

SOLO MODE RULE CHANGES

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GAME SETUP

During game setup step 4d, shuffle all superhero and supervillain cards together and gain 3 instead of 2.

ROUND 5 SETUP

During round 5 setup step 1d, choose 1 of your superhero or supervillain cards to reveal. Unless stated on the revealed card, your alignment for this round (hero or villain) doesn't need to match the type of card you revealed.

SUPERHERO AND SUPERVILLAIN CHANGES

Cards marked ! have changes as explained below:

ALTRUISM! Use the rules for exchanging a card with a Vancardian.

ANCHOR! At any time, if you have won the exact number of tricks, the Vancardians will play as if you're playing villain with no tricks.

CONTINUED



SUPERHERO AND SUPERVILLAIN CHANGES (CONTINUED)

ARSENAL: The Vancardians do not take stamina.

CALLOUS: The Vancardian “shows” you her 4 lowest non-♥ cards. If she doesn’t have enough non-♥ cards, the remainder will be her lowest ♥ cards. Place the returned cards in an order of your choice as the rightmost cards of her hand.

CONDUIT: Gain 3 VP in the “Before the first trick” step.

REVISIONIST: Gain 3 VP in the “Before the first trick” step.

SCRAPHEAP: Before choosing a story card, draw and discard 10 story cards.

SIREN: Gain 3 VP in the “Before the first trick” step.

TRILLION: Gain 3 VP in the “Before the first trick” step.

TWIST: Instead of event cards, draw from the ⚡ deck (on level 0 you’ll also need to use the card used as the event in round 3).

