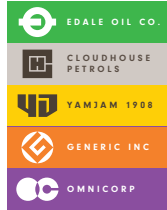


SOLO GAME – SETUP

Place the **Corruption marker** on 93. Place the **Troop cubes** on their matching tracks. Place one Troop on each matching **starting Region**.

Pick a Corporation to be **Evil Corp**:



- Very easy opponent
- Easy, but volatile
- Medium
- Hard, but beatable
- Nigh impossible. You need luck.

Shuffle their Action cards, and place them as the face-down Evil Corp deck close-by.

Take the **Action cards** and **Drilling pawns** of one of the remaining Corporations for yourself.

Shuffle the **Blackmail cards**, and place as the face-down Blackmail deck close-by. Draw one for yourself and take the corresponding **Leader chip**. Place remaining Leader Chips in the common supply.

Find all **Consultant** cards with a car in the bottom right corner, shuffle them and place as a **face-up** deck on the Contingency spot. Return all remaining Contingency cards to the box.

Keep **money** and **die** ready. **Take \$5**.

SOLO GAME – ROUND BREAKDOWN


A You **PICK YOUR ACTION** for the round

B Evil Corp **SELLS WEAPONS** to the Faction that currently has the **most Troops left**. If tied, to the one higher up. Place the Troop in its **starting Region** and move it **randomly**.

C Evil Corp **BLACKMAILS A LEADER**: Flip a Blackmail card. Evil Corp Blackmails that Leader, or, if already under Evil Corp control, the matching Religious Leader.

D Evil Corp takes an **ADDITIONAL ACTION**:

Flip an Evil Corp Action card. Check the icons from left to right and apply the first that can be applied. Ignore remaining icons.

 **4** If possible, Evil Corp **buys the Drilling Rights** for the Region corresponding to the number next to this symbol (here: 4).

If possible, Evil Corp **Sells Oil**. It tries to **minimize your profits**. If undecided, it Sells from the Oil Field with the highest number. **Increase Corruption by one**.


increase Corruption by one.

E You may **BLACKMAIL / USE RELIGIOUS LEADER**

F You **TAKE YOUR ACTION**

Networking – Draw a Blackmail card. Then, you may Bribe a Leader. Only pay the Bribe sum once, to the bank.

Sell Weapons – Sell to a Faction matching a Leader you control. Gain money, place and move a Troop.

Buy Drilling Rights  – Buy from a Faction matching a Leader you control. Pay money, place a Drilling pawn.

Sell Oil – Sell at a Port connected to one of your Drilling pawns. Gain money and remove the Drilling pawn. Evil Corp steals if possible.

Contingency – Take the topmost Consultant or gain \$5 and **discard** the topmost Consultant.

If, at the end of the round, Corruption is at 100%, the game ends immediately.

If you have at least \$100, you win. Check the *solo victory chart* below to rate your result.

REMEMBER

- There is no Contingency deck, you do not flip a Contingency card at the start of a round.
- You may keep all discards open and splayed for easy reference and planning.
- Evil Corp uses the bank as their money supply, do not track any money they gain or lose.
- Evil Corp controls all Leaders in the common supply.

SOLO VICTORY RATING CHART

\$100 - \$129	Mediocre! Maybe try an easier opponent.
\$130 - \$149	Decisive!
\$150 - \$165	Obliterating!
\$166 or more	Unreal! Maybe try a harder opponent.