

FINSPAN

NAUTOMA

SOLO RULES DESIGNED BY DAVID STUDLEY WITH KAREL TITECA

INTRODUCTION

This rulebook introduces a system for adding an artificial player, **Nautoma**, to Finspan, allowing you to play the game solo.

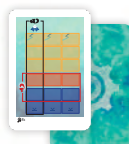
***DESIGNERS' NOTE:** Our artificial opponents got the name "Automa" from the Italian word for "automaton," chosen because the first opponent we made was for the game Viticulture, which is set in Italy. For Finspan, we switched Automa to Nautoma because we were feeling clever.*

COMPONENTS

7 Nautoma decision cards



6 Ravel mode scoring cards



3 Nautoma achievement cards (double-sided)



1 player aid card (double-sided)



NAUTOMA DOESN'T FOLLOW THE RULES

You should familiarize yourself with the multiplayer rules before reading the Nautoma rules. When playing against Nautoma, you will always follow the multiplayer rules. Nautoma, however, plays by a simplified ruleset.

This rulebook explains how Nautoma overrides the multiplayer rules. Other than those exceptions, the game plays like a normal 2-player game.

- Nautoma does not get an ocean mat.
- Nautoma only gains or spends eggs, young, schools, or fish as described in this rulebook.
- For anything you do that involves other players, Nautoma only participates as defined in this rulebook.

SETUP

Set up as normal for a 2-player game. When placing the achievement board, you may use either side. However, the 3-point bonuses included on side B, are only awarded when playing at difficulty 5 (see *Adjusting the Difficulty*, pg. 3).

For Nautoma do this (and only this):

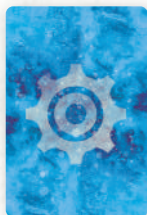
- 1 Select a color for Nautoma and give her the divers in that color.



- 2 Give Nautoma 2 eggs and 1 young from the supply.



- 3 Shuffle the decision cards, set 1 off to the side without looking at it, and place the rest face down as the decision deck.



- 4 Near the achievement board, place the 3 Nautoma achievement cards with the calm or stormy side face up, based upon the difficulty level.

WEEK 1 CALM difficulty 4 & 5			WEEK 2 CALM difficulty 4 & 5			WEEK 3 CALM difficulty 4 & 5		
ICON	ACHIEVEMENT	BASE	ICON	ACHIEVEMENT	BASE	ICON	ACHIEVEMENT	BASE
	eggs and/or young	3		eggs of fish	0		schools	0
	small fish	2		young	1		every 3 eggs	0
	fish	2		fish with tokens	3		large fish	1
	young	0		each of these tags	2		fish without tokens	3
	each predator tag	0		every 2 eggs	0		"if activated" cards	4
	consumed fish	0		medium fish	0			

You take the first turn every week.

DECISION CARDS

The anatomy of a decision card is as follows:

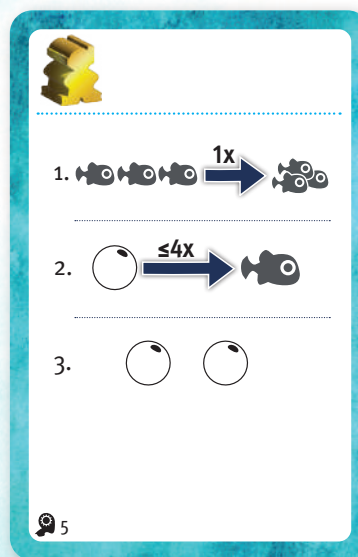
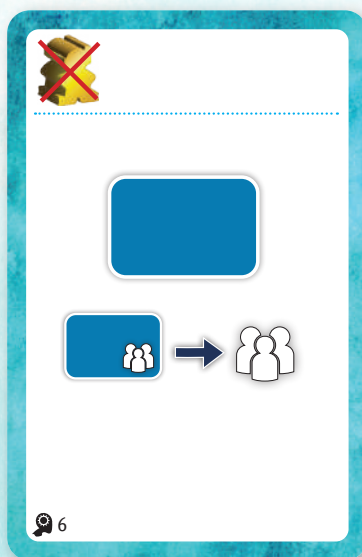
Adjust achievement marker



Play a fish card



Card ID



Dive



HOW NAUTOMA SCORES POINTS

Nautoma does not place fish into diving sites of an ocean mat, but will approximate earning points from fish, schools, young, and eggs by gathering fish (worth 3 or 4 points each) and eggs (worth ½ point each) and converting them to young (worth 1 point each) and schools (worth 5 or 6 points each) based upon the icons shown on the decision cards.

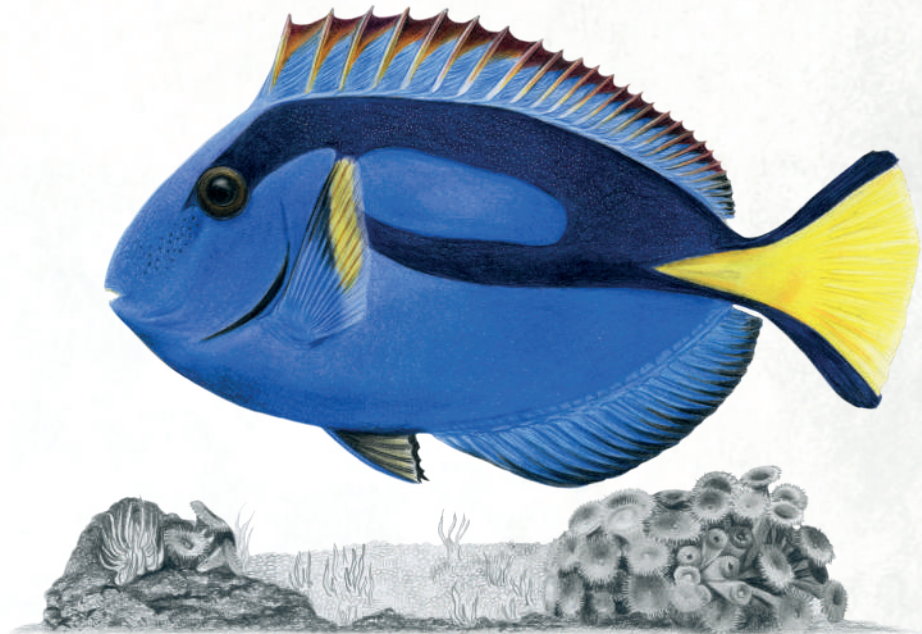
In addition, she will compete with you for achievements and score points from those she meets.

ADJUSTING THE DIFFICULTY

You can adjust Nautoma's difficulty, from 1 to 5, by adjusting how achievements are handled for her and the points she earns for fish at the end of the game, as follows:

DIFFICULTY	RULES	POINTS/ 	POINTS/ 
1	Nautoma does not score achievements.	3 points	5 points
2	Nautoma scores using the calm side of the achievement card.	3 points	5 points
3	Nautoma scores using the calm side of the achievement card.	4 points	6 points
4	Nautoma scores using the stormy side of the achievement card.	4 points	6 points
5	Nautoma scores using the stormy side of the achievement card and the player(s) with the most achievement points each week gains +3 points.	4 points	6 points

We recommend starting with 2 for your first play.



A NAUTOMA TURN

You and Nautoma alternate taking turns. Each Nautoma turn, draw the top card from the decision deck. Nautoma performs each action, as indicated by the icons shown on the decision card, from top to bottom. The words *highlighted like this* refer to the Nautoma rulebook sections with those titles.

ACTION: ADJUST ACHIEVEMENT MARKER

Nautoma will use achievement markers to score points for the weekly achievement and to compete against you for who is best. See [Scoring Achievements](#), pg. 5 for details.

At difficulty **1**, ignore this action.

During week 4, ignore this action.

If either of these icons are in the topmost section of the decision card, perform the associated action:



PLACE ACHIEVEMENT MARKER: Take one of Nautoma's divers from her supply and place it on the achievement board.



REMOVE ACHIEVEMENT MARKER: Remove one of Nautoma's divers from the achievement board and return it to her supply. If there are no divers on the board, do nothing.

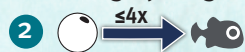
ACTION: DIVE

In this action, Nautoma converts lower value resources to higher value ones, simulating her growing power. She will also gain some eggs.

Nautoma performs the steps indicated by icons on the decision card, **in order** from top to bottom:



1 CONVERT 3 YOUNG TO A SCHOOL: If Nautoma has at least 3 young, return 3 young from her play area to the general supply and take 1 school token from the general supply and place it in her play area. If she has fewer than 3 young, nothing happens. *Note: This conversion only happens once per turn, even if she has enough young to do it multiple times.*

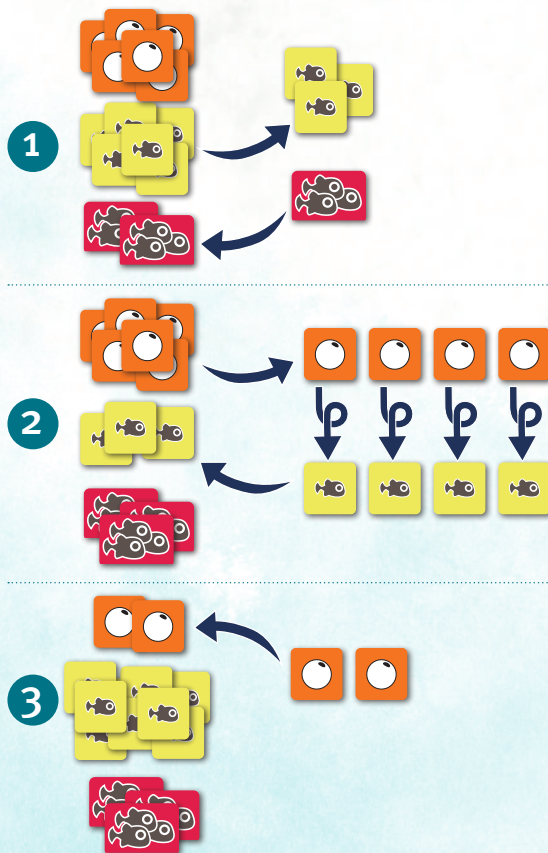


2 CONVERT EGGS TO YOUNG: Flip all egg tokens in Nautoma's play area to their young side, up to a maximum of 4 tokens. If Nautoma does not have any eggs, nothing happens.



3 GAIN EGGS: Take 2 egg tokens from the general supply and place them in Nautoma's play area.

EXAMPLE: THE 3 STEPS OF THE DIVE ACTION



ACTION: PLAY A FISH CARD

In this action, Nautoma gains a fish card worth points at the end of the game, simulating her filling her ocean with fish. If the fish card shows an “all players” benefit, you may gain that benefit.

 Draw a fish card and place it face up in Nautoma’s play area. Nautoma ignores all details on the fish card **except** if it has an  ability.

-   **ALL PLAYERS BENEFIT:** If the drawn fish card has an  benefit, you may **immediately** gain that benefit **once**.

- This occurs regardless of the type of power that triggers the  benefit (e.g., WHEN PLAYED or IF ACTIVATED).
- If you cannot or choose not to gain the benefit, nothing happens.

ON YOUR TURN

 Each time your diver lands on an IF ACTIVATED  ability, Nautoma gains  from the supply instead of the  ability.

When you play a card with a WHEN PLAYED  ability, Nautoma gains  from the supply instead of the  ability.

END OF WEEK

Once both you and Nautoma have taken 6 turns, if it is the end of week 4, skip to *End of Game*, pg. 6. Otherwise, score the achievements as described in *Scoring Achievements*.

SCORING ACHIEVEMENTS

Nautoma does not consider any of the things she has in her play area when scoring achievements. Instead, Nautoma’s quantity of the target achievement for this week is calculated using a value (shown on the Nautoma achievement card) plus any of her divers on the achievement board.

The Nautoma achievement cards show the **base values** for each achievement, for a specific week. Starting with the base value for the current week’s achievement, add the number of divers that Nautoma has on the achievement board (if any) to determine the value Nautoma uses to score for the achievement. She gains points for the achievement in the same way that you do.

Additionally, if you are playing difficulty  5, compare this value to yours to determine who gained the most achievement points this week and therefore gains an additional 3 points.

Reminder: at all other difficulty levels, you and Nautoma do not compete for a 3-point achievement bonus.

Return any divers on the achievement board to Nautoma’s supply.

SET UP FOR THE NEXT WEEK

Shuffle the decision cards, including the 1 set off to the side, to form a new deck. Then, set 1 card off to the side without looking at it.

EXAMPLE: END OF 2ND WEEK ACHIEVEMENT SCORING

WEEK 2		
ICON	ACHIEVEMENT	POINTS
	rows of fish	0
	young	1
	fish with tokens	3
	each of these tags	2
	every 2 eggs	0
	medium fish	0

For this 2nd week achievement, players gain 2 points for each “row of fish” in their ocean. To determine how many “rows of fish” Nautoma has, start with the base value for this achievement, 0 (green circle). There are 2 achievement markers (divers) on the board, so Nautoma has 2 (base of 0 + 2 markers) “rows of fish” for this achievement. Thus, she scores 4 points.

END OF GAME

At the end of the game, calculate Nautoma's score as follows:

- 3 points for each fish (1, 2)
- 4 points for each fish (3, 4, 5);
- 5 points for each school (1, 2)
- 6 points for each school (3, 4, 5);
- 1 point for each young;
- 1 point for every 2 eggs;
- points gained from scoring achievements (except for difficulty 1); and
- **RAVEL MODE ONLY:** points gained from end of week Ravel scoring.

In the event of a tie, you win!

VARIANT: RAVEL MODE

*Nautoma decides that she might have more time for relaxing on the beach if she learns from your discoveries. This is surprisingly effective when she focuses on one dive site. However, trying to follow your zone research across all of the sites proves costly, potentially making the whole escapade fruitless. That is, if **you** play your cards right.*

*Based upon the selected Ravel mode scoring card, Nautoma may gain points at the end of each week based upon where fish are located on **your** ocean mat.*

Apart from the additional scoring element at the end of each week, this variant plays the same as the regular Nautoma.

During setup, draw a Ravel mode scoring card at random and place it face up beside your player mat.

RAVEL MODE STRENGTH

Select a strength **X** for Ravel mode, where **X** = 2, 3, or 4. At **X** = 2, the impact is barely felt; at **X** = 4 you will need to think carefully about when and where to place fish in your ocean. The strength you choose is independent of the difficulty level you choose.

RAVEL MODE SCORING CARD

The scoring card highlights two sections of your player mat that will potentially give Nautoma extra points at the end of each week.

- Each fish in the dive site highlighted on the scoring card will give Nautoma **X** points at the end of each week.
- Each fish in the rows highlighted on the scoring card **reduces** the extra points that Nautoma will gain at the end of each week by 1 point.

The total points she gains at the end of each week will never be less than 0. Said another way, she cannot lose points from this nonsense.

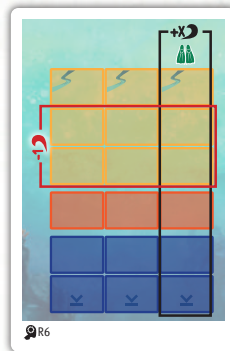
DESIGNERS' NOTE: *Ravel Mode deviates from the Automa design approach by introducing an interaction that doesn't exist in the multiplayer game. In this mode her scoring changes slightly giving you a little more to think about.*

Why 'ravel'? In English, the word ravel is a contranym, in that it can be its own opposite. Depending on how it is used, ravel can mean both tangle and untangle and we thought that sort of fit with what this mode tries to accomplish.

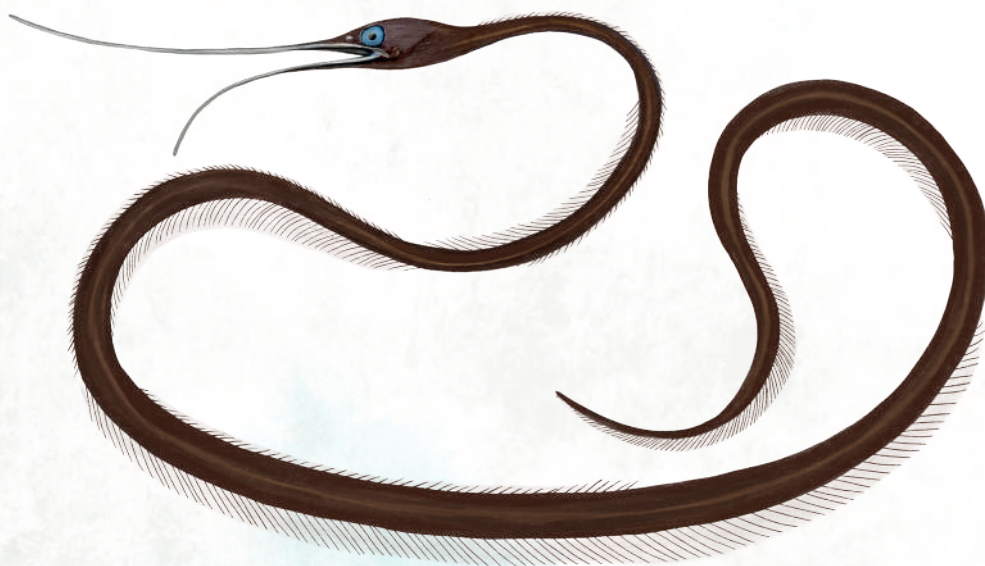
We hope you have fun raveling.

During end of week scoring, after all powers have been resolved, calculate any extra points that Nautoma gains during that week, as follows:

- Write the extra points that Nautoma gains on the scorepad.



At Ravel strength 4, where **X** = 4, Nautoma would gain 8 (12-4) points this week.



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