

# FINSPAN

## SHARKS & REEFS

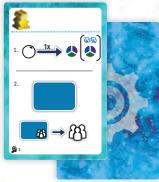
### NAUTOMA

solo rules designed by David Studley

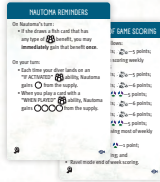
This rulebook updates the Finspan: Nautoma rules to be compatible with the Finspan Sharks & Reefs expansion. All rules from the Finspan: Nautoma rulebook are unchanged except as described in this rulebook.

## COMPONENTS

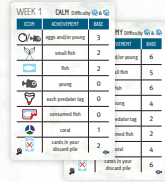
3 replacement  
Nautoma  
decision cards



1 Nautoma  
player aid card



3 replacement  
Nautoma  
achievement cards



## COMPONENTS TO REPLACE

This expansion comes with several replacement cards for Nautoma which add necessary information for playing this expansion. Before your first game, permanently replace the Nautoma achievement cards and 3 of the decision cards (Card IDs: 1, 2, and 6) from the base game, with the ones provided here.

In future games where you don't include this expansion, simply skip the action associated with coral.

## HOW NAUTOMA SCORES POINTS




In addition to earning points from fish, schools, young, eggs, and achievements, Nautoma also scores points from coral with this expansion.

## A NAUTOMA TURN

This expansion adds one new action, Add Coral.

### ACTION: ADD CORAL

*In this action, Nautoma will gather coral to compete with your growing collection.*

 **CONVERT 1 EGG TO 1 OR 2 CORAL:** If Nautoma has at least 1 egg, return 1 egg from her play area to the general supply. Then take 1 coral (2 coral for difficulty , ) from the general supply and place them in her play area. If she doesn't have an egg, nothing happens. *Note: This conversion only happens at most once per turn, even if she has more than 1 egg.*

## SCORING ACHIEVEMENTS

Nautoma can never have more of an achievement than would be possible for you to have.

For example, the base game has 7 unique tags, and this expansion does not add any new tags. Therefore, for the “unique tags” achievement, Nautoma may not have more than 7.

## CHANGES TO END OF GAME AND SCORING

At the end of the game, calculate Nautoma’s score as described in the Finspan Nautoma rulebook and then add the following:

- 1 point for each coral (all difficulty levels); and
- 5 additional points for every 6 coral (3, 5)

## CHANGES TO THE RAVEL MODE VARIANT

*Coral provides an additional scoring condition for Ravel mode, based upon the coral on your ocean mat.*

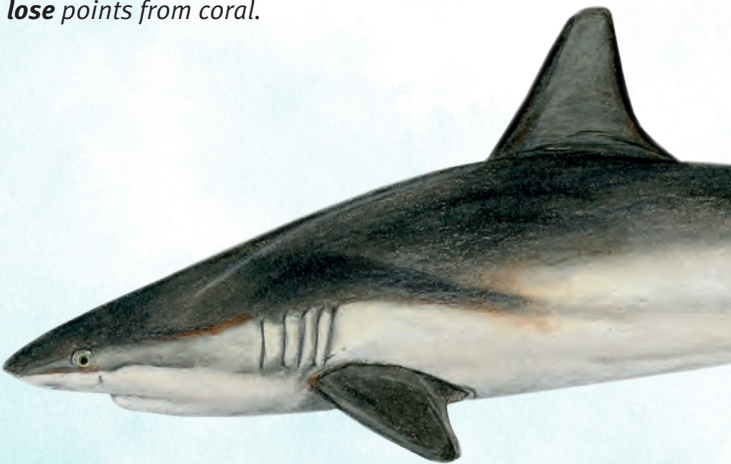
Setup for Ravel mode as normal. There are no additional setup steps.

## END OF WEEK SCORING

During the end of week, after resolving the points Nautoma gains from the Ravel mode scoring card, calculate any points that Nautoma gains or loses from coral. Compare how many coral **you** have in each diving site and calculate the additional points that Nautoma will gain and lose, as follows:

- **NAUTOMA GAINS POINTS:** Count the coral difference between the diving sites with the most and the 2nd most coral and multiply this number by **X**, the Ravel strength. Nautoma **gains** these many points. If 2 sites have the most coral, the result is 0.
- **NAUTOMA LOSES POINTS:** Count the coral difference between the diving sites with the least and 2nd least coral and multiply this number by **2**. Nautoma **loses** these many points. If 2 sites have the least coral, the result is 0.

*Note: Unlike the scoring from the Ravel mode scoring cards, Nautoma can **lose** points from coral.*



### EXAMPLE 1:



Your most coral are 5 (right) and your 2nd most coral are 4 (left), a difference of 1 coral. You are playing Ravel strength 3, where  $X = 3$ , so Nautoma will gain 3 points ( $1 \times 3$ ).

Your 2nd least coral are 4 (left) and your least coral are 1 (middle), a difference of 3 coral. Nautoma will lose 6 points ( $3 \times 2$ ).

Overall, Nautoma **loses** 3 points ( $3 - 6$ ).

### EXAMPLE 2:



Your most coral are 3 (middle) and your 2nd most coral is 1 (left or right), a difference of 2. You are playing Ravel strength 3, where  $X = 3$ , so Nautoma will gain 6 points ( $2 \times 3$ ).

Your 2nd least coral is 1 and your least coral is 1, a difference of 0. Nautoma will lose 0 points ( $0 \times 2$ ).

Overall, Nautoma **gains** 6 points ( $6 - 0$ ).



### AUTOMA LEAD PLAYTESTERS

Stuart Bettiss, Bill Collins, Marco Eckhardt, Damian Fleming, Julie Kaplan, Jeff McNaughton

### AUTOMA PLAYTESTERS

Paul Burwell, Valérie Chassé, Scott Gleason, Jason Martin, Tyler McKinnon, Paul Newsham, Jacob Sicinski, Darren Wolford

### AUTOMA COPYEDITOR

Karel Titeca



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