

## TEKHENU – THE OBELISK OF THE SUN

This is an alternative solo mode for TEKHEU – THE OBELISK OF THE SUN.

This variant slightly differs from the official solo mode Botankhamun and it was created to reach these goals:

- Give the player the chance to play against one, two, or three Automas;
- Make the gameplay more similar to the multiplayer experience, mainly during the setup and Maat phases;
- Provide a new action selection method to avoid the flipping of the Deben token;
- Give the player a clear method to identify where the Automas places their statues, pillars or buildings (avoiding the case when the player must select a random place).

### SETTING UP THE MAIN BOARD

The normal rules apply, which are summarized here for convenience:

1. Place the obelisk and the scoring markers.
2. Roll 3 dice for each sector.
3. Place 3 pillar tiles face up in the Ra area.
4. Place the 6 Horus bonus tiles randomly.
5. Place the 5 gold tokens on the board.
6. Fill the first 2 card market segments.
7. Place all VP markers at 10.
8. Place all Population markers at 5.
9. Place All Happiness markers at 2.

### SETTING UP THE HUMAN PLAYER AREA

The normal rules apply, which are summarized here for convenience:

You take:

- One player board
- 4 production markers
- All pillars
- All statues
- All buildings
- 1 scribe and 1 gold

- 2 Decrees (keep one)
- 1 Maat marker

### SETTING UP THE AUTOMA AREAS

You can play against 1, 2 or 3 Automas.

For each Automa do the following:

- A. Give it all pillars
- B. Give it all buildings
- C. Give it all statues
- D. Give it 1 Decree facedown
- E. Give it 1 Maat marker

Note: the Automa receives no board, no scribes, and no gold.

- F. Place one production marker of its color at the top of one of the four resources districts in the Osiris area. To select the district, draw a die from the bag and place the marker in the district corresponding to the die's color (if the die is grey, redraw).

For example, if the die drawn is brown, the marker will be placed on the bread district.



- G. Place one production marker of its color on the separation line between two sections around the obelisk. To select the position, roll a die and place the marker as many sections counterclockwise from the arrow as the die's result. For example, if the die's result is 1, the marker is placed here:



- H. Place one production marker of its color on one spot around the temple complex. To select the spot, draw one starting card and place the marker in the spot corresponding to the initiative number. Spot number 1 is the top most, while spot number 10 is the right most. For example, if you draw a card with initiative 2, the marker will be placed here:



If you draw a card with initiative 9, the marker will be placed here:



If you draw a card with initiative 11 or 12, redraw.

- I. Place one production marker of its color on one spot inside the temple complex. To select the spot, roll a die: the result indicates the spot in the same row or column corresponding to the marker set outside the temple. For example if you roll 4 and the external marker is on row 2, the marker will be placed here:



### TURN ORDER AND STARTING STUFF

1. Give each Automa 2 starting cards facedown.
2. The human player receives 3 starting cards and keeps two.
3. Compare the initiative of the human player with the initiative of the Automas and place the Maat markers on the turn order section following the standard rules.
4. The human player and the Automas take one Destiny card each following the new turn order. The Automa select the destiny card randomly (shuffle the remaining cards facedown and give one to the Automa). Place the Destiny card of each Automa faceup in its play area.
5. Shuffle the Botankhamun action tiles and put a stack of 4 tiles facedown in each Automa's play area (2 tiles if you play against 3 Automas).
6. You are ready to start!

### AUTOMA'S TURN

The Automa draws 1 action tile, takes one die from the main board and performs the tile's action.

In general the Automa:

- doesn't gain any resources, scribes nor faith tokens;
- it performs all actions for free (also the Osiris action);
- it never performs the Anubis action;
- it can take only pure or tainted dice;
- it has no scale, so it ignores the balance requirements between pure and tainted dice;
- it can gain cards, but it doesn't use their effects.

### DIE SELECTION

If the action tile just drawn shows one God, the Automa takes the die with the highest value from that God sector. If tied for highest value, it takes a Pure die. The Automa can take only pure or tainted dice, if there is no valid die in the selected sector, it will take the God action one sector counterclockwise.

If the action tile shows the four resources, the Automa takes the die with highest value around the obelisk matching the color of the first resource depicted on the tile. If no die of that color is available, check the second resource, and so on. If tied for highest value, it takes a Pure die.

Then the Automa performs the action corresponding to the sector where it has taken the die from.

#### HORUS ACTION TILE

The Automa builds a statue to the god corresponding to the value of the die. The reward of the statue is 1VP. The reward is triggered following the standard rules.

If there are no free spaces to build the statue, it places the statue in the Osiris area, but only if the statue allows the Automa to win a majority in at least one district with the current situation. If tied, the Automa tries to steal a majority from the player.

If the statue cannot be built in the Osiris area, the Automa will place it around the temple complex, in the spot providing more VPs from columns following the standard rules. Then the Automa gains 3VP for each column.

If both spots around the temple are occupied, the Automa doesn't place any statue but it gains 3 VPs (this simulates a production action).

#### RA ACTION TILE

The Automa takes the pillar tile corresponding to the die's value, then:

1. It gains 1/2/3 VPs depending on which tile it has taken.
2. It places the tile and the pillar in the spot with more buildings (regardless of ownership) in the same row and column. In case of tie, it selects a spot corresponding to more buildings of its color.
3. It gains 2 VPs (a fixed reward to compensate the Automa, who doesn't gain the resource bonus).
4. It gains 1 VP per each building, regardless of ownership.
5. It gains 1 VP per adjacent edge, regardless of color.

#### HATHOR ACTION TILE

The Automa constructs a Building around the Temple Complex choosing the spot where it scores the most immediate Victory Points from its Pillars, then

1. it scores 3VPs per each pillar of its color in the same row/column;
2. it scores 1VP per spot showing resources in the same row/column;
3. it advances its Population marker as normal.

#### BASTET ACTION TILE

The Automa advances its Happiness marker as normal. It doesn't receive any Scribes and it ignores all rewards printed on the Population track. If its Happiness marker is already at the end of the track, before the start of the action, it gains 3 VPs (this simulates a production action).

In general the Automa advances the Happiness marker one step at a time. If at any point the Happiness marker would advance beyond the Population marker, the Automa advances the Population marker instead.

#### TOTH ACTION TILE

The Automa takes 1, 2, or 3 cards, according to the value of the die taken.

The Automa takes cards in the following priority: Decrees > Technologies > Blessings. It selects cards from the highest segment possible. If there is more than one card of the same type, the Automa takes the left most, then the other card slides to the left before to refill the empty spaces.

#### OSIRIS ACTION TILE

The Automa places a building in the row according to the value of the die taken and it selects the district where it can gain the majority placing that building with the current situation. If tied, the Automa tries to steal a majority from the player.

If it cannot gain a new majority, it selects the district following the tiebreaker rule (see sections on tiebreakers).

If the row has no free spot, the Automa will place the building in the row above wrapping up from the bottom, if needed.

#### ROTATION PHASE

1. Rotate the obelisk.
2. Perform the Maat phase, if needed.
3. Add new dice as normal.
4. **(Only if you are playing against 3 Automas)** Discard all used action tiles and put a new stack of 2 tiles in each Automa's area. If no action tiles are available, reshuffle the discarded tiles.

### MAAT PHASE

The Balance value of the Automa is considered equal to the value of its Destiny card.

1. Place the Maat marker of each Automa on the spots 0, +1, +2 or +3 according to the value of their Destiny card.
2. Set the new turn order.
3. Perform the scoring phase, if needed.
4. The human player and the Automatas take one Destiny card each following the new turn order. The Automa selects the destiny card randomly (shuffle the remaining cards face down and give one to the Automa). Place the Destiny card of each Automa faceup in its play area.
5. **(Only if you are playing against 1 or 2 Automatas)** Discard all used action tiles and put a new stack of 4 tiles in each Automa's area. If no action tiles are available, reshuffle the discarded tiles.

### AUTOMAS SCORING PHASE

1. Districts, Temple Complex, Happiness and Statues built are scored as normal.
2. Each Blessing card provides 2 VPs and then it is discarded.
3. Each Tech card provides 2 VP and it is kept.

### END OF GAME

The Automa gains:

- 4VPs per Decree cards (ignore symbol restrictions). Consider 3 cards max. All other Decrees after the third score 2VPs.
- 3/2/0 VPs according to the turn order and the total number of players.

### INCREASING THE DIFFICULTY LEVEL

If you want to increase the challenge level, we suggest you insert the following variations gradually (only the first, then the first two, and so on)

1. **End of game**, the first 3 Decrees score 8VPs (instead of 4VPs)
2. **Set-up**, according to how many Automa you are setting up
  - Automa n.1 starts with 1 building in the Osiris area in row 3 (follow the Osiris action tile rules)

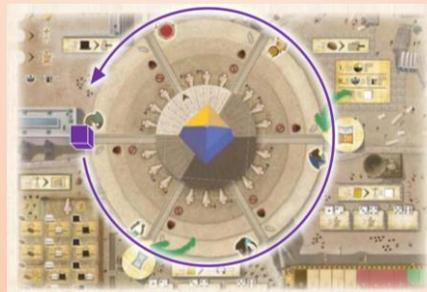
- Automa n.2 starts with 8 Population and 4 Happiness.
  - Automa n.3 starts with 1 pillar in the spot marked by its production marker.
3. **During the game**, the fixed reward when a pillar is built is 4VPs (instead of 2VPs, see point 3 of RA action tile).
  4. **During the game**, the reward provided by the statues built for gods is 2VPs (instead of 1VP).

### GENERAL TIEBREAKER RULES

The rules described in the previous sections already include some logic of priority for some action execution. If there was still indecision, apply the following general rules.

### TIEBREAKER FOR DICE SELECTION

During the game, whenever there is a tie to select a die, the Automa will take the first valid die starting counterclockwise from its production marker.



### TIEBREAKER FOR DISTRICT SELECTION

During the game, whenever there is a tie to select a district when placing a statue or a building, the Automa will choose the first valid district starting from its production marker and following the arrow in the picture.



**TIEBREAKER FOR PLACING BUILDINGS or STATUES AROUND THE TEMPLE**

During the game, whenever there is a tie to select a spot around the temple where placing a building or a statue, the Automa will choose the first valid spot starting from its production marker and following the arrow in the picture.



**TIEBREAKER FOR PLACING A PILLAR**

During the game, whenever there is a tie to select a spot where placing a pillar, the Automa will choose the first valid spot starting from its production marker and continuing from left to right and from top to bottom, wrapping up to the initial spot, if needed.



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