

# SOLO RULES

## The Weavers

### Story

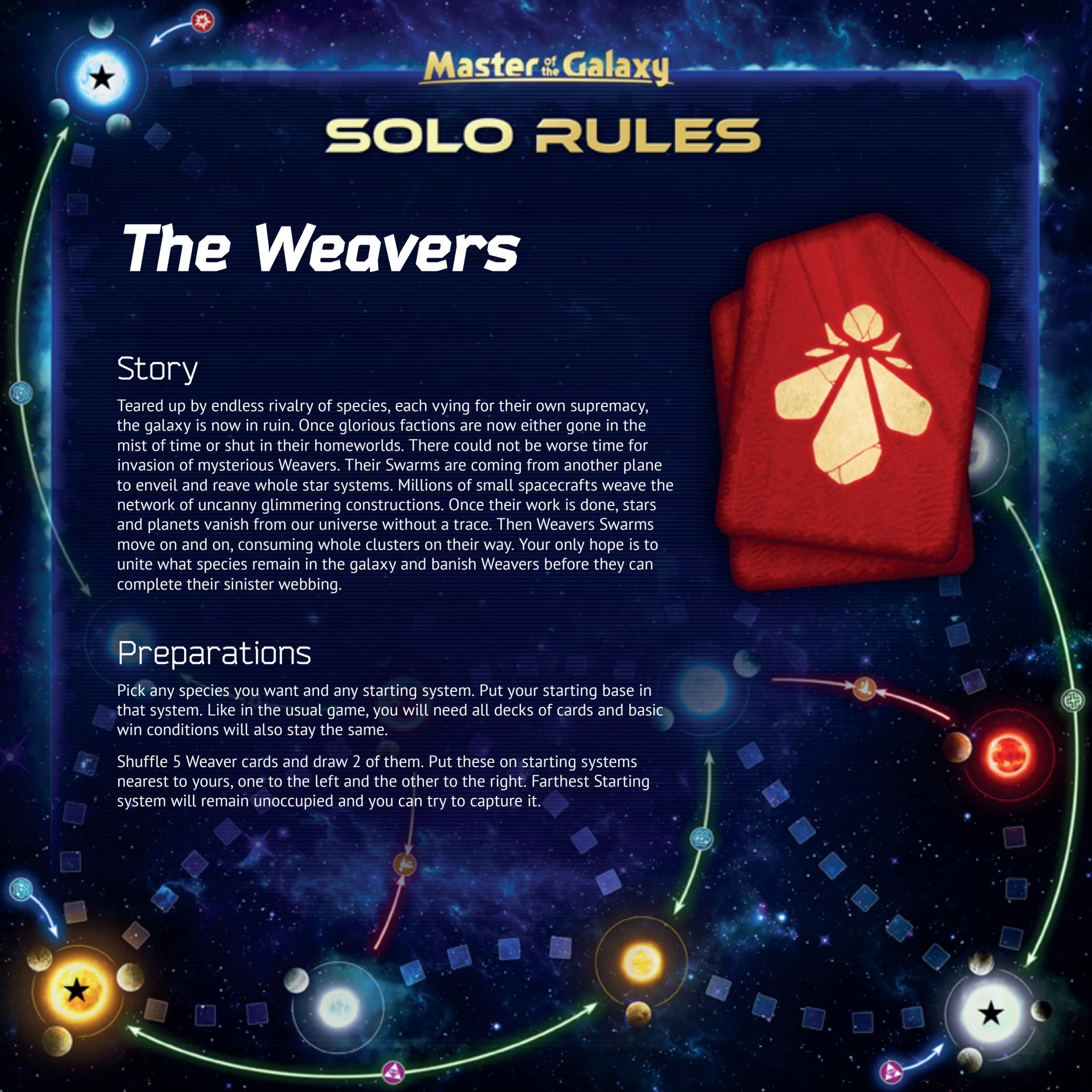
Torn up by endless rivalry of species, each vying for their own supremacy, the galaxy is now in ruin. Once glorious factions are now either gone in the mist of time or shut in their homeworlds. There could not be worse time for invasion of mysterious Weavers. Their Swarms are coming from another plane to enveil and reave whole star systems. Millions of small spacecrafts weave the network of uncanny glimmering constructions. Once their work is done, stars and planets vanish from our universe without a trace. Then Weavers Swarms move on and on, consuming whole clusters on their way. Your only hope is to unite what species remain in the galaxy and banish Weavers before they can complete their sinister webbing.



### Preparations

Pick any species you want and any starting system. Put your starting base in that system. Like in the usual game, you will need all decks of cards and basic win conditions will also stay the same.

Shuffle 5 Weaver cards and draw 2 of them. Put these on starting systems nearest to yours, one to the left and the other to the right. Farthest Starting system will remain unoccupied and you can try to capture it.



## The Weaver Card

Each Weaver card represents a different swarm, each occupied with their own netting task. Arrows on the sharp edge of the card show the target of this swarm - a star system that it will start to enveil. On the card, there are 3 special projects that will allow a swarm to move, summoning another swarm or morphing into another swarm.

### Target of the Swarm

Weaver cards are always placed on top of the star system. Once placed, you should immediately rotate its sharp edge towards the star system of the same color of the top arrow.

If there is no such system or if it was covered with a black hole token or another swarm, you should rotate the swarm towards a system of the same color of the second arrow. If there is no such system either, choose a target using the third arrow. And if this is also impossible, the swarm will target the last remaining system. If there is no system the swarm could target at all, immediately remove that card from the game board and put a black hole token in its place.

**Note:** If the target of a swarm becomes not legal, for any reason (for example, because another swarm moved on it, or if the target system becomes a black hole due to a card effect), the swarm must immediately pick a new target according to the rules described above.

### Taking turns

The player takes his turns the same way as in general rules. However, between Phase 1 and 2 you will also conduct another step called "Weavers Span".

**Note:** If an effect forces the player to "skip a turn", the player draws cubes, resolves the Weavers Span phase normally, then places the cubes back in his bag.

### Weavers Span

Note the resources cubes you got from the bag and then advance projects on each Weaver card, if their conditions were met. All Weavers projects advance by special conditions using cubes from the reserve. Your leaders (and other card effects) can steal these resources from Weavers projects as usual.



This arrows should direct swarm towards the nearest blue system.



### *Proliferation Project*

This project advances when you have 2 of the same resources in your hand. In this case, take 1 cube of the same color as the project from the reserve and put it on any empty slot of this project.

When all slots are filled, draw another Weaver card and put it on the system targeted by this swarm. Then both cards should be rotated towards new targets and all cubes are removed from this card (including cubes that may be on other projects).



### *Morphing Project*

This project advances when you have exactly 1 resource cube of the particular color (marked as cube in circle). In this case, take a cube of that color from the reserve and put in on any empty slot of this project.

When all slots are filled, remove all cubes from this Weaver card and put it on the bottom of the deck, then draw a new Weaver card and place it on the same system. New swarm immediately chooses new target.



### *Collecting Resources*

After Weavers Span has been resolved, player continue their turn with Phase 2, allocating resources and completing projects. If, during his turn, player gained a supremacy symbol listed on a Weaver card, take 2 cubes of the indicated colors from the reserve and put them on that swarm's respective projects.



### *Engulfment Project*

This project advances when neither Proliferation nor Morphing project of this swarm advanced after Phase 1. In this case, take a cube of that project's color from the reserve and put it on any empty slot of this project.

When all slots are filled, move the swarm to its targeted system and put a black hole token on the system that the swarm leaved. Player must remove all of their bases from the engulfed system, and return to the bag all of the resources from all connected routes. Resource cubes used to settle a planet are returned to reserve.

Then, the swarm should be rotated towards a new target and all resources are removed from it (including resources that may be on other projects).

***Proliferation and Morphing project cannot be completed if Weavers deck is already empty. In such cases, they are both treated as Engulfment projects instead.***

## Conflicts against Weavers

Player can initiate conflict against any system occupied by Weavers. If they win in that conflict, player take same rewards as in the conflict against neutral system.

However, initiated conflict always becomes priority project for Weavers. When any swarm on the board getting a resource from the reserve and one of the initiated conflict has empty slots on their side, you must put it on that conflict card instead, if the resource has an appropriate color. Project on the Weavers card will not advance as a result.

Weavers will immediately win in a conflict when their side is filled with suitable resources. When they do, player must discard that conflict card and also discard all rewards that he would lose to a living opponent. Player may continue his turn after that.

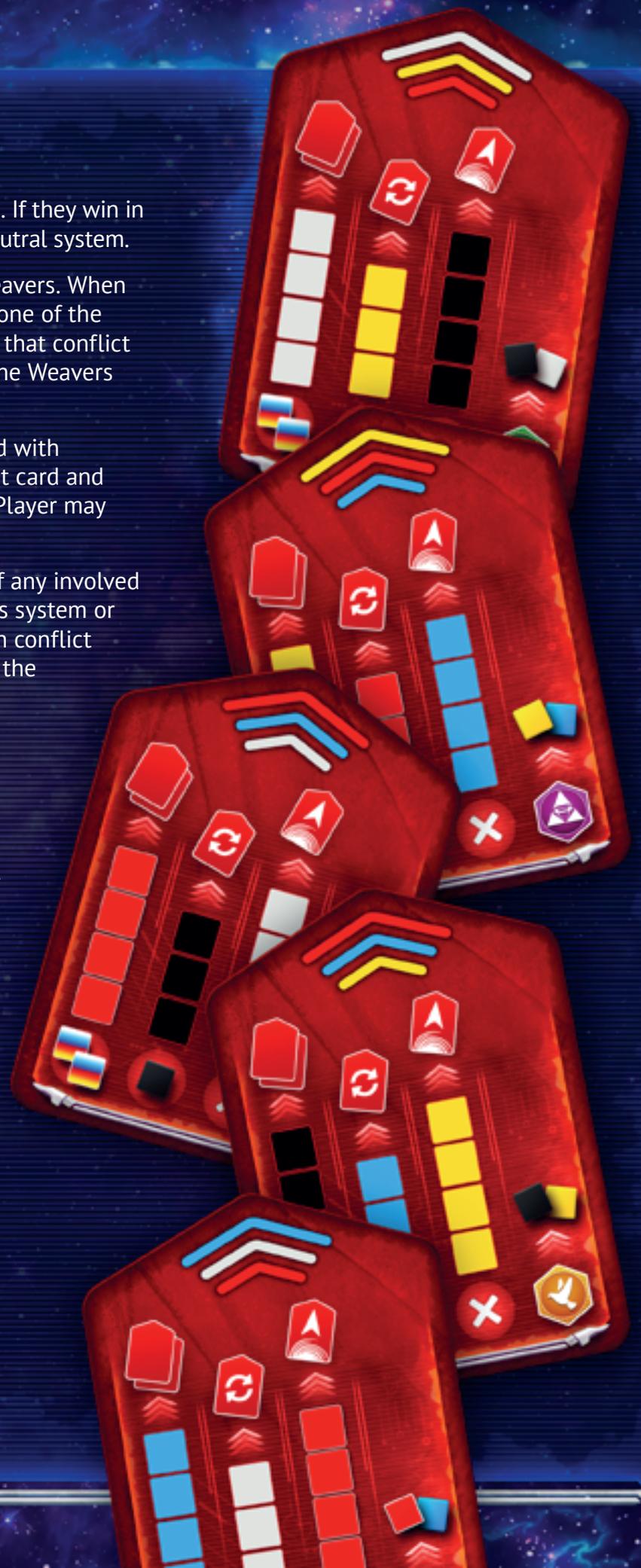
A conflict can also be cancelled, as per usual rules, if the status of any involved system has changed. Swarm leaving the system, capturing player's system or player destroying the swarm in a different conflict can all result in conflict cancellation. Morphing a swarm, however, won't change status of the system and won't cancel the conflict.

## Winning and Losing

Player can win the game by fulfilling the usual victory conditions. That is ,placing their 9th base, collecting five identical supremacy symbols or conquering a second starting system. Player also wins if there is no Weavers cards left on the board.

At the end of the player's turn, the game can end in player's loss and Weavers victory in two cases:

1. Player doesn't have a base in his starting system.
2. All 9 black hole tokens are placed on the game board.



# Credits



[www.igrology.ru/eng](http://www.igrology.ru/eng)

Design

**Konstantin Seleznev** and **Timofey Bokarev**

Artists

**Anton Kvasovarov** and **Anastasia Mazeina**

Graphic Design

**Andrey Shestakov**

Coordination

**Ivan Karmanov**

Editor

**Petr Tyulenev**

## English Edition

Layout

**Honda Eiji**

Additional Proofreading and Supervision

**Roberto Di Meglio** and **Fabrizio Rolla**

Production

**Roberto Di Meglio**

A Game Produced, and Distributed Worldwide by **Ares Games Srl**



Via dei Metalmeccanici 16, 55041,

Capezzano Pianore (LU), Italy.

Tel. +39 0584 968696.

Retain this information for your records.

© 2018 Igrology. Master of the Galaxy is a trademark of Igrology.

English Edition © 2018 Ares Games Srl. All rights reserved.

[www.aresgames.eu](http://www.aresgames.eu)

