IMPERIAL SETTLERS
Empires of the North
SOLO BOOKLET

The **IMPERIAL SETTLERS: EMPIRES OF THE NORTH** solo mode is a scenario driven mode, with each scenario uniquely designed to give a different feeling to the game and its pacing. Even though each of the scenarios has modifications to the Setup, Rules, and Scoring, all of them have some basic similarities presented below.

BEFORE THE GAME

A first significant change is the **game length**; solo mode is played over four rounds, and during that time you will try to beat both your high score and the scenario's VP threshold. Using different Clans and tactics might be the critical factor here, so when you note your scores and compare them with other players online, make sure that you include the Clan you used in that game because sometimes it's easier to beat a scenario with a specific Clan.

Once the game is set up according to the rules on page 3 of the Rulebook, it's time to decide which scenario you want to play, and open this booklet to the appropriate page. Scenarios don't have to be played in any specific order, as they don't create a continuous story.

Place an unused Clan marker on the Scoreboard on the space with number '1' to use as the round tracker, and move it forward one space during each Cleanup phase.

Finally, look up scenario specific **Setup changes** and follow them before you start the game.

DURING THE GAME

During the game there are a few overall changes that you need to keep in mind; the first is a change to the **Lookout phase**. Once you've finished all the steps and you've retrieved the cards set aside, use any random method to shuffle and draw one of the 5 Number tokens (use a non-transparent bag or a bowl for example), and resolve the effect of the Event with the same number from the **Event table** in that specific Scenario. Once it's resolved, return the Number token back to the pool, meaning you might have to resolve the same event during a future round's Lookout phase.

If player cannot spent required Goods as instructed in the Event, they loose 2 ⭐.

During the **Action phase**, there are no overall changes to the gameplay, except for the fact that you are simply doing one action after another.

Additionally, you can use the Location presented in the scenario, but it isn't worth any ⭐ at the end of the game.

If it's a Location with an Action, remember it's exhausted after use (instead of rotating it, you might cover it with the First player marker).

The **Expedition phase** is the same as usual, with every aspect of it staying intact.

During the **Cleanup phase**, before you take back your Clan action pawns from Action tiles, flip any tiles containing your action pawn over to the **SOLO VARIANT ONLY** side, that shows an increased cost to use that action (unless it's already on that side, in which case it stays that way). Additionally, any tile on its **SOLO VARIANT ONLY** side that shows the increased cost, and doesn't hold any of your pawns, should be flipped back to its standard side without any extra costs. After that, move the round tracker (prepared before) by one space, and continue with this phase as usual.

NOTE: Make sure you plan the placement of your Clan action pawns in advance because it's easy to lock yourself out of the Resources if you, for example, forget to prepare a 🐑 when planning to use the Harvest action on the next round.

Finally, look up scenario specific Rules changes and follow them during the game.

AFTER THE GAME

Once you've finished the fourth (and final) round of the game, calculate your final score as usual (remember that the Location from a Scenario doesn't provide any VPs), and include any changes presented within the scenario afterward. Compare your outcome with the Scenario threshold to see if you managed to beat it, and share your results with us through social media or boardgamegeek.com.

Additional questions:

If during the game, you stumbled upon a problem with a specific Clan in a particular scenario, make sure to check our website: **portalgames.pl/en** to find an answer.

WINTER IS COMING

VICTORY POINTS THRESHOLD: 30

Information about the winter struck you suddenly. It's supposedly the harshest winter of them all. There's no time to waste. We need to prepare for the worst!

SETUP CHANGES:

> Take 3 🍎 in addition to Resources shown on your Basic Field cards.

RULES CHANGES:

> *Action:* Spend 2 👤 to gain 1 🏹. May be activated any number of times.

SCORING CHANGES:

> Before you add any ⭐ for Buildings and Food, you must feed all your 👤: Spend 1 🍎/🏹 for each 👤 in your Empire (within your supply, Spent and Assigned). For each 👤 that you can't feed, lose 3 ⭐.

SCENARIO EVENTS

1 FROSTBITE
Spend 1 👤.

2 FEED THE TRAVELERS
You may spend 1 🏹/🍎 to gain 2 🟡.

3 FROZEN LAND
Exhaust 1 Field Location. Unexhaust it during the Cleanup phase.

4 COLD
Discard 1 🟫 from your hand if possible.

5 COLD NIGHTS
Spend 1 ☁️ or Exhaust 1 Field Location. Unexhaust it during Cleanup phase.

BURIED PANTRY

Action: Spend 1 🪨, 1 🍎, and 1 🏹 to gain 4 ⭐.

OUTPOST

After long weeks of voyaging through the open seas, your Clan has finally reached a steady piece of land. However, it happens to have restricted access to its grounds; you take what you can get and try to make the best of it.

SETUP CHANGES:

> Place to the side one of the unused Clan decks and draw 5 cards from it. Place them face down in front of you as Building sites.

RULES CHANGES:

> You are limited to a number of Action Locations equal to the number of your Building sites. To keep track of this, when building an Action Location, place its card on top of an empty Building site.

> Conquered Islands aren't limited by the Building sites, so they shouldn't be placed on top of them.

> You may build over any existing Action Location with another Action Location by adding 1 additional 🪵 to its normal cost. Place the new Location on top of the old one. The old one is no longer available.

> Each time you Explore, you may spend 🪓 to gain an additional Building site (draw and place a new face down card from the set aside Clan deck).

SCORING CHANGES:

> Each Action Location that was built over (and stayed underneath) is worth 2 ⭐ at the end of the game, while the ones on the top are still worth 1 ⭐.

> Each Island within your Empire is worth 2 ⭐ instead of 1.

> Each 🧍 in the Outpost Headquarters is worth 1 ⭐.

SCENARIO EVENTS

1 KING'S SUPPORT
Gain 2 🪓.

2 NEW HORIZONS
You may spend 2 🧍 to gain 2 Building sites.

3 OLD GUARDHOUSE SITE
Gain 1 🪓 and 1 🟩.

4 LOCAL HELP
EXPLORE.

5 OUTPOST SUPPORT
Gain 1 🪵, 1 🪨, 1 🍎, and 1 🐑.

OUTPOST HEADQUARTERS

Action: Assign 1 🧍 to EXPLORE.

PIRATE'S DEN

After many voyages, you've stumbled across pirates. You wouldn't ever have guessed it, but you've grown to love their lifestyle. Now your Clan has become pirates themselves, and the adventures are calling! However, you can't leave your den unattended!

SETUP CHANGES:

> Draw 2 Nearby Islands from the top of the deck and add them to your Empire as Conquered Islands.

> Take 1 🛡 in addition to the 5 from the setup.

RULES CHANGES:

> New game effect - **Secure the Den**: Spend 1 🛡 for each Location (excluding Fields and Islands) in your Empire or discard that Location.

> You may build any Island (either Nearby or Distant) from your hand, as if they all have the cost: Spend 1 🪵 to build.

> Each time you Pillage, shuffle that Island into your Clan deck instead of discarding it.

SCORING CHANGES:

> Each Island within your Empire is worth 2 ⭐ instead of 1.

PIRATE'S ACADEMY

Action: Spend 1 🗡 and 1 🪵 to POPULATE.

SCENARIO EVENTS

1 VOYAGE
Secure the Den.
Additionally, draw 1 Nearby Island.

2 MAPS
Secure the Den.
Additionally, reveal 1 additional 🟩 from both Island decks.

3 DRIFTING SHIP
Secure the Den.
Additionally, gain 1 🏴 or 1 🛡.

4 RAIDERS RETURN
Secure the Den.
Additionally, search your discard pile for any 🟩 and place it into your hand.

5 OUTPOST SUPPORT
Secure the Den. Aditionally, discard 1 🟥 from your Empire (excluding Fields and Islands) and draw 1 Nearby Island.

KINGDOM AT WAR

Furious barbarians from a distant Empire are invading surrounding lands, and our people are startled. We cannot live in fear; let's show them this is no place for them! Form your troops, and lead your Clan's Empire to Victory!

SETUP CHANGES:

> Search your deck for 1 🟩 that provides 🪓 (Field or Action) and 1 🟩 that provides ⭐ (Field or Action) and add them to your Empire. Gain any bonuses (Fields or Buildings) as if you built them.

RULES CHANGES:

> New game effect: **Invasion**: Take 1 🪓 from the general supply and if possible, place it on an Action Location in your Empire. Each Location can only have 1 🪓 on it. Any Location with 🪓 token on it is called "Invaded".

> To use an Invaded Location you must spend 1 🧑/🪙 first.

SCORING CHANGES:

> Each pair of 1 🧑 and 1 🪓 in your Empire is worth 2 ⭐ at the end of the game (All 🧑 in your Empire (including spent and assigned), but only 🪓 in your supply).

BATTLE!

Feature: To use an Invaded Location, spend 1 🪓 (instead of 1 🧑/🪙) to gain 2 ⭐.

VICTORY POINTS THRESHOLD: **35**

SCENARIO EVENTS

1
WE CAN'T ALLOW IT
Invasion. Additionally, gain 2 🧑 for the current Round (remove them during the Cleanup phase); place 2 🪓 on your Clan tile as a reminder and remove them afterward.

2
OUR PANTRY IS FALLING
Invasion. Additionally, discard 2 Resources of any type.

3
LET'S PUSH THEM BACK
Invasion. Additionally, gain 1 🪓 and 1 🪨.

4
MORALE DOWN
Invasion. Additionally, spend 2 🧑.

5
SECRET WEAPON
Invasion. Additionally, gain 2 🪓.

YOUR SCORES

	Faction	Scenario	Date	Score		Faction	Scenario	Date	Score
1					16				
2					17				
3					18				
4					19				
5					20				
6					21				
7					22				
8					23				
9					24				
10					25				
11					26				
12					27				
13					28				
14					29				
15					30				