

INVENTIONS

Evolution of Ideas

Solo Rules

Designed by Vital Lacerda

Development by Shelley Danielle and John Albertson



In the ancient world, two powerful gods, Chronos and Hephaestus have returned to Earth with a new challenge in mind. Seeking to prove their superior intellect and strategic prowess, the two gods created their society, determined to outshine and compete with humans in technological advancement.



Chronos, the god of time, known for his wisdom, foresight, and ability to measure and mark the passage of time. Hephaestus, the god of blacksmiths and craftsmen, uses his skills in metalworking and engineering to create advanced tools, weapons and machines that give his society an edge in resource acquisition and warfare.

As their societies progress through the ages, Chronos and Hephaestus continue to push the boundaries of innovation, always seeking new ways to gain an advantage over their opponent. Their influence can be felt throughout human history, as their divine guidance and inspiration make new technologies and advancements possible.

The stage is set for an epic battle of brains and brawn, as humans and gods vie for supremacy in technology and innovation.

GAME OVERVIEW

In this solo game, you will face off against two bots, Chronos and Hephaestus. Chronos will play a similar role as he does in a two-player game, while Hephaestus will have his own set of rules that involve using action cards—your objective as the player is to outscore both bots combined. You can also work towards

completing Accolades, which will grant you points and a title. Chronos and Hephaestus do not use player boards, or place tiles, disregard influence, and treat all citizens as scholars. Both bots will add their scores to determine the winner.

GAME SETUP

Set up the game as you would for a 3-player game, but with the following exceptions:

FOR CHRONOS:

- Choose a color for Chronos, and create a supply of his citizens, Influence tokens, and a Season pillar.
- Chronos does not use Pillars to perform actions (he always performs 1 of 4 core actions per round), and he does not take any **Chain Actions**.
- He does not use a player board, Aspiration tiles, Influence, or score markers.

- Chronos does not start with nor hold any cards, taking them as needed from the display (see actions).
- Place one citizen on the Private Milestone matching the chosen color for Chronos.
- Place Chronos' Influence tokens face-down above the Era track, one between each pair of Eras except 5 and 6. The symbols on the influence tokens don't matter. Chronos should have 1 Influence token remaining.



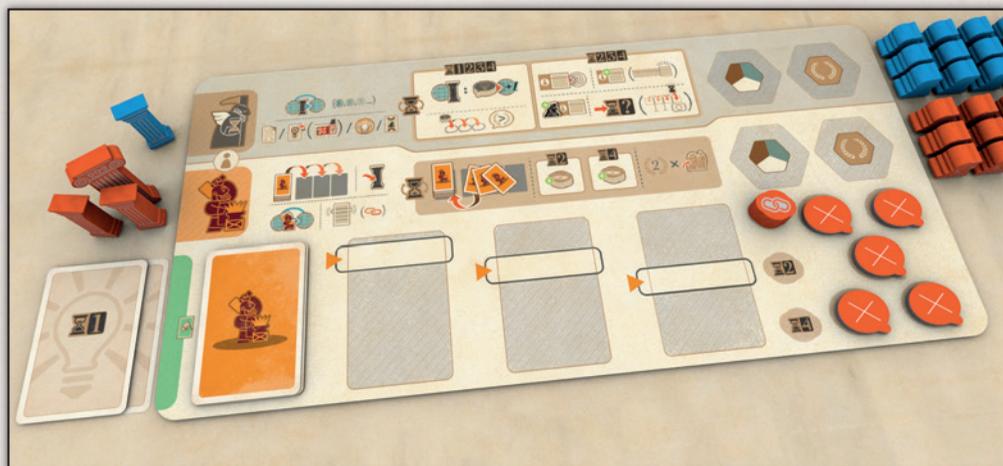
- Chronos takes his starting idea (B) to match his milestone and replaces the Idea card in the lowest numbered region with an Idea card matching the same specialty (**economy**, **culture**, or **technology**). Return the replaced idea to the game box. Chronos never receives the benefits of Presenting an Idea.
- After Presenting his idea, place the required 1 or 2 citizens in Chronos' color to the left of the idea, then put his Season pillar and one citizen in that region on the map. Chronos does not receive the benefit of the Specialist tile.
- Place the remaining Influence token face-down in the leftmost (highest-value) space above/below the card.
- Chronos does not take actions on his Influence tokens.

Now, you the player perform your Stone Age setup round.

FOR HEPHAESTUS:

- Choose a color for Hephaestus. Give him the solo player board, all citizens, turn order marker, Hephaestus' Epoch/Seasons Pillars, Era marker, Influence Tokens, and chain tokens. Use the area on the left of the board for Inventions taken from Chronos and Hephaestus during game play.
- Use the dedicated spaces on the board to keep Chronos' and Hephaestus' Progress/**Wealth** tiles.
- Keep one of the **Chain Action** tokens on his board and place the other two between Eras 2 — 3 and, 4 — 5.
- Place one citizen on the Private Milestone matching the color you chose for Hephaestus.
- Hephaestus takes his starting idea (B), matching its milestone, and replaces the idea in the next available region **after the Chronos idea**. Return the discarded idea to the game box. He does not receive the benefit of the Specialist tile.
- After Presenting his idea, place the required 1 or 2 citizens to the left of the idea, put an extra unused pillar (to track Hephaestus' region) and one citizen in that region on the map, and finally, place one of his Influence tokens in the leftmost (highest-value) space above/below the card. Hephaestus never performs the actions on his Influence tokens, so they can all be played face-down when used.
- Randomly place 2 Era 1 inventions next to Hephaestus' player board.
- Shuffle the Hephaestus action deck and place it on the leftmost space of his player board.

**Set the starting turn order as follows:
Chronos, You, Hephaestus.**



GAMEPLAY

You play your turns as normal. Every time Chronos or Hephaestus gain IP, they both move Hephaestus' scoring marker.



CHRONOS' TURNS PROCEED AS FOLLOWS:

1. All of Chronos' citizens are scholars (with no academy limit), and he only needs to use one scholar when inventing.
2. On Chronos' turn, move his Season pillar to the next region in the migration path (e.g., if it's in Region 4, move it to Region 5, from region 7, move it to region 1) and try to perform one of these actions, preferring: Present an Idea > Invent > Share > Innovate.
3. Chronos never benefits from the specialist tile in the region where he Presents.



HEPHAESTUS' TURNS PROCEED AS FOLLOWS:

1. Draw the top card of Hephaestus' action deck and place it on the leftmost empty space of his player board. The position of his card determines the action on his card he will begin his turn with - 1st, 2nd, or 3rd.

Note: On Era 1, Hephaestus just takes the top card and places it on the leftmost space of the board, and resolves the action from the top. Then sends the card to the bottom of the deck before the start of Era 2.

2. Place one of Hephaestus' Season Pillars or move his Epoch Pillar (as usual) in the forum action space matching the 1st/2nd/3rd action on his card. By the standard rules, he cannot have more than one pillar on the same forum.
3. Move Hephaestus to the region where he will take the action.

Resolve the forum action plus the **Chain Actions** up to the number of **Chain Action** tokens he has. Hephaestus prioritizes resolving the initial action first. If unable, he proceeds to the next action he can complete, looping back to the top of the card if necessary. Then, if that action has the Chain Action icon next to it, he attempts the next action listed on the card as a **Chain Action**. If it is not possible, he ends his turn, even if he has remaining **Chain action** tokens to spend (see actions below).

4. When gaining a Progress tile, both characters take the one with the same number as the Region where the action was taken. If Chronos or Hephaestus already have the tile or none are left, they take one from the next numbered Region until they can take a Progress tile. Each time they gain Progress tiles, they take one matching the idea in the region (different from the standard rules), or the **Wealth** tile if they Shared an invention. If the region is empty, take a Progress tile matching the rightmost card of the Idea display.
5. Chronos and Hephaestus store Progress and **Wealth** tiles in different places on Hephaestus' board. This means Chronos and Hephaestus can hold the same Progress/**Wealth** tiles like two different players.



Example

Hephaestus' 1st turn: Present action.

*2nd turn: Gain Influence action. With a **Chain Action** token and a **Chain Action** icon, he took the Invention action.*

*3rd turn: Innovation action. Spends a **Chain Action** token to Call Specialists. If he had another token, he would also take the Travel action.*

END OF ERA

Before performing the standard end-of-era steps, Hephaestus and Chronos will do the following:

1. During End of Eras, Hephaestus shuffles his used action cards and places them at the bottom of the remaining deck.
2. At the end of Era 2, Hephaestus takes the 2nd **Chain Action** token from the top of the Era track and moves it to his board. Now he can take up to 2 **Chain Actions**. At the end of Era 4, the 3rd **Chain Action** token becomes available to him.
3. At the end of Eras 1–4, Chronos places one of his Influence tokens in a region. He looks to where his Season pillar is and moves it to the next region where he does not already have an Influence token, placing one of his tokens on the leftmost empty space. Then he scores the IP indicated on the most valuable space of the region, even if occupied.
4. At the end of Eras 2–4, Chronos takes a new milestone and advances in Eras. First, he moves his current milestone to the Common Knowledge display, then takes the rightmost milestone from the Eureka display, places it on his milestone display, and puts one of his citizens on it. Next, he advances his Era token to the rightmost empty space of the new Era. Finally, if he (or Hephaestus) places his token above the change turn order benefit, he will move to first in turn order when performing the End of Era steps. Then, if there are still one or more Milestones in the display, the non-player moves their Milestone to the Common Knowledge display and places the rightmost Milestone in their Private display. If a 3rd or 4th Milestone is still available, they are placed in the Common display. The Eureka display is then refilled as usual.
5. During the step of returning Sages to the board, Hephaestus gets 2 IP for each Sage he returns.

INFLUENCE

- Hephaestus doesn't gain or lose influence.
- If you place any of your pillars in an Action space with Hephaestus' pillars or visit his milestone when he is in a more advanced era, he gains 2 IP.
- If Hephaestus places any of his pillars in an Action space with any of your pillars or visits your milestone when you are in a more advanced era, you gain Influence as per the normal rules.



CHRONOS ACTIONS



Present an idea: If this region already has an idea, skip this action (Chronos tries to Invent the idea).

Take the rightmost idea from the Idea display and place it in the region. Next, place the required 1 or 2 of his citizens on the Specialist tile. Chronos doesn't receive the benefit from the Specialist tile where he Presents.



Invent: If this region already has an invention, skip this action (Chronos will try to share the invention).

Chronos' citizens are all scholars, and he only needs 1 to invent (he ignores any additional exhaustion required). Then, he takes a Progress tile from the display matching the type of idea he invented and the region number. This is different from the usual procedure.

However, he can only invent the idea if the required Milestone has made it onto the board. If he cannot, he moves his pillar to the next region and goes through the actions list starting from the beginning again.

If no Progress tiles of that region number remain, or if he already has a tile with the same number, he looks for a tile matching the next region number and then the next one until he can take one. Then, place the Progress tile in Chronos' space on Hephaestus' board.



Share an Invention: If Chronos cannot Share an Invention in this region, skip this action (Chronos tries to Innovate).

Follow the Share an Invention rules as usual. If Chronos or Hephaestus invented it, place the card next to his board in a common pile. Chronos claims the **Wealth** tile next to the card unless he already has that tile. If he already has it, he instead claims a Progress tile that matches the specialty of the shared card. The presenter scores IP as usual.



Innovate: If Chronos cannot Innovate, skip this action; move his pillar to the next region in the migration path, and once again go through the list of actions until you find one he can perform.

As usual, place a citizen from Chronos' supply in the Innovate space. Chronos never performs the **Chain Action** from an Innovate action.

Once Chronos takes one of the above actions, his turn ends.



HEPHAESTUS ACTIONS



Present an idea: Move Hephaestus to the next region in ascending number order that doesn't have an Idea card.

Take the rightmost idea from the Idea display and place it in the region. Next, place the required 1 or 2 of his citizens on the Specialist tile. Hephaestus doesn't receive the benefit from the specialist tile.



Share an Invention: Move Hephaestus to the next region where he can Share an Invention.

Follow the Share an Invention rules as usual. If Chronos or Hephaestus invented it, place the card next to his board in a common pile. Hephaestus claims the **Wealth** tile next to the card unless he already has that tile. If he

already has it, he instead claims a Progress tile that matches the specialty of the shared card. The presenter scores IP as usual.



Invent: Move Hephaestus' region pillar to the next region where an Idea card has not been invented. However, just like Chronos, if the required Milestone has not yet made it onto the board, he cannot invent the idea and looks for the next region.

Hephaestus' citizens are all scholars, and he only needs 1 to invent (he ignores any additional exhaustion required). Then, he takes a **Progress tile from the display matching the type of idea he invented and the region number**. This is different from the usual procedure.

If no Progress tiles of that region number remain, or if he already has a tile with the same number, he looks for a tile matching the next region number and then the next one until he can take one. Then, place the Progress tile in Hephaestus' space on his board.

Note: The next 4 actions all give **Chain Actions**. Hephaestus ignores the **Chain Action** shown on the card, tile, or token; instead, he attempts to complete the next action down on the action card as a **Chain Action** if he has any **Chain Action** tokens available. If there is no action underneath, loop back to the first action. If the next action on the card is not possible, he ends his turn even if he still has **Chain Action** tokens available. He does not look at the next action on the card.



Innovate: Move Hephaestus' pillar to the next region where he can place a citizen to perform an Innovate action.

Then, if he still has a **Chain Action** token, he tries to perform the next action on his drawn action card.



Travel: Move Hephaestus to the next region with a Sage, place a citizen from his supply, flip the Knowledge tile, and move the Sage to his board.

If he still has a **Chain Action** token, he attempts the next action on his drawn card. However, if the Knowledge tile in that region shows 2 IP, Hephaestus gains 2 IP for each Knowledge tile showing IP, flips them to the action side, and skips the next card action, ending his turn.

He gains a Progress tile matching the idea/invention in that region or the rightmost card of the display if no card is in the region.



Call Specialist: Move Hephaestus to the next region with at least 1 of his citizens. He brings 1 citizen

back to his supply,

He then gains a progress tile matching the idea/invention in that region or from the rightmost card of the display if no card is in the region.

Then, if he still has a **Chain action** token, he tries to perform the next action on his card.



Gain Influence: Move Hephaestus to the first region where he can place an Influence token (skipping any regions where he already has an Influence token).

He doesn't need to have citizens in the region. If there are any in the region, bring 1 citizen back to his supply.

Place one of his Influence tokens face down in the leftmost empty space and score the IP indicated on the most valuable space of the region, even if already occupied.

Then, if he still has a **Chain Action** token, he tries to perform the next action on his drawn action card.



Eureka: Send his Milestone to the Common display, take the rightmost Milestone from the Eureka display, and choose the rightmost available space on the Era indicated by the Milestone. Ignore the benefit. Hephaestus gains IP equal to the Era of the Milestone, and adds a citizen to it.



Send Diplomat: Place his diplomat on the first Milestone without any of his diplomats counter-clockwise from his private Milestone. Ignore the action on the card.

Hephaestus gains IP equal to the Era of the Milestone.

If it's the player's Milestone, and they are in a later Era, the player gains 1 influence.



Call Diplomat: Remove his diplomat from the first Milestone with one of his diplomats counter-clockwise from his private Milestone. Ignore the action on the card.

Hephaestus gains IP equal to the Era of the milestone.

Example

*Hephaestus has drawn card 1. The card is in the 2nd position on his board. The 2nd action, Present an Idea, is blocked by his pillar on the forum. He tries the 3rd action, Innovate, and places his Season pillar there. Then, he moves to the first region with an available Innovate action, and takes it. With a remaining **Chain Action** token, he checks the next action (Call Specialists) to call a citizen from the board. But he has none currently, so Hephaestus ends his turn.*



SOLO SCORING

Gather all Progress and **Wealth** tiles from Chronos and Hephaestus to calculate the final score. In the normal difficulty mode, each Invention card they have scores them 3 IP, each Progress tile scores 3 IP, and each Wealth tile scores 4 IP.

There are 2 ways to score the solo game:

1. Just beat the combined score of both bots.
2. Try to achieve at least 8 Accolades. The Accolades earned are totaled to determine your Society's rating.

The **Accolades** are:

1. Beat Bots' scoring: **2 AC**
2. Beat Bots after Sharing all inventions on the board that they have presented. **1 AC**
3. Beat Bots' scoring by 20+ IP: **2 AC**
4. Have 10+ Inventions: **2 AC**
5. Have 2+ Inventions from Era 5: **1 AC**
6. Score 6+ Wealth tiles: **1 AC**
7. Have all 7 Progress tiles of 1 type: **1 AC**
8. Have all 7 spaces on the main board filled with ideas: **1 AC**
9. All of your presented cards currently on the main board are Invented: **1 AC**
10. Have all of your citizens in play: **1 AC**
11. Fill every space on your Society board: **2 AC**
12. Have 8+ influence at the end of the game: **1 AC**

Your Society Categories:

1-2 AC. - Neanderthal

3-5 AC. - Medieval

6-8 AC. - Technologically Advanced

9-11 AC. - AI

12-14 AC. - Genius

15-16 AC. - Alien



GAME MODES

- **Easy mode:**
Inventions score 2 IP, Progress tiles 2 IP, and Wealth tiles 3 IP each.
- **Normal mode:**
Inventions score 3 IP, Progress tiles 3 IP, and Wealth tiles 4 IP each.
- **Hard mode:**
Inventions score 4 IP, Progress tiles 4 IP, and Wealth tiles 5 IP each.