# Questions

We'd love it if you could provide us feedback on the two solo rule variations. You can mail your results to lifeandtimes@gamesalute.com

Rate each versions on 10 (10 = a very engaging solo experience, 1 = unplayable)

Variant  A:    / 10

Variant  B:    /10

Which version do you prefer and why?

| **Variant A** | **Variant B** |
|---|---|
| What are the final scores? | What was your final score? |
| You :            Virtual player : | You :              Virtual player : |
| Did you have a good challenge? | Did you have a good challenge? Was the target score too high/low? |
| Did you like the dice rolling, and the way they worked to interact with your playing of the game? | Did you like the dice rolling, and the way they worked to interact with your playing of the game? |
| Did you feel there was the right mix of randomness and player agency? | Did you feel there was the right mix of randomness and player agency? |
| What did you like most about this version? | What did you like most about this version? |

# Solo Variant Rules A

**Setup**
- The player will be the blue color and the virtual player will be the red color.
- The virtual player doesn't need a matter board.
- Give all red and green scoring token to the virtual player.
- The player begins the game, and plays turns normally.

**Virtual player turn**
- Roll 2d6 and move the planet depending to this table:

| 2 | Planet A and C move to a lower orbit | 8 | Planet A move on the same orbit |
|---|---|---|---|
| 3 | Planet B move to a lower orbit | 9 | Planet A move to a higher orbit |
| 4 | Planet D move to a lower orbit | 10 | Planet C move to a higher orbit |
| 5 | Planet D move on the same orbit | 11 | Planet B move to a higher orbit |
| 6 | Planet B move on the same orbit | 12 | Planet D move to a higher orbit |
| 7 | Planet C move on the same orbit | | |

- If the planet meets a matter token, put the matter on the scoring track.
- Put the first to High Evolution card on the deck in the discard pile.
    - If it is a habitable card, put a green scoring token on the planet moved. Each of them gives 2 habitable points.
    - If it is a hostile card, put a red scoring token on the planet moved. Each of them gives 2 hostile points.
    - Change the habitable of hostile state of the planet like the normal rules.
- The virtual player <u>always</u> gets 2 victory points.

**Virtual player final turn**
- Reveal X final cards on the final deck, depending of the difficulty factor (see the table).
- Add the score on the virtual player victory points.
- If one or more final card has a downgrade icon, discard it and reveal another card.

| Level | Number of Final cards |
|---|---|
| Easy | 3 |
| Normal | 4 |
| Hard | 5 |
| Very Hard | 6 |

# Solo Variant Rules B

**Setup**
- Choose a player color to represent your Target Score, and set those scoring markers to read 100.
- Take a player mat, player markers, and set your score on 0.

**On Your Turn**

- You take the first turn.
- When taking your turn, all of the basic rules of the game apply.
- Tip: anticipating that the planets will move more often than not, and that planets closer to the sun will orbit faster (just like reality), are important tactical considerations.

**The Virtual Player turn**
- After each turn, roll 2d6 and move the planets based to this table:

| 2-7 | Move all Planets on the corresponding orbit # (I-VII) or less. Move planets in order of A, B, C, then D. *For example, if you roll a 5, then any planets in orbits 5 and lower are moved, planets in orbits 6 and 7 are not moved.* |
|---|---|
| 8+ | No Planets move. |

- Planets always move forward one space on the thick circular orbit, or sweep out their orbit until they hit a Matter token.
    - o If there are no Matter tokens on the orbit, then the planet moves along the thin line onto the adjacent orbit that contains the most Matter tokens (if the number of tokens is a tie, the planet moves to the adjacent orbit closest to the sun).
    - o Planets on the last space of orbit 7 move onto orbit 6 (and sweep out their orbit after doing so, if applicable).
- Any matter tokens collected by Planets are placed on the Evolution track *face down*. The Target score is lowered by 2 for every face down Matter token as it is placed on the Evolution track. For example, if at the end of the game there are 20 face-down Matter tokens on the track, then the Target score should read 60.

**Ending the Game**

Play the game until a Matter token is placed in the final space of the Evolution track; either by you or the Virtual Player, then play a Final turn, playing Final Cards as usual.

If your score is higher than the Target Score, you win the game.

Tip: depending on your dice rolling, you may be in for more of a race, or have more time to attempt a larger score. Either way, the target score will adjust to become challenging, but attainable, so keeping an eye on how fast the Virtual player is progressing is useful.