

CITIZENS OF THE SPARK

Solo Play

The citizens of Fera have assembled into the last two great settlements, where tensions are rising and panic begins to bloom. As the leader of your city, you must orchestrate your brightest citizens to outmaneuver the rival metropolis of Scyntilla, proving that your settlement is the destined home of the spark.

In solo play, you compete against the leader of Scyntilla to attract the most influential citizens to your city, becoming worthy of the Transmission's blessing and winning the game.

Scyntilla Card

- 1 Card Label
- 2 Card Name
- 3 Attack Icon
- 4 Group Icon
- 5 Action Description
- 6 Level 1-3 Action

1 ¹⁴ Executioner

2 Executed Sentence **3**

4

5 Award Scyntilla (*).
Discard () from your city.
Discard Scyntilla's ().

6 0 * | 2 | 3 * | 3 | 10 * | 4



The group icon determines which row of the assembly Scyntilla will attract citizens and collect sparks from. It also determines the Scyntilla card action's strength level, which is based on the number of citizen cards in the stack in that row of Scyntilla.

SOLO SETUP

Set up in the same way as in a 2-player game, with the following additions:

- 1 Place a group token to the left of each group of citizen cards in the assembly in this order from top to bottom: , , .
- 2 Create the Scyntilla deck. Gather the six basic Scyntilla cards (indicated with a ) and the Scyntilla cards labeled with the names of the seven citizens chosen to create the citizen deck. Shuffle these cards and place them face down near the play area to form the Scyntilla deck. Return all unused Scyntilla cards to the box.
- 3 Create Scyntilla. Reveal citizen cards, one at a time, and place them to the left of the group tokens starting at the top and moving down. If a revealed card matches a card already in Scyntilla, add it to that citizen's stack. Continue revealing cards, placing them in Scyntilla until there is a stack of at least one card next to each group token.



! *When creating stacks in Scyntilla, overlap citizen cards horizontally instead of vertically.*
- 4 Designate an area of the table to place sparks collected by Scyntilla.
- 5 You always take the first turn.

FIRST SOLO GAME SUGGESTION: Use the **HIGH INTERACTION** recommended card set.




SOLO CONCEPTS

Your opponent will build a city on the left side of the group tokens, beside the assembly. This is Scyntilla. There is space next to each group token to place a stack of citizen cards, as Scyntilla attracts citizens.

If Scyntilla has three stacks of citizen cards and attracts or gains another stack, place it below the lowest stack (the one next to the  group token). Any additional citizen card stacks are added to the left of that fourth stack. The complete series of stacks, starting next to the  group token and proceeding down and to the left, is called **Scyntilla's sequence**.

Scyntilla will often discard citizen cards when taking actions or following your actions. When this happens, if there are citizens remaining in the stack, the stack is moved to the end of Scyntilla's sequence.

If Scyntilla ever discards citizen cards and creates a gap in their sequence, immediately slide each stack towards the  group token to fill the gap.

Abilities on citizen cards in Scyntilla are **never triggered**. Scyntilla **does not** benefit from Reaction, Ongoing, or When Placed abilities. Scyntilla **does not** collect sparks for End of Game abilities.



SCYNTILLA'S SEQUENCE


SOLO: HOW TO PLAY


Player Turn: Take your turn in the same way as in the multiplayer game, following the Attract Citizens, Perform an Action, and Clean Up steps.

After taking an action, check to see if Scyntilla **follows**:

If Scyntilla has a stack of citizen cards matching your chosen citizen, award sparks to Scyntilla based on how many cards they have in the stack that matches your chosen citizen.

1 Card	2 Cards	3+ Cards
3*	5*	8*

Then, discard the top card from Scyntilla's stack matching the chosen citizen. If there are citizen cards remaining in the stack, move the stack to the end of Scyntilla's sequence. Slide each stack towards the  group token to fill any gaps.

Example: Lauren is playing against Scyntilla. After attracting citizens, Lauren takes a level 1 Medic action. Scyntilla has 2 Medic cards, and so Lauren awards Scyntilla 5 and discards the top Medic from Scyntilla's stack. She then moves the remaining Medic to the end of Scyntilla's sequence and slides the remaining stacks toward the  group token.*






Scyntilla Turn: Once your turn is complete, Scyntilla takes a turn.

- 1 Reveal the top card from the Scyntilla deck and place it face up next to the Scyntilla deck. The icon on this card is the **active group** icon.
- 2 Award Scyntilla the spark tokens, if any, next to the active group icon.
- 3 Place the group of cards next to the active group icon in the assembly in Scyntilla, starting with the leftmost card in the selected group and continuing to the right.

If Scyntilla has a stack in their city matching the citizen, add it to the stack.


If Scyntilla does not have a matching stack, create a new stack at the end of Scyntilla's sequence


- 4 Scyntilla performs an action.
 - Determine the action level of Scyntilla's action by counting the number of cards in Scyntilla's stack next to the active group icon: , , .
The action's level is based on how many cards are in the stack.
 - Zero or One card:** Scyntilla performs the level 1 action.
 - Two cards:** Scyntilla performs the level 2 action.
 - Three or more cards:** Scyntilla performs the level 3 action.
 - Perform the action on the Scyntilla card at the determined strength level.

Example: The Scyntilla card shows the  icon, and there are four cards in Scyntilla's stack next to the  group token. Lauren performs the level 3 action shown on the Scyntilla card, as Scyntilla has at least three cards in the stack.

 **The citizen next to the group token is not relevant to the action.**

 **The player's  abilities activate before a Scyntilla  action.**

- 5 Discard the top card from the stack next to the active group icon. Scyntilla **does not** take the action on this card.
- 6 After discarding the top card from the stack, if there are citizen cards remaining in the stack, move the stack to the end of Scyntilla's sequence. Slide each stack towards the  group token to fill any gaps.
- 7 You may follow the action on Scyntilla's discarded citizen card the same way you would in a multiplayer game. If Scyntilla discarded a citizen without an action or attack action, the player may not follow.

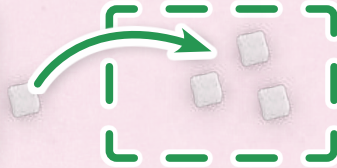
Example: After Lauren finishes performing Scyntilla's action and discards the top Outcast in the  group, Lauren may not follow by discarding her own Outcast because the Outcast only has an End of Game ability and not an action.

Solo Play Example

Example: Lauren reveals the top card of the Scyntilla deck, *Fraudulent Trade*, and places it next to the deck.



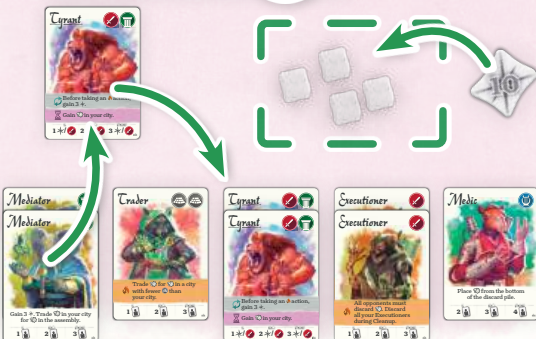
Since the *Fraudulent Trade* card shows the group icon, Lauren awards the single spark next to the group in the assembly to Scyntilla.

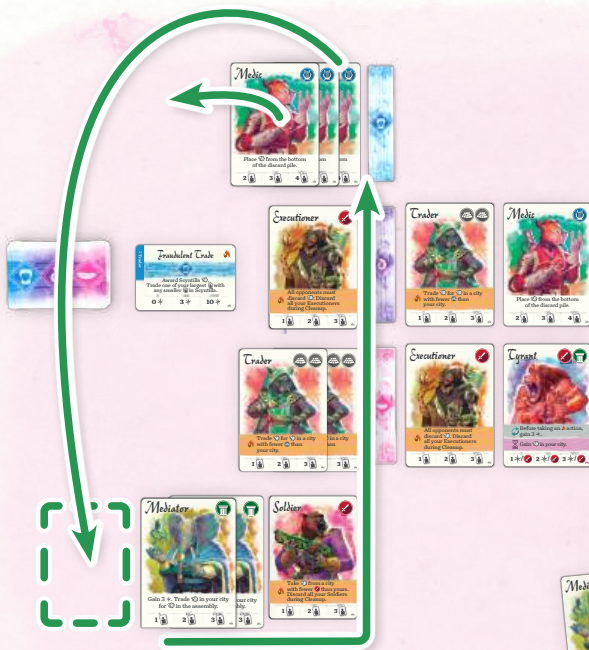



Lauren then moves the two cards from the group into Scyntilla: First she moves the *Medic* onto the existing stack of *Medics*, then she moves the *Soldier* to a new stack in Scyntilla's sequence.




Lauren then performs the *Fraudulent Trade* action at a level 3, since there are three cards in Scyntilla next to the group token. Lauren awards Scyntilla 10*, then trades one of her largest stacks, her *Mediators*, for a smaller stack in Scyntilla, the *Tyrant*.





Lauren then discards the top Medic card from the stack next to the  group token, moves the remaining two Medics to the end of Scyntilla's sequence, and slides each stack up to fill the gap.



Finally, Lauren follows with a level 1 Medic action (as she only has one Medic), placing two  from the bottom of the discard pile in her city. Scyntilla's turn is now complete.

SOLO GAME END

As in the multiplayer game, when the citizen deck is exhausted, the end of the game is triggered. Shuffle the discard pile and create a new citizen deck, as needed. Continue taking turns until Scyntilla completes their turn. This way, you and Scyntilla will take an equal number of turns.

SOLO FINAL SCORING

You and Scyntilla each gain sparks for each citizen card in your cities.

Gain spark tokens for any **End of Game** abilities in your city. Scyntilla **does not** benefit from End of Game abilities.



If you have more sparks than Scyntilla, you have triumphed over Scyntilla, received the Transmission's blessing, and won the game!

SOLO DIFFICULTY

For a more challenging game, increase the number of sparks awarded to Scyntilla when they follow on your turn.

	1 Card	2 Cards	3+ Cards
Normal	3	5	8
Hard	4	7	11
Epic	5	10	15

Solo Play Notes

SCYNTILLA CARDS

Call to Arms (#1), Devious Advice (#7), Cursed Divination (#13), Corrupt Politics (#25), Relentless Soldiers (#33)

The player may never give converted citizens to Scyntilla.

Cursed Divination (#13), Malevolent Mentoring (#20), Scholarly Wisdom (#30), Scouting Expedition (#32)

If Scyntilla would need to place more cards than are left in the deck, draw the last cards from deck, triggering the end of the game (See p.10, Game End). Draw the remaining cards from the reshuffled deck.

Guarded Conversion (#15)

Converted citizens can not be converted again. A stack containing only one face up citizen and any number of converted citizens may be chosen for this ability, converting no citizens.

Meritless Mediation (#17)

If there are fewer than four citizens in your city, trade a number equal to the amount of citizens in your city instead. All trades are completed simultaneously. You may not trade one of your citizens and then trade it back for another citizen.

Restorative Remedy (#18)

If Scyntilla would need to place more cards than are left in the discard pile, place all the remaining cards in the discard pile. No additional cards are placed.

Cast Out (#21)

If Scyntilla has an Outcast stack with converted citizens, place all face up Outcast cards in your city and discard all converted citizens from the Outcast stack.

Encore Performance (#22)

To double the effect means to complete the card's action and double any card placements, spark awards, or attack actions to the best of your ability.

Example: When Encore Performance doubles the effect of Cast Out (#21), place the Outcast citizen cards once, but award the number of sparks as if that number of Outcast cards had been placed twice.

Compelled Recruitment (#28)

After resolving the Scyntilla card, only refill cards in the assembly that were converted.

Fraudulent Trade (#34)




If Scyntilla has no stacks smaller than your smallest stack, trade any stack from your city with any stack of equal size in Scyntilla instead. If there are no equal stacks, do not trade any stacks and award only the sparks for this action.

Solo Play Notes, cont'd.

CITIZEN CARDS



EXECUTIONER


Scyntilla always discards cards from the  group first, then down the sequence until enough citizens have been discarded. Scyntilla always discards converted citizens () from a stack () before other cards in that stack.

PERFORMER



Citizens in Scyntilla never activate or trigger their abilities. Scyntilla will never follow the player's action with a Performer. The player may use a Performer to follow a citizen activated by Scyntilla.



POET

As in the multiplayer game, if the player uses a Poet in addition to their action, Scyntilla will discard only the citizen card () matching the player's active citizen.

PUPIL

Whenever Scyntilla places a Pupil, convert it to the stack next to the group icon on the revealed Scyntilla card. If Scyntilla places a Pupil during the player's turn, such as from the Diplomat, convert it to the stack () next to the  group icon.

