

MARTIN WALLACE



 **LEITH WALTON**

CAT POWER RULES



2 Maps



18 Cat tiles

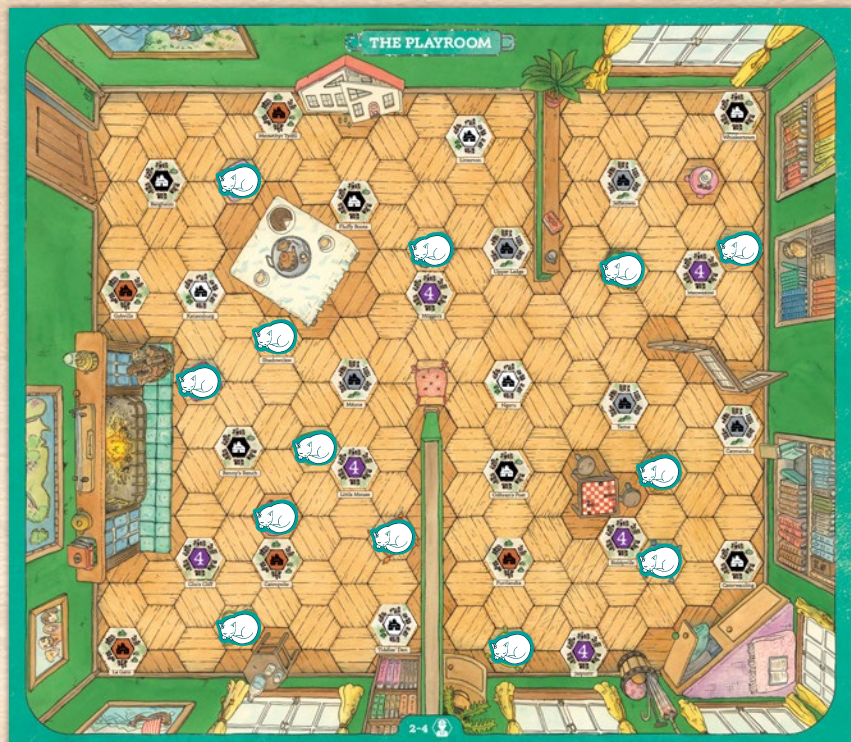


1 Bag

Game Setup

Place the City tiles onto the named objects in the room; these are city locations.

Place all of the Cat tiles into a bag and mix them up. Then, one by one, choose a hex on the map depicting a cushion, draw a tile from the bag and place the Cat tile, still face down, onto the hex.



This is an example of an initial game board, after City and Cat tiles have been randomly added.

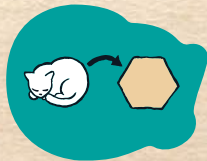
Rules Changes

The hexes shaded in a dark color or containing furniture are impassable (treat them as if they are water hexes from the regular game).

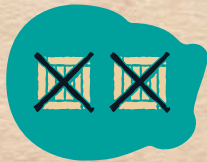


Impassable

Whenever a player places a Track tile or builds a Factory in the hex adjacent to a Cat tile, flip the tile over and immediately resolve its effect as described below. Once a Cat tile has been removed from a hex, players may lay track there as normal.



Move this tile to any empty, buildable hex. No track tile can be placed on that hex.



Remove 2 resources of your choice from the map (either 2 from one city, or 1 from each of two cities). Then discard the tile.



Choose one of your unfulfilled contracts and place it back in the bag with the other contracts. Then discard the tile.

Retail version: Shuffle the contract back into the deck.



Your turn ends immediately. Then discard the tile.



Lose \$5 (or as much as you can). Then discard the tile.



No effect. This tile remains in place, blocking the hex.

MAUTOMA SOLO RULES

This solo mode is compatible with the **Cat Power** expansion. If you want to play against the Automa with the Cat Power expansion, follow the same rules described in the regular Mautoma rules.

When you flip a Cat tile, that tile works normally following the Cat Power standard rules, but if the tile is flipped by the Automa (if it lays track or builds a factory in the hex adjacent to a Cat tile, it works slightly differently, as shown below:



If there is a purple city within the Automa's network and that city is not part of your network, the Automa places this tile in a hex adjacent to such a city so that you are forced to take a longer path if you try to connect it.

If this is not possible, the Automa place the tile adjacent to any purple city.

Use the direction marker to break any tie.

From now on, no track tile can be placed in the hex where this tile is placed.



The Automa removes 1 resource from its factory with the fewest resources.

If this is not possible, the Automa removes the resources from your factory with the most resources next to it.

Then, repeat that process once more.

Use the direction marker to break any tie.



No effect.



The Automa's turn ends immediately.



The Automa loses up to \$5 (or however much it can if it has less than \$5).



No effect.