

REVIVE SOLO CHALLENGE

SCENARIO #4: THE RESCUE OF SURVIVORS

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

<p>Basic solo rules</p>	<p>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</p> <p>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.</p>
<p>Setup</p>	<p>Setup a solo game following Mautoma rules and apply the following exceptions.</p> <p>1. Before placing the area tiles on the main board, remove from the game the following area tiles.</p> 

2. Place the area tiles and the large locations like in this picture; furthermore take 7 population figures of an unused color and place them on the area tiles like in this picture: these are the survivors that need to be saved.



3. Your tribe is KUNIBAN (moon side).

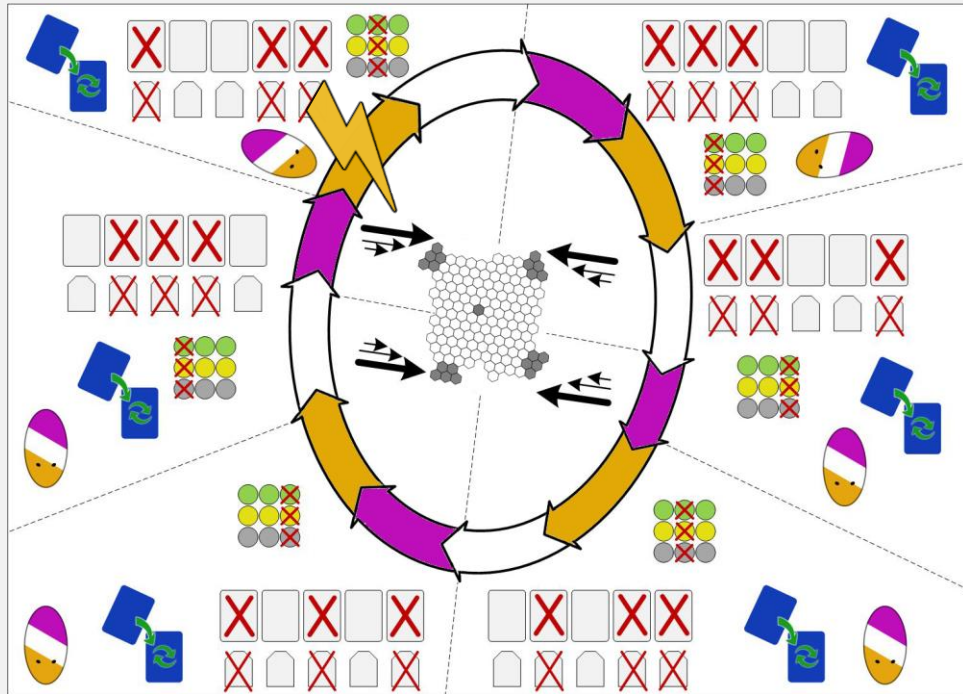
4. Use this artifact card



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:



<p>Special rules</p>	<p>Once you or Mautoma explores an area tile with a survivor, immediately place that survivor on the corresponding small location. In order to save a survivor you or Mautoma shall place a population figure on a small location containing a survivor (you must pay an extra book as always). Then, remove that survivor and place him in the area of the player who saved him (you or Mautoma).</p> <p>When Mautoma shall place a population figure and more locations are tie, apply the following tiebreakers:</p> <ol style="list-style-type: none"> 1) a small location with a survivor; 2) an empty location (small or large); 3) the first location encountered following the arrows on the Mautoma's board.
<p>Victory condition</p>	<p>Save at least 4 survivors and finish the game</p>
<p>Result registration</p>	<p>You can repeat this scenario up to three times.</p> <p>Then, if you won at least one game, post on BGG (Revive->Forum->Find Players->Solo Challenge #4) your best score and if possible, a picture of the final state of the board.</p>