BEYOND THE SUN:

SOLO RULES

BEYOND THE SUN
SET UP
1. Set up a 2 player game.
2. Create a deck of AI cards following these steps:
   a) Choose the A and B achievements;
   b) Use the table below and select the AI cards indicated based on the achievements selected. This will give you 8 LEVEL 1 AI cards and 8 LEVEL 2 AI cards. 4 of each type for each Achievement included in the game.
3. Shuffle together the 8 Level 2 AI cards selected in Step 2 above and then deal them into 2 decks of 4 cards. To the left hand deck and the 2 cards entitled SPECIAL, then shuffle this deck of 6 cards and place them face down.
4. Next, take the other stack of four level 2 cards, add the two BASIC 2 cards to create a stack of 6 cards and shuffle this stack and place it on top of the stack created in step 3 above.
5. Next take the 8 level 1 cards from Step 2 and add the two BASIC 1 cards to create a stack of 10 AI cards. Shuffle this stack and place it on top of the stack created in Step 4. You should now have a stack of 22 cards. This is the AI Draw deck.

Achievements	LEVEL 1					LEVEL 2			
Prosperity	7	11	13	18		35	52	54	55
Agility	9	13	14	24		34	38	43	55
Efficiency	3	13	23	26		44	48	51	55
Technologist	1	8	10	13		36	39	53	55
Posthumanist	2	15	17	22		32	33	40	56
Strategist	2	5	19	25		31	45	46	56
Warlord	2	4	6	21		47	49	50	56
Specialisation	2	12	16	20		37	41	42	56

GAME PLAY
- On the AI's turn draw an AI card and resolve each section of the card.
- The card is split into 3 sections.
  a) The first section has either "Automate" followed by an icon or a blank box. If the card has "Automate", then automate the next available disk (pop or ore as indicated) if able, otherwise ignore. If it has both symbols, automate the disk, where there are the FEWEST remaining to be automated. If it has a blank box, ignore this step and move onto step b.
  b) In the centre section of the card are two possible actions which are denoted in icons. You should attempt to fully resolve the first line of icons, if you cannot then resolve the second line of icons. In the unusual circumstance that you can do neither, simply discard and redraw.
  c) Finally, carry out production using the symbol at the base of the AI card. This will show one of the two production icons, or the word LEAST followed by an icon. If it says LEAST followed by an icon then choose production, based on the resource that the AI has least of in its available resource area on the player board. If it has an equal amount of both resources, use the icon next to the keyword LEAST to break ties.

PLACEMENT OF SHIPS
1. If the placement includes option to Jump, place the ship in order to meet the requirements shown in ship movement below.
2. If there is no option to Jump then place on a shipyard which would move the control from player to AI, or neutral to AI. Selecting the one with the most population/ore icons if tied.

SHIP MOVEMENT
1. **Use the following rules in order with most preferred being a) to least preferred being g) when deciding on where to use Jumps.**
   a) If a ship can be used to meet or exceed the colonisation value of a "B" planet then move to that planet, breaking ties based on the VPs.
   b) If a ship can be used to meet or exceed the colonisation value of an "A" planet then move to that planet.
   c) If a ship can gain control of a "B" planet move there, breaking ties based on VPs.
   d) If a ship can gain control of an "A" planet move there.
   e) If a ship can gain control of a Shipyard move there.
   f) If a ship can gain control of Deep Space move there.
   g) Otherwise place on a planet where placing a ship would result in the lowest difference in ship values between the player and the AI. If tied B planets are preferred over A.
2. When deciding whether to move, don't move a ship if you currently meet a preference, and by moving you would no longer meet that preference but now meet a lower preference.

ICONOGRAPHY
- The iconography used in these solo rules is the same as is used in the base game.
- If the AI pays ore to research a level 2 or 3 tech then choose a CURRENTLY UNRESEARCHED tech of the appropriate level that is closest to the top of the board that the AI is eligible to research.
- If the AI is simply copying an existing tech already researched by the player (see icon below), then choose the tech closest to the top of the board, of the appropriate level, **ignoring any prerequisite requirements.**

OTHER RULES

- Unless specifically stated otherwise follow the normal multiplayer rules.

JUMP & COLONISE

- If the AI is instructed to Jump, then follow the ship movement rules above. However, if the ships are optimally placed per the Ship Movement section of these rules and therefore the AI executes only some, or in certain cases ZERO Jumps, this still counts as resolving the JUMP icon in the centre of the card. i.e Do not skip this instruction if you complete only some or even none of the Jumps listed on the AI card.
- If the AI is instructed to colonise then look at the planets that can be colonised by the AI, spend the necessary ship dice and move the planet to the AI's area, the AI gains any benefit from the card and adds an additional disk as per the normal rules.

ACTION SPACES

- The AI does not block action spaces on the board, but the player cannot use the same action space twice.

AI CANNOT RESOLVE AN AI CARD

- If the AI is unable to resolve either action on an AI card and a second AI card is drawn and the AI cannot resolve either action on the second card then ignore any automate steps on both cards and the actions and follow these steps:
  - Automate 1 Population disk
  - Automate 1 Ore Disk
  - Convert 2 supply into population and place in the available resource box on he player board.
  - Take 2 Ore and place into the available resource box on the player board.
  - Complete production as detailed on the second card drawn.
  - Discard both cards & end the AI's turn.

EXAMPLE

- For Example: if the AI card says "Jump 4 – Colonise) and the AI has 3 ships all level 2. These 3 ships are located on:
  - "B" Planet requires 4 to colonise & 6 VP.
  - in Deep Space and
  - "A" planet requires 3 to colonise & 4 VP.
- The AI would Jump from Planet A to Deep space and then to the B planet, to meet the colonisation requirements.
- If the other B planet required 4 to colonise and gave 5 VP, then the other ship would move from Deep Space and Jump 1 to this B Planet taking control as it has control over the A planet.
- **Note: the AI will not move a ship from an "A" planet to control a shipyard even though it does not lose control of the A planet**.

SHIP UPGRADES

- If the AI is required to upgrade a ship follow these rules:
  - a) Upgrade a ship if it would allow the AI to meet the colonisation requirement for a B planet;
  - b) Upgrade a ship if it would allow the AI to meet the colonisation requirement for an A planet;
  - c) Upgrade if it would break a tie with the player and give the AI control of a B planet;
  - d) Upgrade if it would break a tie with the player and give the AI control of an A planet;
  - e) Upgrade if it would give the AI control of a shipyard.
  - f) Otherwise upgrade ships in Deep space first; then ships on Sol, then on any planet and finally on any other shipyards.
- In the case of a tie choose the Planet with the most VP. Break remaining ties randomly.

RESEARCH ORDER

- If the AI is instructed to research, then research from the top of the board downwards. The AI always gains any immediate bonuses/effects for Techs researched.
- When the AI draws new Technology cards, draw 1 card that meets the requirement. If this Technology has an immediate effect use this card. If it does not continue to search for a second card that meets the requirement and use this card, whether it has an immediate effect or not.
- If a Research space has 2 possible technology perquisite colours, then the AI selects the prerequisite technology that is in the highest position on the main board.

EVENTS AND DECISIONS

- If an Event card would require the AI to make a decision on the placement of an Event or between two or more options, take the option that is most advantageous to the AI. If this is unclear break any ties randomly.

-
- If a SPECIAL CARD is drawn the AI follows the normal AI card resolution AND claims the appropriate achievement (whether or not the AI has met the requirements for that achievement), then end the AI's turn.

END GAME

- If the AI card draw stack is ever depleted, then the game immediately ends.

DIFFICULTY

- Cards with the letters A to P are intended to increase the difficulty. Replace one or more of the existing cards with these cards with UPGRADE in the title to provide a tougher challenge.

Card 1
LEVEL 1

[ ]

[person → |]

Upgrade 1 [?rocket] by 2 level(s)

+ [person]

1

Card 2
LEVEL 1

Automate 1 [puzzle]

Upgrade 1 [?rocket] by 2 level(s)

1[box] → [person] + Gain 1[coin]

+ [coin]

2

Card 3
LEVEL 1

[ ]

[box] → 1[rocket]

1[box] → [person] + Gain 1[coin]

+ [person]

3

Card 4
LEVEL 1

[ ]

Jump 2

1[box] → [person] + Gain 1[coin]

LEAST + [person]

4

Card 5
LEVEL 1

[ ]

[box] → 2[rocket]   Jump 2

Upgrade 1 [?rocket] by 2 level(s)

LEAST + [person]

5

Card 6
LEVEL 1

[ ]

Upgrade 1 [?rocket] by 2 level(s)

2[coin] : [person → ||]

+ [coin]

6

Card 7
LEVEL 1

[ ]

Jump 2   4[coin] : [tent]

[box] → 2[rocket]

LEAST + [person]

7

Card 8
LEVEL 1

[ ]

[person → |]

2[coin] : [person → ||]

LEAST + [coin]

8

Card 9
LEVEL 1

[ ]

[person → |]

2[coin] : [person → ||]

LEAST + [person]

9

Card 10
LEVEL 1

[ ]

2[coin] : [person → ||]

LEAST + [coin]

10

Card 11
LEVEL 1

[ ]

2[coin] : [person → ||]

[person → |]

+ [person]

11

Card 12
LEVEL 1

[ ]

2[coin] : [person → ||]

Upgrade 1 [?rocket] by 2 level(s)

+ [coin]

12

Card 13
LEVEL 1

Automate 1 [ ]

1[box] → [person] + Gain 1[coin]

+ [person]

13

Card 14
LEVEL 1

[ ]

2[coin] : [person → ||]

1[box] → [person] + Gain 1[coin]

+ [coin]

14

Card 15
LEVEL 1

[ ]

[person → |]

[box] → 2[rocket]

+ [person]

15

Card 16
LEVEL 1

[ ]

[person → |]

Jump 2   4[coin] : [tent]

LEAST + [coin]

16

Card 17
LEVEL 1

[ ]

2[coin] : [tent]

1[box] → [person] + Gain 1[coin]

LEAST + [person]

17

Card 18
LEVEL 1

[ ]

2[coin] : [tent]

[box] → 2[rocket]

LEAST + [coin]

18

LEVEL 1	LEVEL 1	LEVEL 1	LEVEL 1	LEVEL 1	LEVEL 1
Jump 2 — 1 → + Gain 1 — + (19)	Upgrade 1 by 2 level(s) — LEAST + (20)	Upgrade 1 ? by 2 level(s) — + (21)	Jump 2 — 4: — Upgrade 1 ? by 2 level(s) — + (22)	1 → + Gain 1 — LEAST + (23)	1 → + Gain 1 — + (24)

LEVEL 1	LEVEL 1	BASIC 1	BASIC 1	BASIC 2	BASIC 2
Jump 2 — 4: — 1 → + Gain 1 — LEAST + (25)	Jump 2 — 2: — LEAST + (26)	Jump 2 — 4: — Jump 2 — + (27)	2: — + (28)	Jump 4 — 4: — Jump 2 — + (29)	Jump 2 — 4: — + (30)

SPECIAL	SPECIAL	UPGRADE 1	UPGRADE 1	UPGRADE 2	UPGRADE 2
Automate 1 — **CLAIM EMPIRE** — + (57)	Automate 1 — **CLAIM TRANSENDENCE** — + (58)	Automate 1 — Jump 4 — 4: — Jump 2 — + (A)	Automate 1 — 2: — + (B)	Automate 1 — Jump 4 — 4: — Jump 2 — + (C)	Automate 1 — 4: — Jump 2 — + (D)

LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 2
Upgrade 1 by 2 level(s) — Jump 4 — **LEAST**	Jump 4 — Upgrade 1 by 2 level(s) — **LEAST**	Jump 4 — **LEAST**	**LEAST**	Jump 4	Jump 2
31	32	33	34	35	36

LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 2
Jump 4		Jump 4 — **LEAST**	Jump 4 — Upgrade up to 2 by 2 level(s) — **LEAST**	Upgrade up to 2 by 2 level(s) — Jump 4	Upgrade up to 2 by 2 level(s)
37	38	39	40	41	42

LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 2
Upgrade up to 2 by 2 level(s)	Automate 1 / 1 — 1 + Gain 1	Jump 2	Jump 4		Automate 1 / 1
43	44	45	46	47	48

LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 2

Card 49 (LEVEL 2)
- 📦 → 3 🚀   Jump 4
- 1 📦 → 🚶 + Gain 1 ☁
- **LEAST** + 🚶

Card 50 (LEVEL 2)
- Upgrade 1 🚀 by 2 level(s)
- 📦 → 4 🚀
- **LEAST** + ☁

Card 51 (LEVEL 2)
- Automate 1 ⚙ / 1 ⬇
- 4 ☁ : 🚶↱ ||||
- 🚶↱ |
- + 🚶

Card 52 (LEVEL 2)
- 🚶↱ ||| 👁   Jump 2
- 4 ☁ : 🚶↱ ||||
- + ☁

Card 53 (LEVEL 2)
- 4 ☁ : 🚶↱ |||
- 1 📦 → 🚶 + Gain 1 ☁
- + ☁

Card 54 (LEVEL 2)
- 4 ☁ : 🚶↱ |||
- 2 ☁ : 🚶↱ ||
- + ☁

Card 55 (LEVEL 2)
- Automate 1 ⬇
- 4 ☁ : 🔺
- 🚶↱ | 📦 → 3 🚀
- + 🚶

Card 56 (LEVEL 2)
- Automate 1 ⚙
- 📦 → 3 🚀   Jump 4
- 📦 → 2 🚀   1 📦 → 🚶
- + ☁

Card E (UPGRADE LEVEL 1)
- Automate 1 ⬇
- Jump 2   4 ☁ : 🔺
- 🚶↱ |
- + ☁

Card F (UPGRADE LEVEL 1)
- Automate 1 ⚙
- 2 ☁ : 🚶↱ ||
- 📦 → 2 🚀
- + ☁

Card G (UPGRADE LEVEL 1)
- Automate 1 ⬇
- 📦 → 3 🚀   Jump 2
- 1 📦 → 🚶 + Gain 1 ☁
- + ☁

Card H (UPGRADE LEVEL 1)
- Automate 1 ⚙
- 🚶↱ | 📦 → 2 🚀
- Jump 4   4 ☁ : 🔺
- + 🚶

Card J (UPGRADE LEVEL 2)
- Automate 1 ⬇
- Jump 5   4 ☁ : 🔺
- 🚶↱ ||| 👁   Jump 4
- + ☁

Card K (UPGRADE LEVEL 2)
- Automate 1 ⚙
- 2 ☁ : 🚶↱ ||
- 📦 → 4 🚀   Jump 2
- + 🚶

Card L (UPGRADE LEVEL 2)
- Automate 1 ⬇
- 📦 → 3 🚀   Jump 4
- 🚶↱ ||| 👁   Jump 2
- + ☁

Card M (UPGRADE LEVEL 2)
- Automate 1 ⚙
- 4 ☁ : 🚶↱ ||||
- 4 ☁ : 🚶↱ |||
- + 🚶

Card N (SPECIAL UPGRADE)
- Automate 1 ⬇
- Jump 4   4 ☁ : 🔺
- **CLAIM EMPIRE**
- + 🚶

Card P (SPECIAL UPGRADE)
- Automate 1 ⚙
- 4 ☁ : 🚶↱ ||||
- **CLAIM TRANSENDENCE**
- + ☁