SHADOW EMPIRE 2-PLAYER VARIANT

INTRODUCTION

To add more competition on the advancement track in games with 2 human players, you can include the Shadow Empire, an easy to run artificial opponent. We do not recommend this variant the first time you play Tapestry.

The Shadow Empire does nothing except advance on the advancement tracks (without gaining any benefits or bonuses) to potentially gain landmarks and the "complete any advancement track" achievement.

SETUP

1. Choose a color for the Shadow Empire.

2. Give it all player tokens of its color. Place 1 on the starting space of each advancement track.

3. Roll the science die and place an additional player token of its color on the start space of the indicated track, and move the two tokens together when the Shadow Empire advances or regresses. **This is the Shadow Empire's favorite track.**

4. Take decision cards 1-12 (gray backgrounds behind their ID numbers—the shape doesn't matter) and shuffle them together to form the decision deck. The remaining cards won't be used.

THE SHADOW EMPIRE AS A PLAYER

The Shadow Empire is considered a player and neighbor for all purposes that relate to its player tokens on the advancement tracks and the landmarks it gains. For any other purpose it is not.

AA **PP** The Shadow Empire isn't considered a player for the purpose of handling the landmark cards during setup.

PP When playing the Advisors civilization, you cannot give a tapestry card to the Shadow Empire.

AA You can use the Shadow Empire's Twin Impact variant (see page 11 of the Automa rulebook).
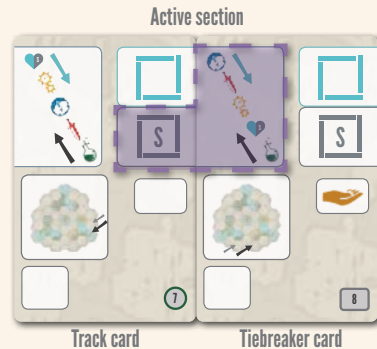
ANATOMY OF A DECISION CARD

Decision cards consist of these elements:

The Card ID number and Card type have no gameplay function, and in this variant the sections blocked off are not in use.

A DECISION CARD PAIR

During the Shadow Empire's turn, a pair of decision cards is used to determine where it advances:

The left card is called the track card and the right card is called the tiebreaker card. Only the active section (highlighted in purple) is used.

A SHADOW EMPIRE TURN

The Shadow Empire is the last player in the turn order and follows this procedure:

1. If the decision deck is empty:

   a. If the Shadow Empire's tokens on its favorite track have reached the end or there's a further advanced token there, then it changes its favorite track.

      The track it chooses is the one that would be chosen if it used 🏛 during an advance turn (see *Advance On One Track*). This can be the same track as its current favorite.

      Move one of its two tokens from its current favorite track to the token already on the new favorite track.

   b. Reshuffle the 12 cards to form a new decision deck.

2. Draw the topmost 2 cards from the decision deck and place them face up as a decision card pair.

3. Advance on one track for the Shadow Empire.

4. Discard the decision card pair.

You can look through the discard pile at any time.

ADVANCE ON ONE TRACK

When advancing on a track, the only things the Shadow Empire can gain are landmarks (place them near the decision deck) and the "complete any advancement track" achievement.

The gray track indicator icon with an "S" on the track card defines one or more valid tracks for the Shadow Empire.

The valid tracks are:

S	All tracks where the Shadow Empire's token isn't on the last space.
🏁🏠	The track(s) with the shortest distance from the Shadow Empire's token to either an unclaimed landmark or the end of the track. Ignore tracks where the token is on the last space.
🏁S	The track(s) with the shortest distance from the Shadow Empire's token to the end of the track. Ignore tracks where the token is on the last space.
⬆	If more than one track is valid, the Shadow Empire advances on the one that's first in the track tiebreaker list on the tiebreaker card **bottom to top.**
💙S	Indicates the Shadow Empire's favorite track.

Example: If the technology and military tracks are valid for a Shadow Empire advance and its favorite track is science, the tiebreakers on the right would make it pick military. Had technology been the favorite, it would have been chosen.

GAME END

The Shadow Empire ends the game when the last human player has finished their final income turn. It doesn't participate in determining the winner at the end of the game. Only a human player can win the game.

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