



ENTROPY

SOLO RULEBOOK

You stand alone before the interface, the vast, empty expanse of the holographic chamber amplifies your feeling of isolation. Today, there are no rival apprentices to surpass - only the most rigorous protocol of the final exam. You must overcome a simulation configured with unique, destabilizing variables. However, you firmly believe there are no unwinnable scenarios, only complex equations awaiting a solution. The time has come to prove your mastery.

You may play **Entropy** alone with only minor modifications to the standard rules. You must test your skills against a Ghost from the simulation memory, and additionally overcome the variables presented by a dedicated deck of 12 Challenge cards. Your ultimate objective is even higher than before. Not only must you master the universal forces and achieve the highest possible Victory Point score, but you must also overcome at least 2 challenges.

SOLO COMPONENTS



1 Solo tile



12 Challenge cards



19 Progress cards

GAME SETUP

Prepare the game for 2 players with following modifications:

1. Perform the Player setup only for yourself.
 - Mission cards are not used in a solo game (skip step 10 of the Setup and step I. of the Player Setup).
2. Take a Scientist token of an unused color (from now on referred to as Ghost Scientist) and place it on the next clockwise inner circle Action space from the space with your own Scientist.
3. Return to the box the B Progress card with the "x2" effect. Shuffle A and B Progress cards separately to create 2 face down decks. Remove 2 cards from the top of each Progress deck - do not look at the removed cards and return them to the box (3A). Stack the remaining cards to create one Progress deck with A cards on top of the B cards. Place this deck between the Action spaces with your Scientist and Ghost Scientist.
4. Place the Objective markers in the color of Ghost Scientist on the leftmost space of each Objective track.
5. Place 3 Lifeform tokens of appropriate type next to each small Lifeform Objective tile.
6. Place 2 Lifeform tokens of appropriate type next to each big Lifeform Objective tile.
7. Separate Challenge cards by type (green/yellow/red) and shuffle each deck. Draw 1 random card from each deck, and place them face up next to your play area. Cover the bottom parts of these cards with the Solo tile.



ADVANCED CHALLENGES

Play the Advanced Challenges variant when you feel that you know the game well enough.

When setting up the Challenge cards, draw 2 cards of each type (green/yellow/red). Place them in 3 columns (matching color types vertically) and cover the middle part with the Solo tile. The top card of each column shows the criteria to meet the challenge, while the bottom card of each column adds a constraint you must apply to your game.



If during the Mission step (see page 12 of the main rulebook) you Complete a Challenge, flip both cards in the column face down - the constraint is no longer applicable. All Challenge cards are described in detail in the Appendix on page 6.




PLAYING THE GAME

You play the game according to the regular rules. Additionally, you must complete at least 2 Challenges. Each turn you must move the Ghost Scientist, refresh tiles depending on the action you took, and resolve a Progress card (if the Ghost Scientist passed the Progress deck).

TURN STRUCTURE

MOVEMENT >>> ACTION >>> MISSION >>> GHOST

MOVEMENT

The Action space with the Ghost Scientist is considered occupied and adds 1 to the distance moved for the purpose of resolving the Traffic Bonus. If you move 3 spaces and land on the space with the Ghost Scientist, you must spend 1 Entropy .

ACTION

Resolve according to regular rules.

MISSION

Instead of resolving Mission cards, you may Complete a Challenge. If you meet the listed criteria, flip the appropriate Challenge card face down. The completed Challenges are worth VP at the end of the game.

GHOST

You must move the Ghost Scientist depending on how many spaces you moved this turn:

If you moved by 1 space



the Ghost moves 3 spaces

If you moved by 2 spaces




the Ghost moves 2 spaces

If you moved by 3 spaces



the Ghost moves 1 space

If the Ghost Scientist ends its movement on the same space as you, move it one more space forward.

Hint: If you find yourself forgetting how many spaces you moved, you can place the Ghost Scientist on the corresponding Traffic bonus space of its Action space as a reminder. I.e., if you moved by 1, you can place the Ghost Scientist on  of the Traffic bonus it is now - this way, when it is time to move it, you know how far you need to move the token.

If the Ghost Scientist passes the **Progress deck**, draw and resolve the top card. If the Progress deck is empty, remove all A cards from the discard pile and reshuffle remaining cards to create a new Progress deck.

Remove the leftmost appropriate Liform token from below the Objective.



If it is the 3rd Liform of a specific type, place the topmost small Liform Objective tile next to the Solo tile.

If it is the last (5th) Liform of a specific type, place the big Liform Objective tile next to the Solo tile.



Advance the Ghost's marker on the appropriate Objective track (though it cannot claim the last space if you already did that).



Remove the indicated card(s) from the offer. (Refill the offer if needed.)



Remove the indicated Planet from the offer. (Refill the offer if needed.)



Remove the indicated Biome from the offer. (Refill the offer if needed.)

END OF THE GAME

The end of the game is triggered according to regular rules. Finish the current round, then play 1 additional round. **If you completed at least 2 Challenges, you may proceed to the final scoring.** Otherwise, you immediately lose.

Sum up your score normally. Additionally, add 5/10/15 VP for completed green/yellow/red Challenge respectively.

Then, sum up the Ghost score:

1. VP from Lifeform Objective tiles, next to the Solo tile.
2. Main Objective VP value x4.

If you have more VP than the Ghost, you win the game. Otherwise, you fail.

Example:

Ghost collected 3 Lifeform Objective tiles worth together 39 VP.

For the Main Objectives, Ghost gains (from left to right):

- $7 \times 4 = 28$ VP
- $10 \times 4 = 40$ VP
- $7 \times 4 = 28$ VP

In total, Ghost has 135 VP.



OTHER DIFFICULTY MODIFIERS

If you want to lower the difficulty, implement any of the following changes:

- Use all A and B Progress cards (do not remove any during setup).
- During final scoring count the Ghost's Main Objective VP value x3 instead of x4.

If you want to increase the difficulty, implement any of the following changes:

- During final scoring count the Ghost's Main Objective VP value x5 instead of x4.
- Use only B cards to create a Progress deck, and remove 3 of them during setup.
- During setup, shuffle "x2" card with the bottom 3 cards of the Progress deck. When it's drawn, remove it, immediately draw the next card and resolve its top effects twice. If you need to reshuffle the Progress deck, do not add this card back to the deck.



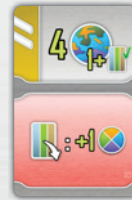
APPENDIX

CHALLENGE CARDS



SC1

Requirement: Play at least 4 Life cards of one type.
Constraint: When you retrieve a Creation token from the Main board, you cannot Activate a Star (you still may gain 1 Entropy).



SC7

Requirement: Have 4 Planets with at least 1 Life card played on each.
Constraint: Each Life card requires 1 more Life Condition icon (of any type).



SC2

Requirement: Evolve a Star to tier 4.
Constraint: Evolving a Star costs 1 more Energy.



SC8

Requirement: Have at least 6 Planets.
Constraint: Do not gain VP from Generator track.



SC3

Requirement: Upgrade your Console at least 4 times.
Constraint: When you Upgrade your Console you must spend 1 Mass. (If you cannot pay that cost, you are not allowed to resolve that Action.)



SC9

Requirement: Have at least 8 Heat Life Condition icons in your play area (on Planets, Asteroids and Stars).
Constraint: When you use your Wild Creation token, place it with a lock face up. Before you can retrieve this token you must unlock it first (by passing it with your Scientist).



SC4

Requirement: Have 4 Stars in your play area.
Constraint: Each Star requires 1 more Entropy when being activated. This Constraint applies also to Activate Stars action.



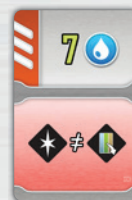
SC10

Requirement: Have at least 8 Carbon Life Condition icons in your play area (on Planets, Asteroids and Stars).
Constraint: You cannot use your Wild Creation token to Aggregate Planets.



SC5

Requirement: Have 2 Planets with 2 Asteroids on each.
Constraint: When you Catch an Asteroid, you must discard a Life card from your hand. (If you cannot pay that cost, you are not allowed to resolve that Action.)



SC11

Requirement: Have at least 7 Water Life Condition icons in your play area (on Planets, Asteroids and Stars).
Constraint: You cannot use your Wild Creation token to Create Life.



SC6

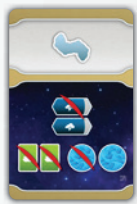
Requirement: Have 3 planets with at least 5 Lifeform tokens (in any combination) on each.
Constraint: Each Biome requires 1 more Lifeform (of any type) to be fulfilled.
 The effect to fulfill without meeting requirements ignores also this additional requirement.



SC12

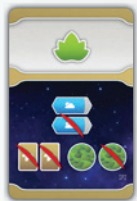
Requirement: Have at least 7 Radiation Life Condition icons in your play area (on Planets, Asteroids and Stars).
Constraint: You cannot use your Wild Creation token to Evolve Stars.

PROGRESS CARDS



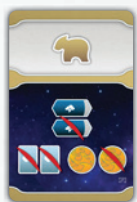
SP1

Remove the next Bacteria token from Objectives.
Remove the top Scarce Biome tile, both Plant cards and the left Water Planet from the offer.



SP2

Remove the next Plant token from Objectives.
Remove the bottom Abundant Biome tile, both Animal cards and the right Carbon Planet from the offer.



SP3

Remove the next Animal token from Objectives.
Remove the bottom Scarce Biome tile, both Bacteria cards and the right Heat Planet from the offer.



SP4

Advance the Ghost's marker on the appropriate Objective track.
Remove the left Bacteria card and the left Plant card from the offer.



SP5

Advance the Ghost's marker on the appropriate Objective track.
Remove the right Bacteria card and the right Animal card from the offer.



SP6

Advance the Ghost's marker on the appropriate Objective track.
Remove the right Plant card and the left Animal card from the offer.



SP7

Advance the Ghost's marker on the appropriate Objective track.
Remove the next Bacteria token from Objectives.
Remove the right Bacteria card and the left Water Planet from the offer.



SP8

Advance the Ghost's marker on the appropriate Objective track.
Remove the next Bacteria token from Objectives.
Remove the left Plant card and the left Carbon Planet from the offer.



SP9

Advance the Ghost's marker on the appropriate Objective track.
Remove the next Bacteria token from Objectives.
Remove the right Animal card and the left Heat Planet from the offer.



SP10

Remove the next Bacteria token from Objectives.
Remove the top Abundant Biome tile, both Animal cards and the left Radiation Planet from the offer.



SP11

Advance the Ghost's marker on the appropriate Objective track.
Remove the next Plant token from Objectives.
Remove the right Animal card and the right Water Planet from the offer.



SP12

Advance the Ghost's marker on the appropriate Objective track.
Remove the next Plant token from Objectives.
Remove the left Bacteria card and the left Carbon Planet from the offer.



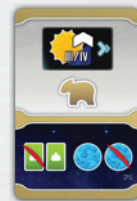
SP13

Advance the Ghost's marker on the appropriate Objective track.
Remove the next Plant token from Objectives.
Remove the right Plant card and the right Heat Planet from the offer.



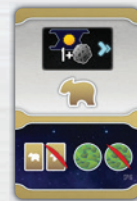
SP14

Remove the next Plant token from Objectives.
Remove the bottom Scarce Biome tile, both Bacteria cards and the left Radiation Planet from the offer.



SP15

Advance the Ghost's marker on the appropriate Objective track.
Remove the next Animal token from Objectives.
Remove the left Plant card and the right Water Planet from the offer.



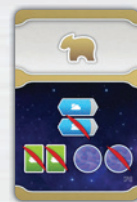
SP16

Advance the Ghost's marker on the appropriate Objective track.
Remove the next Animal token from Objectives.
Remove the right Animal card and the right Carbon Planet from the offer.



SP17

Advance the Ghost's marker on the appropriate Objective track.
Remove the next Animal token from Objectives.
Remove the right Bacteria card and the left Heat Planet from the offer.



SP18

Remove the next Animal token from Objectives.
Remove the bottom Abundant Biome tile, both Plant cards and the right Radiation Planet from the offer.



SP19

Remove this card from the deck. Immediately draw the next card and resolve its top effects twice.

