CRYO™

SOLO RULES

OVERVIEW

These rules allow you to play solo by facing off against an automated rival faction.

SETUP

Set up the game as normal for 2 players with the following changes to specific setup steps:

2. After placing the rival's drones on their platform, place 2 drones of any unused color on the remaining 2 leftmost docks of their platform (5 rival drones total).

5. You are the first player; the rival goes second.

12. Before shuffling the cards, remove 1 card of each type from the deck and randomly place them on the board as shown:



13. Instead of dealing 5 cards to the rival, do the following for the rival platform:

- Draw 1 card and place it faceup as an upgrade.
- Draw 1 card and place it faceup as a vehicle.
- Draw 1 card without looking at it and place it facedown as a mission.

Then draw 2 cards and place them faceup near the rival platform as **decision cards**.

PLAYING THE GAME

When playing solo, you resolve your turn as normal, but with 1 restriction: **you cannot play a card as an upgrade if the rival platform already has that upgrade**.

RIVAL

The rival interacts with the components of the game differently than you do as a player. The following rules modify or replace the normal rules for the rival.

Platform

- The rival does not use actions on their platform.
- The rival does not use upgrade abilities or vehicle abilities.
- The rival platform can hold any number of crew pods.

Cards

- The rival does not have a hand of cards.
- When the rival gains the card benefit (), take the top card of the deck without looking at it and place it facedown as a rival mission.
- Unlike a player, the rival can have any number of missions.

Resources

- When the rival takes a resource tile, place it in any empty slot of the rival platform; if there is no empty slot, return the tile to the box. Then, unlike a player, the rival **also** gains the benefit shown on the tile.
- When the rival has a choice of 2 materials to gain from a resource tile, they gain the material they have the least of.

General

- At any time, if both decision cards are the same, discard them and draw 2 replacements.
- When the rival has 2 or more options for how to resolve an effect according to these rules, **you decide how to resolve it**.

RIVAL TURNS

After each of your turns, the rival takes a turn in which they either deploy or recall.

On most turns, the rival deploys. They recall only if either of the following is true:

- There are no drones on the rival platform.
- There are 1 or more sections of the ship with no open docks.

Note: It is possible for the rival to recall multiple turns in a row.

Deploy

1. Activate Decision Card

Randomly select 1 of the 2 decision cards (flip a coin or unused token). The selected card matches 1 of the cards placed on the board during setup and determines where the rival deploys.

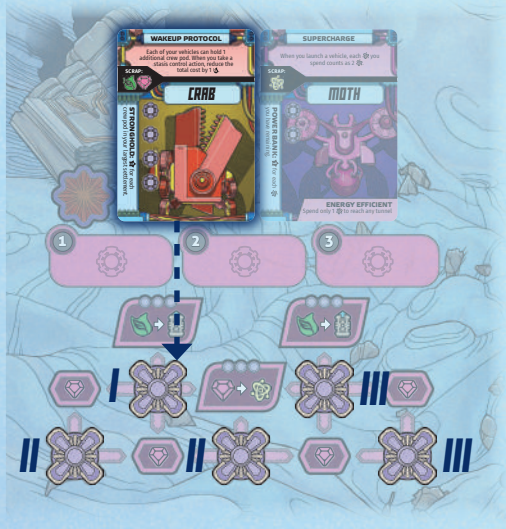
2. Deploy Rival Drone

Take 1 rival drone (regardless of color) from the rival platform and place it on the board as follows:

I. Place it on the dock below the card on the board that matches the active decision card.

II. If that dock is occupied, instead place the drone on either of the 2 docks below it.

III. If that is not possible, place the drone on any open dock in the same section of the Ship.



Priority of deploying rival drones

3. Take Action

The rival takes actions differently depending on which section their drone was placed in.

Engineering/Laboratory/R&D:

I. The rival takes the resource tile on the right of the newly-placed drone.

II. If there is no resource tile to take, the rival takes the next tile clockwise around the drone (below, left, above).

III. If there are no resource tiles around the drone to take, the rival gains the material shown on an adjacent resource space.

Dispatch:

The rival gains 1 nanite. Then awaken the leftmost rival crew pod in dispatch.

4. Draw Decision Card

Discard the active decision card and draw a card to replace it.

5. Check Rival Resources

See next page.

Recall

1. Assign to Salvage

If there are fewer than 3 rival crew pods assigned to salvage and at least 1 salvage space is empty, take 1 crew pod from the rival platform and assign it to salvage. If possible, assign it to salvage a different material than other rival crew pods.

2. Recover Salvage

For each rival crew pod assigned to salvage, the rival gains 1 material of the type shown.

3. Resolve Incident Tokens

If there are 3 or fewer rival drones on the board, resolve 1 incident token.

If there are 4 or 5 rival drones on the board, resolve 2 incident tokens.

Choose incident tokens from the sections of the the ship that contain the fewest rival crew pods. Resolve all tokens before drawing replacements.

4. Return Rival Drones

Take all rival drones from the board and place them on any docks of the rival platform (the rival does not use platform actions).

5. Check Rival Resources

See next page.

Check Rival Resources

Whether the rival deploys or recalls on their turn, you finish by checking their resources. In the order below, check each of the rival's resources—for each threshold they have met, resolve the following effects.

1. Check Crystals

If the rival has 4 :

I. Awaken the leftmost rival crew pod in engineering.

II. The rival gains 3 .

III. The rival loses all .

2. Check Organics

If the rival has 4 :

I. Awaken the leftmost rival crew pod in the laboratory.

II. Awaken 2 rival crew pods from the section with the most rival crew pods.

III. The rival loses all .

3. Check Tech

If the rival has 4 :

I. Awaken the leftmost rival crew pod in R&D.

II. Take the top card of the deck without looking at it and place it facedown as a rival mission.

III. Draw a card and place it as a rival upgrade. If you cannot, place it as a rival vehicle.

IV. The rival loses all .

4. Check Nanites

If the rival has 4 :

I. Awaken the the leftmost rival crew pod in dispatch.

II. The rival gains . If this brings their , , or up to 4, repeat the corresponding steps above in order.

III. The rival loses all .

5. Check Energy & Crew Pods

If the rival has 3 or more **and** 3 or more awakened crew pods:

I. **Scout**—Choose 1 facedown cavern tile and flip it faceup. The chosen cavern tile must be adjacent to a faceup cavern tile and **must be a large cavern if possible**. Place 1 crew pod from the rival platform on that cavern.

II. Choose 2 adjacent caverns that contain the fewest rival crew pods. Take all crew pods from the rival platform and divide them evenly among the 2 caverns.

III. The rival loses all .

END OF THE GAME

The game ends as normal. The rival scores points as normal, but with 1 difference:

Before scoring for missions, reveal the facedown rival missions. If there are any duplicate cards, replace them 1 at a time with random cards from the top of the deck until there are no more duplicates. **The rival scores their 3 highest-scoring missions**.

VARIANTS

You can use 1 or both of the following options to adjust the solo game experience:

- For a more difficult game, during step 6 of setup, you may have the rival gain .
- For a more unpredictable game, do not place decision cards during setup. During step 1 of rival deployment, place the top card of the deck into the discard pile faceup—it is the active decision card for the turn. Skip step 4 of deployment.

CREDITS

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