SOLO MODE – Basics & Setup

Use **normal 2-player rules** for the solo game

Prepare a **6-sided die** to be used as a randomization method for situations where the Opponent cannot decide which card to choose

The Opponent begins the game with one Progress token:

Before drawing the three face up tokens during setup, randomize a token for the Opponent from the following options, depending on which Wonder the Opponent is playing:

<u>Alexandria</u>:	*Economy*	/	*Jewellery*	/	*Urbanism*
<u>Babylon</u>:	*Crafts*	/	*Science*	/	*Urbanism*
<u>Ephesus</u>:	*Crafts*	/	*Jewellery*	/	*Science*
<u>Giza</u>:	*Architecture*	/	*Crafts*	/	*Jewellery*
<u>Halicarnassus</u>:	*Architecture*	/	*Jewellery*	/	*Urbanism*
<u>Olympia</u>:	*Crafts*	/	*Jewellery*	/	*Propaganda*
<u>Rhodes</u>:	*Crafts*	/	*Propaganda*	/	*Urbanism*

<u>DIFFICULTY OPTIONS</u>:

Easy mode = The Opponent **does not get a Progress token** during setup

Hard mode = The Opponent begins the game with **two Progress tokens**
(randomly chosen from the three listed above)

SOLO MODE – The Opponent's Turn

1: IF the Opponent has the <u>Cat pawn</u> → **flip the top card** of the **central deck** face up

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2: Considering the available face up cards, use the following priority list to choose a
card for the Opponent: *(these priorities are applied to all card-choosing situations)*

 1. Any card that will grant the Opponent an **extra card** *(due to a Progress token)*

 2. A **Yellow** card

> The Opponent always **prioritizes** Stages with
> **special effects** over those without them

 3. A **Grey** card that will help the Opponent in constructing an **available Stage**

 4. **Another copy** of a **Green** card that the Opponent already has

 5. IF the <u>Opponent has 2 Green</u> cards → the **missing Green** card

 6. a) IF the <u>Opponent's shields >= your shields</u> → a **Red** card with 1 or 2 **Horns**
     b) IF the Opponent's shields **<** <u>your shields</u> → a **Red** card with **no Horns**

 7. A **Blue** card with the **Cat** icon

If **none of the priorities** can be met, roll the die:
1 = Your deck   2 = The Opponent's deck   3-6 = Central deck *(even if it is face down)*

If a priority can be met, but there are **several decks to choose from**, roll the die:
1-3 = Your deck   4-6 = The Opponent's deck *(never the central deck in this situation)*

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3: IF the <u>top card of the central deck is face up</u> → **discard it**

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*When the Opponent gets to choose a **Progress token**, it takes the token that has the
highest printed Victory point value (12, 6, 2, or 1)   OR
IF <u>none</u> of the face up tokens <u>has a point value</u> → it takes the top **face down** token*

*With the special effect of **Halicarnassus**, the Opponent chooses the deck that has a
higher priority card on top*