

SHADOW EMPIRE VARIANT

INTRODUCTION

To add more interaction to a game with 2 human players, you can include the Shadow Empire, a very simple artificial opponent. We do not recommend this variant the first time you play Tapestry.

The Shadow Empire does nothing except advance on the advancement tracks (without gaining any benefits or bonuses) to potentially gain landmarks and the “complete any advancement track” achievement.

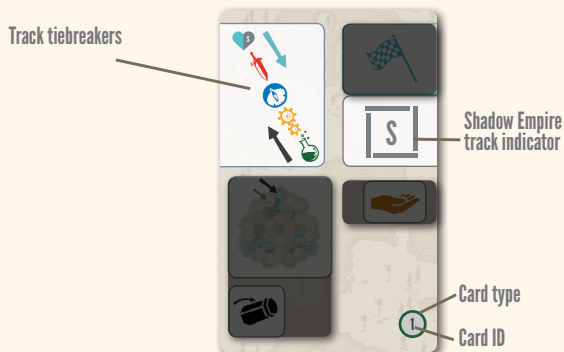
SETUP

1. Choose a color for the Shadow Empire.
2. Place 1 of its player tokens at the starting space of each advancement track and set 1 additional token aside.
3. Roll the science die and place an outpost next to the indicated track. This is the Shadow Empire’s favorite track.
4. Take decision cards 1-12 (gray backgrounds behind their ID numbers—the shape doesn’t matter) and shuffle them together to form the decision deck.



ANATOMY OF A DECISION CARD

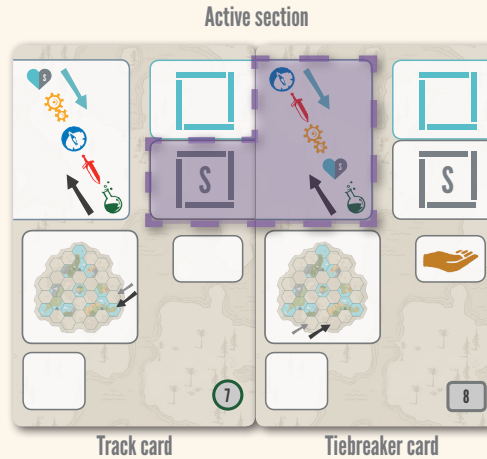
Decision cards consist of these elements:



The Card ID number and Card type have no gameplay function, and in this variant the sections blocked off are not in use.

A DECISION CARD PAIR

During the Shadow Empire’s turn, a pair of decision cards are used to determine where it advances:



The left card is called the track card and the right card is called the tiebreaker card. Only the active section (highlighted in purple) is used.

A SHADOW EMPIRE TURN

The Shadow Empire takes its place in the turn order like a human player and follows this procedure:

1. If the decision deck is empty:
 - a. Reshuffle the 12 cards to form a new decision deck.
 - b. If the Empire’s token has reached the end of its favorite track or if there’s a further advanced token there, then its favorite track becomes the track chosen by a 🏠. Move its “favorite” outpost there (it could be the same track).
2. Draw the topmost 2 cards from the decision deck and place them face up as a decision card pair.
3. Advance on a track for the Empire.
4. Discard the decision card pair.

You can look through the discard pile at any time.

ADVANCE ON A TRACK

When advancing on a track, the only things the Shadow Empire can gain are landmarks (remove them from the landmark board) and the “complete any advancement track” achievement.

The grey track indicator icon with an “S” on the track card defines one or more valid tracks for the Shadow Empire.

The valid tracks are:

- All tracks for which the Empire hasn’t reached the end.
- The track(s) with the shortest distance from the Empire’s token to either an unclaimed landmark or the end of the track. Ignore tracks where it has reached the end.
- The track(s) with the shortest distance from the Empire’s token to the end of the track. Ignore tracks where it has reached the end.
- If more than one track is valid, the Empire advances on the one that’s first in the track tiebreaker list on the tiebreaker card bottom to top.
- Indicates the Empire’s favorite track.

Example: If the technology (favorite) and military tracks are valid for an Empire advance, the tiebreakers above would make it pick technology because that’s its favorite. Had technology not been the favorite, military would have been chosen.

GAME END

The Shadow Empire ends the game when the last human player has finished their final income turn. It doesn’t participate in determining the winner at the end of the game. Only a human player can win the game.