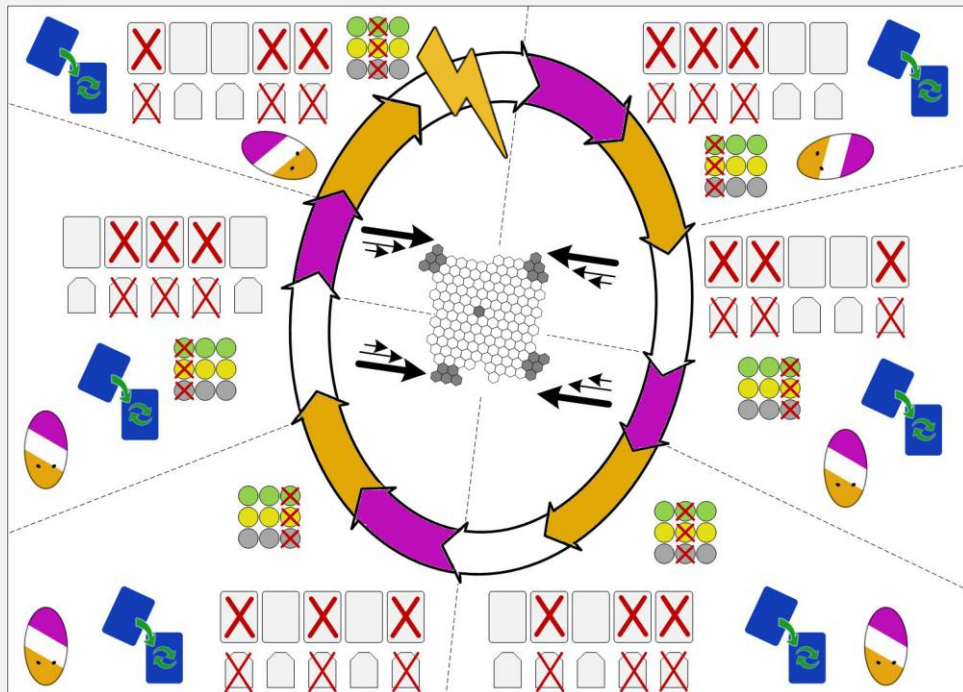
4. Use this artifact card



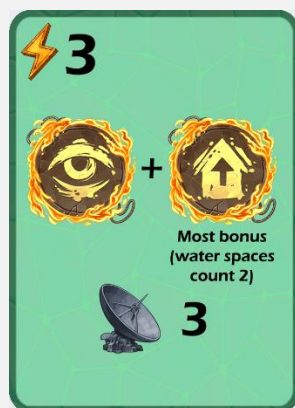
5. Select your 6 starting cards from these 15 cards (choose 2 cards from each group of 5 cards)



6. put the energy marker on Mautoma's board on this position



7. When preparing the Mautoma's progress deck, don't remove a random card, instead remove this card:



8. Prepare a play area for two extra Mautomas. This means that you have to take the following extra stuff for the second and third Mautoma.



9. Take an unused tribe board and place all Mautomas stuff like in this picture. Since you play with 3 players, the Mautomas tribe board helps you to remember in which order Mautomas place their buildings and population figures.



Special rules

- In this scenario you play against three Mautomas. You are first in turn order.
 - All Mautomas share the same action and progress decks and the same Mautoma's board.
- On Mautomas action turn, draw a card and apply its effect for all Mautomas one at a time (remember that you have to move the energy marker each time you re-apply the card for a new Mautoma).

	Decide the activation order of the three Mautomas and maintain the same order during the game. c) The Mautomas refresh turn is taken normally, it is not replicated for the two extra Mautomas. d) When a Mautoma places a population figure, apply the following tiebreakers: - empty location (small or large) - a location (small or large) with the least number of figures - the first location encountered by the arrows
Victory condition	You must place a population figure on all four large locations. You must score at least 140VPs.
Result registration	You can repeat this scenario up to three times. Then, if you won at least one game, post on BGG (Revive->Forum->Find Players->Solo Challenge #5) your best score and if possible, a picture of the final state of the board.