

## MARCO POLO 2: IN THE SERVICE OF THE KAHN

### SOLO MODE

#### INTRODUCTION

This manual contains a set of rules allowing you to play a solo game of MARCO POLO II: IN THE SERVICE OF THE KAHN. You will set-up a game for two players and try to beat the Automa.

#### COMPONENTS

- Marco Polo II (base game)
- 1 Smart Mat (playmat)
- 8 automa cards
- 12 trip slide
- Skill Cards
- Trading Post Cards

Components not included in the base game can be downloaded from [www.mautoma.com](http://www.mautoma.com)

**Before starting to play:** cut out the two windows of the Smart Mat indicated here below.



#### SETTING-UP THE MAIN BOARD

The set-up of the board is performed according to the standard rules (for convenience they are summarized below):

- Place the city bonus markers;
- Place the outpost bonus tiles;
- Place the city cards;
- Place contracts on dedicated cities;
- Shuffle the offer tiles separately, then randomly remove one of each type. Make 3 piles face up and place the first offer tile of each type on the corresponding market;
- Make 4 stacks with the guild seals;

- Place 4 black dice;
- Place one neutral die of value 5 on one of the two spaces of the gold market;
- Place a neutral die on each of the three special cities;
- Place two neutral dice of value 1 on the first two spaces of the Kahn's favor;
- For each player, place a figure in Beijing and a figure on space 50 of the score track;
- Randomly select a player to be the first player.

#### SETTING-UP THE AUTOMA

The Automa receives:

- 5 dice;
- 11 trading posts;
- 1 Smart Mat;
- 1 trip slide randomly chosen. The trip slide must be placed under the playmat so that the text BEIJING and READY TO START are visible;
- Place 1 coin of value 10 on the spaces A-B-C-D of the playmat;
- Place 1 starting contract face up on space E of the playmat;
- Shuffle the 8 automa cards and place them in the dedicated space on the playmat;
- Choose, as you prefer, a character for the Automa and select the difficulty level. Then take the corresponding *Skill card* and place it on the playmat. The L1 / L2 / L3 symbol at the top left of the *Skill card* indicates the difficulty level.



- Check the top right symbol on the chosen *Skill card*, take the corresponding Trading Post card and place it on the playmat. Then place the 11 Trading Posts in the appropriate slots.



Play area of the Automa.



### SETTING-UP THE PLAYER AREA

The player's set-up is performed according to the standard rules which for convenience are summarized below:

- 1 player board, 5 dice, 11 trading posts;
- 1 starting contract;
- 3 camels and 8 coins;
- 3 goal cards (you will keep one);
- Draw three character tiles and choose one (you cannot choose the same character assigned to the Automa);
- You are ready to start!

### AUTOMA OVERVIEW

The following sections describe the general rules for the Automa. For anything that is not specifically mentioned in this manual, the rules of the base game apply.

- The Automa does not manage money or resources.
- The Automa does not receive the goal cards.

- Whenever the Automa travels, it does not pay any toll costs, but it must own the right seal to cross the rivers.
- The Automa does not spend any resources to complete contracts or guild seals.
- The only bonuses that the Automa can receive from contracts and outpost bonus tiles are:
  - black dice
  - map advancements
  - new contracts
  - victory points

- The "+1" bonus depicted on certain contracts never apply.
- Whenever the Automa obtains a new contract, it places it in space E of the playmat, under all other contracts already present. There is no limit to the number of active contracts in that space.
- The Automa never receives income from city bonus markers or from guild seals.
- The Automa never rolls its own dice (unless otherwise specified).
- When the Automa places its dice on action spaces, it must respect the normal restrictions on the color of the dice. It pays no cost when placing its dice on top of other dice.

### THE AUTOMA'S TURN

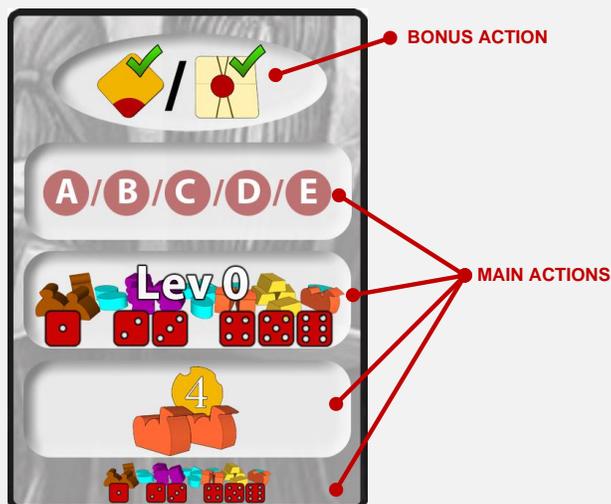
At the beginning of each of the 5 game rounds, all automa cards must be reshuffled.

On Automa's turn draw a card and perform the following steps:

- 1) **Bonus Action** (if present): Perform the action if possible, then go to the Main Actions.
- 2) **Main Actions**: Perform the FIRST valid main action. An action is valid if the Automa owns the appropriate number of dice (their value does not matter). The Automa always tries to consume the dice of its own color first. It only uses black dice if they are required to complete the action.

The last action of each card is a BOOKS action. It is always valid.

In the rare case that the automa deck runs out before the Automa has used all of its dice, the Automa prematurely ends its round without using the remaining dice.



### ACTION DESCRIPTIONS



#### TAKE 1 BLACK DIE (Bonus action)

The Automa takes 1 black die from the board, if available.



#### COMPLETE 1 GUILD SEAL or 1 CONTRACT (Bonus action)

Check the playmat for unresolved seals or contracts.

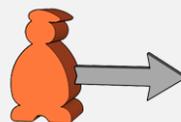
If there is at least 1 seal or 1 contract to be completed, the Automa completes that according to priority A / B / C / D / E.

When the Automa completes a seal, it turns it face down (it receives no bonus).

When the Automa completes a contract, it takes the top contract from space E, and receives all applicable bonuses

(VPs, black die, advancements, new contracts). Place it face down in the "contracts done" area.

### MAIN ACTIONS



### TRAVEL

The Automa performs this action only if it has enough dice to reach the next city shown on the playmat.

The playmat has a display indicating the city where the Automa is in (or the most recently visited city) and the next two cities the Automa wants to go to.



In the example, the Automa is in Kabul and it wants to reach Baghdad first and then Hormuz.

Based on the current position of the Automa on the map, check how many advancements are required to reach the next city.

If 1 move is required, the Automa will use the 1-die action space.

If 2 or 3 moves are required, the Automa will use the 2-dice action space.

The Automa places the required dice on the action space, then it moves its figure to the target city. It places a trading post, discards the outpost bonus tile, if any, and it receives the bonus (if applicable). If the newly reached city has any contracts, it takes the contract providing the most VPs (in case of a tie, select according to this priority: contracts that provide advancements, black die, new contract).

Finally, shift the trip slide one step up, so that the display now shows the city where the Automa is now located.

IMPORTANT: if, after shifting the slide, a red letter appears in the first column of the display, remove the corresponding coin from the playmat.

*Example. Once the figure has reached Baghdad, we shift the trip slide and the letter B appears. Then we immediately*

remove the coin from space B of the playmat, thus unlocking a new action for the Automa.



#### SPECIAL CASES:

- After game set-up, the display only shows BEIJING. When the Automa takes the travel action for the first time, immediately shift the trip slide until you see the first 3 cities. After that you can perform the action normally as described above.
- If there are several routes to reach a given city, the Automa always chooses the shortest route. However, like a normal player, it needs the right seals to cross the rivers, so sometimes it will be forced to take the longer way.
- Situations may arise in which the Automa must spend more dice than the minimum necessary to be able to move. **In all these situations, if the Automa has enough dice, it still performs the action by spending the necessary dice.**

*Example. The Automa must move from Yangzhou to Fuzhou; one advancement is required, therefore 1 single die is needed. Let's suppose that a die of the Automa's color was already present on the 1-die action space and the Automa has no black dice to spend, it would be forced to use the 2-die action space to move only one step.*

In the case the Automa is forced to use the 3-dice action space, then the Automa, in the same travel action, will also reach the city following the first reached one, placing a trading post on both.

*Example. The Automa must move from Fuzhou to Xian; these are 2 advancements, which therefore require 2 dice. If the 2-dice action space already had dice of the Automa's color and the Automa did not have 2 black dice to spend, he would be forced to use the 3-dice action space. In this case, however, he would reach not only Xian, but also the next*

*city, placing a trading post on both and claiming the outpost bonus tiles, if any.*

- When the Automa gains single advancements (e.g. by completing a contract), it moves a single step on the map. If after doing so it arrives in a new city, all the procedures described above must be performed (updating the display, placing the trading post, etc. ..)
- When the Automa completes a contract that provides up to 2 advancements, check how many moves it needs to reach the next city on the display. If only one move is required then the Automa will use only 1 advancement. In all other cases, the Automa will use both advancements.



#### BOOKS

The Automa places a die in one of the Books action spaces.

The space is chosen based on the die roll, as indicated by the dice shown in the icon:

- D1 -> pepper space (first book)
- D2-D3 -> silk space (second book)
- D4-D5-D6 -> gold space (third book)

If the die result indicates an invalid space (e.g. a space where there is already a die of the Automa's color and the Automa does not have any black dice), then the Automa places the die in the first valid space starting from the right (gold -> silk -> pepper).



#### BOOKS "LEV 0"

The Automa places a die in one of the Books action spaces that currently has no other dice (this is why LEV 0 is indicated on the icon). If there are no more action spaces with no dice, this action must be skipped.

If there are more valid spaces to choose from, the Automa rolls a die and chooses the destination as indicated by the die value, as shown in the icon:

- D1 -> pepper space (first book)
- D2-D3 -> silk space (second book)
- D4-D5-D6 -> gold space (third book)

If the result of the die indicates a space already occupied, then the Automa places the die in the first valid space starting from the right (gold -> silk -> pepper).



### KAHN'S FAVOR

If both spaces are free, the Automa rolls a die and then places it in the first space on the left.

If there is only one free space left, the Automa places a die of value 6.

The Automa receives no benefit from this action.



### CITY CARD ACTION

The Automa rolls a die, places it on a city card in which it has a trading post, then it takes the action indicated on the Skill Card.

While the Automa proceeds on its journey, the playmat automatically assigns a number to the cities visited, which have an action card.

To select the city in which to perform the action, the Automa rolls a die and places it in the city corresponding to the die's result. If the result indicates an already occupied card or a number not present on the display, the die will be placed on the city corresponding to the next number (wrapping up from 1 if necessary).

After placing the die, the Automa performs the action according to what is indicated on the Skill Card.

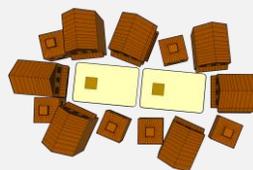
*Example: In this situation, the Automa has trading posts in Yangzou and in Jaipur. The cards of such cities are identified with the numbers 1-2-3 respectively.*

	BALKH	BAGHDAD	HORMUZ	XANADU	YANGZOU	KASHGAR	PAGAN	JAIPUR SX	JAIPUR DX
					1			2	3

*The Automa rolls a die to determine where it will be placed.*

*• If the result is 2, the die will be placed on the first left Jaipur card.*

- *If the result is 4, 5 or 6, the die will be placed in Yangzou.*
- *If the result is 1, but Yangzou is already occupied, the die will be placed on the first left Jaipur card.*



### EXTERNAL CITY ACTION

The Automa places a die on one of the two city cards that are located outside the map.

The card is determined based on a die roll.

- D1-D2-D3 -> left card
- D4-D5-D6 -> right card

After placing the die, the Automa performs the action as indicated by the Skill Card.



### GUILD SEAL +1

Remove the coin from space D, if present.

The Automa places 2 dice on the action space of the guild seals, then it takes the Farmer's guild seal and places it on space D of the playmat on the unresolved side.

If the Automa already has the Farmer's guild seal, this action is skipped.



**ACTION SPACE A/B/C/D/E**

This action is taken only if there is at least one uncovered A / B / C / D / E space on the playmat.

The Automa performs the action corresponding to one of the uncovered spaces following the priority A / B / C / D / E.

**Actions linked to spaces A-B-C-D:**

The Automa places 2 dice on the guild seals action space. Then it takes the required seal and places it on the playmat with the "unresolved" side face up to cover the corresponding area. The Automa does not receive any jade.

*Example. If space C is uncovered, the Automa will take the Jeweler's guild seal and place it on top of space C.*



**Action linked to space E:**

The Automa places 1 die on the "take contracts" action space. The Automa takes the two contracts providing the most victory points, among those available in the cities where it has a trading post. If there are more than 2 contracts from which to choose, follow this priority: contracts that provide advancements, black die, new contract. Place the 2 contracts on the unresolved side in space E of the playmat. There is no limit to the number of contracts that can stay in area E.

This action can be carried out only if the Automa has access to at least one city providing contracts.

**END GAME SCORING**

At the end of the game the Automa gains:

- 8 VPs if it has completed a number of contracts equal or greater respect to the player.
- VPs based on the number of completed guild seals (see Trading Post Card rules).
- VPs based on the amount of different shield obtained (see Trading Post Card rules).

**AUTOMA CHARACTERS**

During the game the Automa uses a character, whose power is described by the Skill Card and the Trading Post Card.

**New characters will be published periodically on [www.mautoma.com](http://www.mautoma.com)**

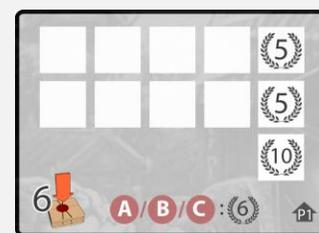
**SKILL CARD**

The Skill Card provides a special power that could also violate some of the general rules described in the previous sections; it also defines which actions or bonuses to apply to the Automa when it performs the actions related to the city cards.



**TRADING POST CARD**

The Trading Post Card indicates any bonuses that the Automa unlocks when it places its trading posts and establishes how many victory points the Automa scores at the end of the game for the completed guild seals and for the shields obtained.



The Trading Post Card shows a grid on which the trading posts are placed during the set-up phase. During the game the trading posts must be removed from the card in columns from left to right. Whenever a given bonus is unlocked by removing a trading post, this must be immediately assigned to the Automa.

At the end of the game the Automa scores VPs based on the different shields achieved with its trading offices, in addition

to these it gets +1 shield, if it has completed the Farmer's guild seal and it gains additional + X shields according to the following rule: take all contracts completed by the Automa, then return in the "contracts done" space a number of contracts equal to the value shown on the icon 📌. Finally, with any remaining contracts, cover all the "+1" spaces you can. Now, all the "+1" which are still discovered, must be added to the total amount of the Automa's shields.

*Example. The Automa during the game has reached 6 different shields by placing their trading posts; it has completed the Farmer's guild seal and it has also completed 6 contracts. The Trading Post Card has the icon*



*, so leave 4 of the 6 contracts in the "Contracts done" stack and with the other two remaining contracts cover two +1 areas. Now, two +1 symbols remain visible, so the Automa in total will have 9 shields (6 for the cities, 1 for the seal and 2 for the Trading Post Card) and it will therefore get 17 VPs.*



At the end of the game, the Automa scores VPs for each completed guild seal on the A / B / C spaces. The amount of VPs provided by each completed seal is indicated next to the icon **A/B/C**

*Example. The Automa scores 6 VPs for each completed seal placed above areas A, B and C.*



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