

REVIVE SOLO CHALLENGE

SCENARIO #3: STRATEGIC OUTPOSTS

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 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.



3. Place your large buildings on the three area tiles indicated in the above picture. These are the strategic outposts.

4. Your tribe is Nàdair (moon side).

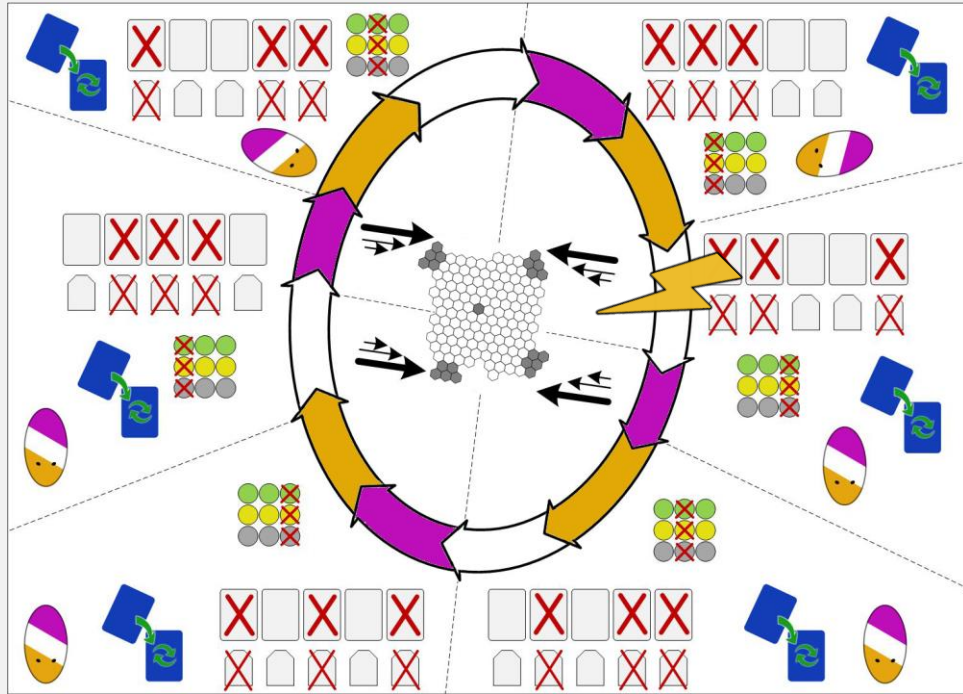
5. Use this artifact card



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



7. Put the energy marker on Mautoma's board on this position



Special rules

When you explore an area tile with a strategic outpost, place immediately that outpost for free on that area tile and get the rewards following standard rules. If Mautoma explores an area tile with a strategic outpost, that outpost is removed from the game.

When Mautoma explores and more area tiles are tie, apply the following tiebreakers:

- 1) an area tile with an outpost;
- 2) the first area tile encountered following the arrows on the Mautoma's board (normal tiebreaker).

Victory condition

At the end of the game you must have reached the end of all three machine tracks

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 #3) your best score and if possible, a picture of the final state of the board.