Beta Colony Solo Rules

Set Up

Set-up the game as normal with the following changes afterwards:

A. Roll 1 die. Depending on the number rolled, place the Start Player Marker above the appropriate Colony on its name: 1-2 = Xian, 3-4 = Thebes, 5-6 = Cuzco The Start Player Marker will move as the game progresses. Whatever Colony is below the Start Player Marker is considered the Active AI Colony at that time.

B. Select a non-player color and 1 die. Place the markers of that color as normal (near the score track & each Colony influence track) and place the Crew near the main game board. These are the AI's markers and Crew.

C. Take 1 cube of each color & randomly lay them out in a column. Place an AI Crew next to the first (top) cube in the column. The picture here is just an example. The order of the cubes should be random. This is referred to as the Placement Column.
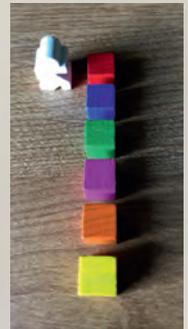
D. Shuffle the 8 Cultural Achievements and randomly set aside 1 Statue and 1 Building. Select a game mode, Easy, Medium or Hard:
   - Easy: Both are removed from the game without scoring them or placing their respective tiles.
   - Medium: The Statue is removed from the game without scoring it or placing its tile. Place the Building Cultural Achievement Tile in the Active AI Colony* and place a Crew on it. Score the listed CP now.
   - Hard: Place the Building Cultural Achievement Tile in the Active AI Colony* and place a crew on it. Score the listed CP now. The Statue is set aside to be scored at the end of the game. Deploy the Statue Cultural Achievement Tile to the Colony to the right of the Active AI Colony*. Note: If the Active AI Colony is Cuzco, deploy the Statue Cultural Achievement Tile to Xian.
   * Place the AI's Cultural Achievement Tile on the top-center space of the appropriate Colony.

Game Play

1. You will be first player throughout the game. You will take your 2 actions back-to-back. Then, the AI will take a single turn/action.
2. For the AI's action, roll a single die. This will determine what section of the Manufactory the AI will draft a Pod tile from. When selecting a Colonization Pod tile, the AI will choose based on the following priority:
3. The selected Pod will be placed in the Active AI Colony. Place a Crew on the Pod as normal (including 2 or 0 crew as required). If the Pod would give any points to the AI, they are scored immediately. If the Pod would give any Fuel, Artifacts, or Resources instead of collecting them, the

AI will immediately score 1 CP for each item they would have collected. To determine the space that the Pod will be deployed to in the active colony, select a space based on the following priority:

    A. Adjacent to both the colony center and a Pod of the same color -respecting the max-3 limit of adjacent Pods of the same color.

    B. Adjacent to the colony center.

    C. Adjacent to a Pod of the same color - respecting the max-3 limit of adjacent Pods of the same color.

4. If there is more than one space tied for the same priority as noted above, deploy to the space that is the color of the cube next to AI's Crew by the Placement Column. If none of the tied spaces match the color adjacent to the Crew in the Placement Column, choose the tied space based on the order of the Placement Column from the Crew downward.

5. When the AI deploys a Pod, they will gain the appropriate Influence on that Colony's track along with any rewards gained for moving on the track. As noted above, the AI will immediately gain 1 CP for each Fuel /Artifact / Resource Cube instead of collecting those items. If the AI gains a Cultural Achievement, the AI takes the top Building and scores the CP immediately. If the AI is to place a Crew, it is placed in the active AI colony adjacent to the colony center.

Rounds / Cycles

1. The AI will do the following when certain Cycle Tiles are activated at the beginning of a cycle:

    A. "START OF CYCLE: IN TURN ORDER, EACH PLAYER MAY TAKE ONE MATERIAL FROM SUPPLY" = AI will score 1 CP immediately.

    B. "START OF CYCLE: IN TURN ORDER, EACH PLAYER GAINS 1 INFLUENCE ON ANY COLONY TRACK" = AI will gain 1 Influence in the Active AI colony.

    C. "WHEN YOU BUILD, YOU MAY SPEND AN ADDITIONAL MATERIAL TO TAKE 2 CP" = AI will gain 2 CP immediately.

2. At the end of each round, perform the following clean-up:

    A. The Start Player Marker will shift right to the next Colony. If the ship is on the right-most Colony (Cuzco) already, it will reset back to the first Colony (Xian).

    B. Move the AI Crew down to the next cube in the Placement Column. If the Crew is next to the bottom cube, it will reset to be next to the top cube in the column.

3. At the end of each Cycle, the AI will score the full amount of CP on the Cycle Tile (as if the AI achieved the bonus).

End of Game

At the end of the game, you score CP as normal. In addition to the CP the AI earned during the game, the AI will score:

1. The appropriate points earned by the Statue Cultural Achievement the AI was given (hard only) at the start of the game.

    A. For the "Easter Island" Statue ("2 CP / UNUSED MATERIAL YOU HAVE (MAX 12 CP)") - The AI scores the full 12 CP.

    B. All other Statues are scored as normal.

2. Score Colony Majority as normal.

The player (you or the AI) with the most CP wins. If tied, whoever placed the most Crew on Victus is the winner. If still tied, the AI wins.

Solo Beta Colony was designed by Jason Dinger with Matt Riddle and Ben Pinchback.