

CO₂: SECOND CHANCE SOLITAIRE RULES

The goal of the solitaire game is the same as the co-op version; however, you must complete **2 of your Private goals** instead of only 1 (see the Configuration card for 1-player games). You may also have an ongoing goal to accomplish.



SETUP

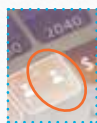
Use the standard **Co-Op** setup, with the following notes (**clarifications and alterations are in bold below**):

1. Use only one player color and player board.
2. **Take an extra action marker from another color (so you have 2); stack it on the other one.**
3. **Start with 20 points.**
4. Start with \$3.
5. Take 4 random **Private Goal cards** and choose the 2 you want to fulfill.
6. **Optionally, you may either take a random Solo Goal card or choose a specific one. This will make the game more challenging, and will also add replayability.** With this card you will have a 3rd goal to complete.
7. Set up to use the UN Inspectors Variant (see rulebook page 18).
8. Use the **1-player** Configuration card.
9. Grab 8 "**Opposition**" **Control cubes** of an unused player color. These will be placed in energy source spaces below the Regional Agenda tiles according to the following rules:
 - a. Look at the Environmental Goal tiles from left to right. Find the next energy type **Environmental Goal tile**. (Ignore region-based goal tiles.)
 - b. Choose any region as the "starting region".
 - c. Find the next region counter-clockwise from the starting region that meets the following criteria:
 - It has that energy type on its regional agenda tile.
 - It does not already have **Opposition Control cubes** in 2 of its energy source spaces.
 - d. Add an **Opposition Control cube** to the matching energy source space.
 - e. Keep doing it until all 8 **Opposition Control cubes** are placed.

These **Opposition Control cubes** make it a harder for you to take control of those regions' energy supplies. If there is a tie for control of a Region's energy supply you are always considered to have more knowledge in the tied energy types.



PLAY



Remember: In a **1-player game**, you will play **4 Decades**, and each decade has **4 Rounds** in the **Operations phase**.

All the rules of **Co-Op** play are in effect, with the following notes:

- Each round of the **Operations phase**, you may pollute to take a **Second Main action**:
 - To do this, you must increase the **CO₂ Pollution Level marker** 1 space on the **CO₂ track**. If the pollution marker is already at 500 ppm, you cannot take a **Second Main action**.
 - The **Second Main action** must be **different** from the first main action you took. Use the second action marker to track this.
 - You cannot take any extra **Executive actions** by doing this. So in one turn it's possible to take **2 Main actions**, but still only **1 Executive action** of each type.
- Play with the **UN Inspectors variant** (see rulebook page 18).
- The goal of the solitaire game is depicted on the Configuration card: Play all 4 decades, complete 2 Private Goals, and claim all but 3 **UN Goal cards**. You also have to complete your ongoing Solo Goal Card.

SOLO GOAL CARDS

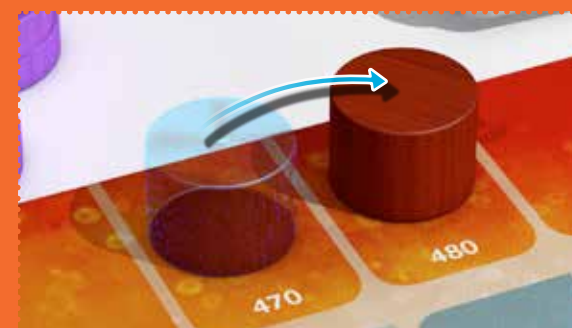
	1. Max out all 5 knowledge tracks by the end of the game.		2. Build 10 plants by the end of the game.		3. Build 5 plants by the end of the 2nd decade.
	4. Build a plant in every region by the end of the game.		5. Complete all 4 private goals by the end of the game.		6. Start the game with 10 points, instead of 20, and still win.
	7. Win a game with no Gas (20) fossil fuel plants (discard them as they come out, and draw a new plant).		8. Complete all Power Plant goals by the end of the 2nd decade.		9. Have 6 CEPs in Asia at the end of the game.
	10. Complete a 2-topic, a 3-topic, and a 4-topic summit by the end of the game.		11. Replace a fossil fuel plant by building a new plant in a region with no empty plant spaces.		12. Don't use any lobbyist cards in the first decade.

EXAMPLE

After Building a power plant as her main action, **Yellow** moves a scientist from her player board to a project as her executive action.



She then decides to advance the CO₂ Pollution Level marker from 470 to 480 ppm to take a Second Main action.



Yellow would like to build another power plant as her second action, but she must take a different action. So she decides to propose a project, instead.



She also wants to move a Scientist onto the just-placed project, but unfortunately she already used her scientist executive action during this turn. She may still take the other 2 executive actions.