



SOLO MODE

In Solo mode, you compete against a fictional player called the Automa. Your goal is to finish the game with more VP than the Automa. You can adjust the difficulty of the game by selecting Action cards of different levels and switching to Expert mode.

COMMON AREA

A Set up the game as you would for a classic 2-player game.

Some Challenge cards cannot be played in a Solo game: *Commonwealth, Genetic Engineering, Global Warming, Resource Depletion, Crusades, Religious Indoctrination* and *The Reformation*.

PLAYER'S AREA

B Set up the game for one single player and play with the Civilization of your choice.

AUTOMA'S AREA

C Place the Automa board on the table.

- ① Location of the Civilization
- ② Location of Interest tokens
- ③ Location of Action Cards

Place a randomly drawn Civilization card, distinct from your own and with its regular side (A) facing up, in the designated area.

Civilization cards have 2 sides: a regular side (A) and an expert side (B).

For further explanation please refer to the Expert Mode rules at the end of this booklet.



Each Civilization card outlines specific priorities ④, which remain constant throughout the game.

Place the 5 Interest tokens on their designated track beside the card ②, maintaining the order of priority ④. The Civilization's interests will evolve throughout the game. The leftmost token indicates the type of card the Civilization is currently most interested in, while the token furthest to the right represents the least preferred card type.

⑤ Next, select the difficulty level of the Automa. The picture at the bottom of the Automa's board indicates the number and level of Action cards to use based on its difficulty level. The three levels are Low (brown), Intermediate (grey), and High (gold).



There are 4 different categories of Action cards: Battles, Philosophy, Leaders and Wonders.

Select a card from each of these categories, ensuring that they adhere to the constraints specified by the Automa's difficulty level.

Place these cards on the Automa board.

Example: To play at the second difficulty level, select one card from each of the four categories with the following level distribution: 1 high (gold), 2 intermediate (grey), and 1 low (brown).



PLAYING THE GAME

The game follows the rules of a classic game except for the 3 steps of the Evolution and Purchase Phase (Phase C) and the Battles during the end of round event phase (Phase F).

During these phases, you need to consider the Automa. The Action cards indicate the rounds when the Automa comes into action.



PHASE C.1 PROGRESSION OF PHILOSOPHY

During this phase, the Action card indicates the round in which the Automa advances along the Philosophy track.

If the Automa advances to a level you haven't reached yet, randomly flip one of the two Benefits and leave the other face down. If you advance to this level, you will obtain this Benefit.

If you both reach the same level at the same time, reveal the two Benefits and select the one you desire. If the Automa advances to a level that you have already reached, nothing happens.



PHASE C.2 ACQUISITION OF WONDERS

During this phase, the Action card indicates the round in which the Automa buys a Wonder card. The level of the card that the Automa will purchase is indicated on the Action card. To determine which Wonder the Automa will purchase, consult its Interests track. The Automa buys the Wonder corresponding to the type furthest to the left on the track.

If no Wonder of that type is available, the Automa then considers the second-most preferred type indicated on its Interests track, and continues to do so until it finds something that matches what it wants.



If several Wonders of the same level and type are available, the Automa takes the card that is located furthest to the left on the Market. If no Wonder of the specified level is accessible, the Automa selects a Wonder of a lower level that maintains its Interests.

The Automa automatically has the means to make its desired purchases, eliminating the need for resources or cube management. If you both want to buy the same card, the respective priority tracks determine who gets the card. If you have priority, the Automa buys another card according to its Interests track.

PHASE C.3 ACQUISITION OF LEADERS

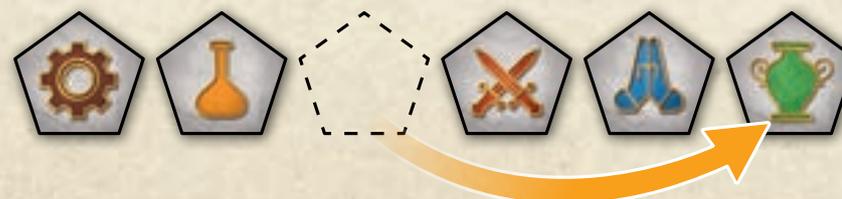
Phase C.2 Acquisition of Wonders rules apply to this phase, except that it pertains to the purchase of a Leader.



CHANGE IN THE AUTOMA'S INTERESTS:

AFTER A CHALLENGE

After each Challenge, the Interest token corresponding to the Challenge type shifts two spaces to the right.



AFTER A BATTLE

Immediately after each Battle, compare the Power of the Automa with your own.

- ① If the Automa has a lower Power, shift the Military type Interest token one space to the left.
- ② In case of a tie, the Military type Interest token stays where it is.
- ③ If the Automa has a higher Power, shift the Military type Interest token one space to the right.



PHASE F. END OF ROUND EVENT PHASE

CHALLENGES

The Automa does not participate in any Challenge so it does not win any Bonus or VP. Challenges that involve comparing players' statistics should not be included in the Solo mode setup. (See: Setup - Common Area)

BATTLES



The Automa systematically participates in Battles. Its Power is calculated based on the Power of the External Threat modified by the bonus or penalty indicated on the Battles Actions card.

The Automa neither earns the bonuses or collects the VP. It is just there to provide a ranking benchmark for the human player. The ranking involves 3 entities: the Automa, the player, and the External Threat.

To represent the Automa's Power, use a cube of a different color than your own.

END OF GAME

The game usually ends at the end of round 9. Your VP calculation is the same as in a classic game.

Compare your score to the sum of the VP present at the bottom of the 4 action cards of the Automa. If you exceed the score of the Automa, you win the game.



EXPERT MODE

If you have mastered the Solo mode and seek a more challenging experience, flip the Civilization card to its expert side (B) rather than using the regular side (A).

Each Civilization has unique abilities that will disrupt your gameplay.



EGYPT

If your advancement on the Population track entitles you to an Ambassador icon, do not take it.



MAYA

The multipliers of the Benefits on the Philosophy track are reduced by 1, resulting in new multipliers of $x0 / x0 / x1 / x1 / x2$.



ROME

For every Battle, the Automa's power is increased by 1, in addition to its regular modifier.



CHINA

The purchase cost of all Wonders is increased by 1 Builder icon.



ASSYRIA

In round 6, alongside the actions specified on the Action cards, the Automa also advances by one level on the Philosophy track, constructs a Level 2 Wonder and recruits a Level 2 Leader.



GOAL OF THE GAME

To win, your VP must exceed the sum of the VP indicated at the bottom of each of the 4 Action cards selected.

SETUP



A



B

C

