

TAZMANIA

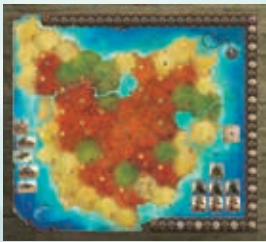
Components

- A double sided map
- 66 terrain tiles
- A scorepad and black bag for the Solo Campaign.

Setup

1. Choose whether to play with the fixed or tiled map:

Fixed Map



Conduct the survey as normal, placing a survey tile on each of the 13 survey markers.

- Do not place any Phosphates.
- No resources are placed in the Cornlands or Lakes.
- Old One tiles may be placed in the Outback, and in the Cornlands. When an Old One is placed in Cornlands, it should be of the same level as the closest neighbouring Outback hex.

Tiled Map



Shuffle all the Terrain tiles and place one face-down on each hex. Return the five leftover tiles to the box without looking at them.

- Flip the tiles faceup, except the seven central tiles in the darker area. Leave those facedown.
- Place the indicated resources and Old One tiles.
- Do not conduct the survey.



All tiles should be placed with the resources in the north, the farm symbols in the southeast, and the Old One symbols in the southwest.

If in a rare case there are not two empty hexes at the coast, players can each choose an empty tile to swap with a coastal tile.

2. Take an Eastern Barracks player mat and the normal starting resources.
3. In reverse player order, select a hex of any terrain type adjoining the coast and place your Port there. It cannot be placed next to another player's Port or in a hex containing resources, an Old One, or a Spawn tile.
4. Finally, if playing with the Revenge expansion, remember the extra setup steps including taking additional starting resources as described in the Revenge rules.

In AuZtralia, humanity came to build a new world after a long war against the Old Ones. They failed. The old terrors were waiting for them and pushed them back to the coast. Now their only hope lies in a nearby small island, Tasmania. Will this be the promised land?

TaZmania is a 1-2 player expansion for AuZtralia.

A 3rd player can be added if one is the Old One Player using the Mythos deck from the Revenge expansion.

Includes a solo campaign mode.



Playing the Game

1. When determining which Old One to reveal, look at the map column numbering starting with the left-most column and count downwards. It may be any level of Old One tile.
2. Lake hexes are impassable. Even the Old Ones cannot move onto them.
3. When recruiting help, you may pay 1 Gold to refresh the display. Move as many Personality cards as you wish to the bottom of the draw deck and refill the display.
4. All other rules, including **scoring**, are the same as in AuZtralia. However, if playing with Revenge, those rules and scoring apply.



Tiled map

- Hidden terrain tiles are flipped when a railway is placed in a neighboring hex. Add the indicated resources and Old One tiles.
- If an Old One approaches hidden terrain tiles, do not flip the tiles; they stay hidden. The Old One can traverse them without human players knowing what type of terrain is underneath.

FAQ

Can I attack a facedown terrain tile? *Yes, it will cause it to flip. Then place any resources or Old Ones and start combat as normal.*

Can I farm if there is no farm symbol on a tile? *No, it is wasteland.*

What if terrain tiles are still hidden at game end? *Flip them and add any Old Ones facedown. Those Old Ones will score double against you.*

Can I bank a piece of rail I paid for, in order to place it later? *No, you must place both tracks or forfeit it.*

TaZmania Solo

Choose a difficulty level that suits you, then start with those resources and setup conditions:

LEVEL	Gold/Iron/Coal	Start Position on Time Track	Place OO tiles in Cornlands?
EASY	4 / 4 / 4	0	No
HARD	4 / 3 / 3	2	Yes
INSANE	3 / 2 / 2	4	Yes



During Revelations, reveal all the Level 1 Old Ones from left to right based on the map column numbering, then level 2's and so on.



When you choose to play with a Solo Objective and fail to meet the goal, it will score you negative points equal to the VP you would have gained.



Game Design - Martin Wallace

Artwork - Sam Turner, James Colmer

Graphics - Bill Bricker

Game Development / Rulebook - Amanda Milne

Editor - Anna Russell

Thank you to all of our play testers, especially

Andrew Mitchell and Lars Toft



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SOLO CAMPAIGN

INTRODUCTION

In this campaign, you will

- play all 10 Solo Objectives in 10 Rounds/games,
- add a Victory or Defeat condition to each following Round, and
- gain or lose Experience Points (XP) that can be spent to build a stronger force as the challenges get tougher.

You will need the AuZtralia or TaZmania map, the ten Solo Objective cards, the small black bag, and the Campaign score pad.



SETUP

1. Setup the game as usual, except for the placement of your Port (see table below).
2. The ten Solo Objectives will be played in the order of the Campaign table (see next page and scorepad).
3. For TaZmania, use the fixed map, and follow the TaZmania Solo Mode difficulty levels and method of revealing Old Ones.

GAME ROUND and SCORING

You start with 10 XP. These are indicated by the XP circles at the bottom of the scorepad. You may earn more by winning a Round. After setup and before starting each Round, you can choose to spend your XP to acquire one or more Military Units for free. Refer to the costs at the bottom of the next page.

- Cross through the circles on the scorepad when you spend the XP. When you earn more XP, draw circles in the empty boxes.

Starting XP			
Earned XP			

- At the end of each Round, score as normal. If you met the Solo Objective, add the reward VP to your score before tallying up the difference between your and the Old Ones scores.
- For TaZmania: deduct the Objective VP if you did not meet the Objective.
- Record the scores and the difference as a positive or negative. It will be positive (a Victory) if you won the Round.
- Then determine your Win/Defeat condition that will affect the next Round.

END OF CAMPAIGN

After all ten Rounds, total the Difference column. A positive will be a victory for the new Australians. A negative is a victory for the Old Ones. If the difference is 0 the Old Ones win.

Tip! Remember the Solo game rules on page 19 of the AuZtralia rulebook.



Eastern Map port location	Western map port location	TaZmania port location
Place 1 cube of your colour and 19 of another colour into the bag. Draw the cubes one by one at random and place them from Port Caboolture in the east to Port Wallaroo in the west. The cube of your colour will define your Port location. If your cube is not drawn you may choose the location of your Port.	Place 1 cube of your colour and 12 of another colour into the bag. Ignoring the anchor/port symbols, draw and place a cube in each coastal/farming hex starting at Wudjari in the south and clockwise to the NW corner. The cube of your colour will define your Port location. If your cube is not drawn you may choose the location of your Port.	Place 1 cube of your colour and all 20 of another colour into the bag. Draw and place cubes, starting at the corn hex atop column 1, clockwise around the island, placing one in each empty coastal corn hex. The cube of your colour will define your Port location. If your cube is not drawn you may choose the location of your Port.

CAMPAIGN CREDITS: Solo Campaign Design - Sylvain Chiellini; Design Contribution - Thibault Bellet; Translation - Rafael Moreira; Rulebook and Development - Amanda Milne.

FAQ

Q) Help! I am on a losing streak!

A) If you suffer 3 defeats in a row, you can choose one of the bonuses you missed, and ignore the current defeat condition.

RATING - based on your Total

> 200 What a victory! *

1 to 200 You are a real professional.

-100 to 0 More practice needed.

< -100 Bad show! Your team must have let you down.

* Play again, but flip the Conditions so that a victory causes a hindrance, and a defeat gets a bonus. Tick the 'flip' symbol on the scorepad as a reminder.



VICTORY/ DEFEAT CONDITIONS

Align the Scorepad here >

Victory: Keep 1 Personality card for the next Objective and earn 1 XP
Defeat: Return all Personality cards

Victory: Start the next Objective with 2 extra Gold and earn 1 XP
Defeat: Play at Insane level rather than Easy for the next Objective

Arms Length

Victory: Remove a Level 1 Old One tile from the map* and earn 1 XP
Defeat: Start the next Objective with 1 less Gold

Arms Length #2

Victory: Keep 1 Personality card for the next Objective and earn 1 XP
Defeat: The display has only 3 Personality cards during the next Objective

Unmanned

Victory: Start the next Objective with 1 extra Iron, 1 extra Coal, and earn 1 XP
Defeat: Lose 1 XP

Losing Your Mind

Victory: Remove a Level 2 Old One tile from the map* and earn 1 XP
Defeat: Before the Survey, remove all the Kangaroo tiles

Straight to the Top

Victory: Remove a Level 3 Old One tile from the map* and earn 2 XP
Defeat: Before the Survey, remove all the Kangaroo tiles

Frenetic Farmer

Victory: Start the next Objective with 2 extra Gold and earn 2 XP
Defeat: Before the Survey, remove the 7 Survey tiles with a red clip

Golden Glow

Victory: Start the next Objective with 2 extra Gold
Defeat: Start at position 6 of the Time Track

Railroader

It's time to face the Old Ones in honourable combat.

* after completing the setup



You may opt to spend XP at the start of a new Objective:

2 XP = 1 Infantry

3 XP = 1 Vehicle (Car, Train, Airship)

4 XP = 1 Artillery