

SOLO EMPIRE

Set up for solo play

In general, you will set up the game as a normal with a few exceptions. Edicts and player powers are not used in solo play. Put them back in the game box. Use the game board side matching the back of the solo decks.

Collect your playing pieces as normal and choose a starting region for your home planet. Place your 2-polymer tile adjacent to your home planet. Set your polymers to 3, metal to 2 and energy to 1. Take 5 credits. Place 1 fighter on your home planet.

Your solo opponent is called **THE ANCIENTS**. Choose a color for the Ancients and give them 15 credits, 4 cruisers, 16 colony tokens and 1 throne. The Ancients do not have resources. They begin the game with 1 cruiser. They may gain additional cruisers when **ENGINEER** is chosen. However, to increase the difficulty, you may start the Ancients with additional cruisers — each one will intensify their ability to destroy the galaxy.

Prepare the deck of explorer tiles by removing all the empty space tiles from the game. Shuffle the remaining tiles and create a face down draw pile. Set out 3 tiles face up. Since there are no player powers in the solo game, ignore the rule of flipping powers when a wormhole appears.

Set the 7 story cards aside. Separate the other cards by the 7 roles and shuffle each deck to form 7 face down draw piles. Then shuffle the story cards and draw 3, placing 2 face down and 1 face up left to right creating a queue of cards. Read the text on the face up card.

General rules for solo play

The game follows the normal rules for play, but what happens on each turn is changed (see pages 2-3). Begin the game by placing the Monolith on any role and taking your turn. After you finish your turn, the following happens:

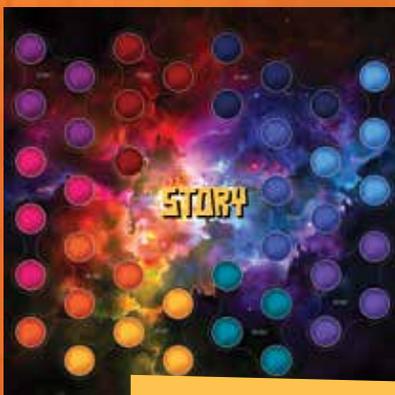
1. Draw and place a new event card face down to the left in your event queue based on the role you selected. For example, if you chose **STEWARD**, draw a card from the **STEWARD** deck. If the last card is drawn of any deck, the game immediately ends.
2. Resolve the event on the right — the current face up card. Then remove the card from the game. For solo play, if the event says **YOU** or **ALL**, it always effects you. Story cards have no events.
3. Turn over the next card in the queue and read the text. *Do not resolve the event yet!*
4. Move the Monolith for the Ancients to the role on the newly revealed event card. When moving, drop a credit from the Ancients on each role passed over. Give the Ancients any credits on the role selected. If the selected role is where the Monolith already is, the Ancients choose **WARLORD** instead. If already on **WARLORD**, the Ancients choose **REGENT** instead. If the Ancients do not have enough credits to reach the role, move the Monolith as far as possible — the Ancients choose this role instead.

THIS IS THE COMBAT DIAL FOR THE ANCIENTS.

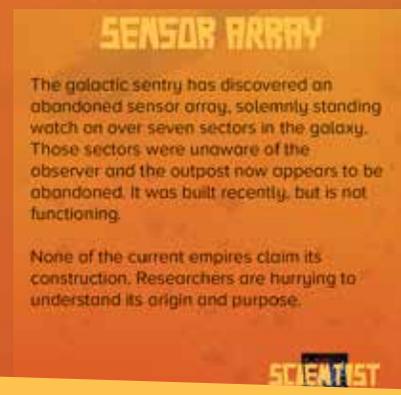


THE EVENT ON THE SOLO CARD.

THE ROLE THE ANCIENTS CHOOSE.



THERE WILL ALWAYS BE 3 CARDS IN YOUR SOLO QUEUE.



THE RIGHT CARD IS FACE UP AND ACTIVE.

PLAYING THE GAME

When you choose a role, follow the rules on the role below under **YOU**. When the Ancients choose a role, follow the rules under **THE ANCIENTS**.

EXPLORER There are 3 face up explorer tiles in solo play.

- ★ **YOU** choose and place 1 tile anywhere in the galaxy and colonize it. Then remove the other 2 tiles from the game.
- ★ **THE ANCIENTS** choose 2 exploration tiles and place each anywhere in the galaxy. Do not colonize either tile. Remove the remaining tile from the game. The Ancients score 1 colony token.

Refill the display to 3 tiles. If you cannot completely refill the display, the game immediately ends

SCIENTIST When selecting a technology, the Ancients always take a military technology if available, choosing the highest valued one first either face up or face down. If no military are available, they choose an industry. And if no industry either, then a culture. After taking, if they have a set of technologies of the same type with a combined cost of 4 or more, remove those technologies from the game and the Ancients score 1 colony token.

The Ancients never use their technologies.

- ★ **YOU** take your turn normally (you get the 1 resource discount). The Ancients then take a technology.
- ★ **THE ANCIENTS** take a technology. Then remove all face up technology cards from the game, and draw and display 3 new ones, one for each cost. You may then take your turn normally as if someone else chose **SCIENTIST** (you do not get the discount).

STEWARD The Ancients have no resources and do not collect any resources during the game. They do, however, gain credits.

- ★ **YOU** take your turn normally. The Ancients gain 3 credits.
- ★ **THE ANCIENTS** pick the left most market tile and then you take a turn normally, limited to the resources on the tile. The Ancients gain 5 credits.

MERCHANT When checking to invest in Far Space for the Ancients, if they have 6 or more credits, return 5 credits to the supply and they place a colony token in the lowest cost empty far space location. If there is no empty location, they instead score the lowest cost galaxy token.

- ★ **YOU** take your turn normally. The Ancients gain 3 credits and check if they can invest in Far Space.
- ★ **THE ANCIENTS** gain the 5 credits plus the credits on the market tiles and then check if they can invest in Far Space. Then you take your turn normally.

After **MERCHANT**, shuffle the market tiles and place them randomly, resource side up.

ENGINEER The Ancients normally begin the game with only 1 cruiser, but can gain more ships during play.

- ★ **YOU** take your turn normally. If the Ancients have a military technology, remove the lowest cost one from the game — the Ancients gain 1 cruiser into their staging area.
- ★ **THE ANCIENTS** gain 1 cruiser at no cost into their staging area. You may take your turn normally.

After **ENGINEER**, move the Ancients (see page 3), but do not battle.

WARLORD During **WARLORD**, if the Ancients ever enter a sector with your units or you enter a sector with their units, immediately battle the Ancients (see page 3).

- ★ **YOU** must first move the Ancients, then you may move your ships.
- ★ **THE ANCIENTS** go last. You may move first and then move the Ancients.



THIS IS THE SECTOR WHERE THE ANCIENTS WILL MOVE.

MOVE THE ANCIENTS The Ancients are destroying the galaxy. If an Ancient cruiser moves off an exploration tile, the tile is removed from the game and the Ancients score 1 colony token. If you had a token on the tile, the Ancients also score your token. Any ships you had on the tile are returned to your staging area. If the tile removed was your Home Planet, the game immediately ends.

To move the Ancients, do the following:

1. Choose the top card from any of the 7 roles and reveal it, noting the role on the front of the card. Remove the card from the game.
2. Look at the back of the top card of the deck matching the noted role — this indicates a sector in the galaxy. The Ancients move all of their cruisers and any cruisers in their staging area to that sector.
3. To choose a destination region, start with the top/left region in the sector, and search down/right to the first region with a planet tile and no Ancient cruiser, placing 1 cruiser in the region. Repeat this until the Ancients run out of cruisers. If they run out of regions with a planet tile, they will then place on any region, again from top/left to bottom/right. The Ancients may occupy a region with 3 ships.

BATTLE THE ANCIENTS Determine your combat strength and set your battle plan on your dial. Choose any top role card and reveal it. The combat dial revealed is the Ancient's battle plan.

1. Adjust the Ancient's combat strength. If the Ancients have only 1 cruiser, subtract 3 from tactics, 3 from weapons and 3 from shields. If a value goes below 0, treat it as 0. If the Ancients have 2 cruisers, subtract 2 from each. If the Ancients have 3 cruisers, subtract 1 from each. If the Ancients have all of their cruisers, do not subtract anything.
2. If you win tactics, score 1 galaxy token. You may optionally move a number of Ancient cruisers equal to the difference in tactics. You may move each cruiser up to 3 regions following normal movement rules. If the Ancients win tactics, they score 1 galaxy token. Your ships are not moved.
3. Resolve weapons and shields normally — you may choose which Ancient cruiser is destroyed. If you destroy one or more Ancient cruisers, score 1 colony token. Return any destroyed cruiser to the Ancient's staging area.

Unlike the regular game, you may choose which of your ships or colonies are destroyed by the Ancients. If they destroy a ship, return it to your staging area. If they destroy a colony, the Ancients score it.

REGENT The Ancients never colonize planets during the game.

- ★ **YOU** gain 2 influence as in the normal game. You may buy 1 additional influence for 2 credits. Place and resolve each influence normally. The Ancients score 1 colony token and 1 galaxy token.
- ★ **THE ANCIENTS** score 2 colony tokens and 1 galaxy token. You gain 2 influence as in the normal game. You may buy 1 additional influence for 3 credits. Then place and resolve each influence normally.

ENDING THE GAME

The game may immediately end in a number of ways.

- ★ If you or the Ancients run out of colony tokens, the game ends.
- ★ If any role deck runs out of cards, the game ends.
- ★ If you cannot fill the display of exploration tiles, the game ends.
- ★ If your home planet is destroyed by the Ancients, the game ends.

Score the game normally. The Ancients score for tokens in their throne and those in far space. They will have no tokens on planets. Highest score wins!

The Ancients can be quite brutal. If you find you cannot defeat them, play with fewer cruisers (even starting with none) or less credits given to the Ancients.



THE COMBAT DIAL HERE IS 4 FOR TACTICS, WEAPONS AND SHIELDS. IF THE ANCIENTS HAVE ONLY 1 CRUISER, IT WILL BE 1 IN TACTICS, WEAPONS AND SHIELDS.

EVENTS IN EMPIRE

Set up for multi-player

You can use the solo cards in a regular game of Empire of the Stars. It does add additional flavor and excitement to the game and a bit of story as well. However, be aware that many events are quite brutal and may even seem unfair as they are randomly drawn.

Return the story cards back to the box — they are not used in the multi-player game. Separate the other cards by the 7 roles and shuffle each deck to form 7 face down draw piles. During play, there will always be a face up event card. You can ignore the role listed on the face up card and the combat dial. These are only used in the solo game.

Using events in the regular game

After the Emperor has taken their turn, draw the top card from the deck matching the role they chose on their turn and place it face up. Read the text on the card including the event, *but the event does not yet happen!* If a role deck runs out, shuffle the discards and start a new draw pile.

When the Emperor next receives the scepter, the event on the card takes place *before* the Emperor chooses a role or scores the edict. If the event says **YOU**, the Emperor alone is impacted by the event. If it says **ALL**, all players are impacted by the event. Resolve the event starting with the Emperor and then around the table to the left. Discard the card and draw a new one, reading the text and event - but again waiting for the next turn by the Emperor before the event takes place!

