NORIA

Solomode

Deep in the Caves of Noria, ancient machines covered with strange symbols were found. The scientists are eager to get them working. They believe these machines can help the city with the four great projects. These ancient machines could even be more effective than some humans - but that is hard to believe, isn't it?

Read the rulebook for the base game before you read the changes for the Solomode

Goal of the Game - How do I win in Solomode?

In the Solomode, you will have an automated opponent (from now on called Bot). You defeat the Bot if you have more Victory Points at the end of the game. However, while playing against the Bot, you also try to achieve the highest VP score possible.

Set-up - What is different in the Solomode?

Set up the game as you would for Expert Rules but follow these exceptions:

- The Solomode takes 16 rounds. Place the round markers on the round track.
- Choose your color and take your game components.
- Choose a color for the Bot. The Bot will only need the Factories and Representatives.
- Place 4 Discs of each type on the market. Place the Energy, Mycelium, and Obsidian Discs on the free market spaces. Randomly determine the spaces of the City, Journey, Tool, and Bonus Discs on the market and place them there.
- Shuffle the Islands face-down, pick 5 and place them face-up in a circle. Place the Ships on the Islands in this order: 1 Ship on spaces with the ↓ and ↓↓ and 2 Ships on the ↑ of the depicted Resource. Place the Bot-Ambassador on a random Island. Obey the travel restrictions.
- Place 1 of the Bot-Representatives onto the first Level of a random Path.
- Assemble the Bot-Wheel with the Letter Discs by using the Expert Rules or use this recommended Bot-Wheel for your first Solomode game. **All** Letter Discs start with their normal (dark) side up.
- Assemble your own Wheel by following the Expert Rules.
- Place 1 of your Representatives on the first Level of a Path of your choice.
- You receive **no** Resources and **no** Knowledge.



Game flow - What are the Letter Discs used for?

You are the starting player, afterwards it is the Bots turn. You will play 16 rounds. On your turn, take the lowest round marker from the round track and put it in the middle of the Bot-Wheel.

At the start of the Bots turn, remove the round marker and rotate each of its 3 Rings in a clockwise direction exactly 1 space. Activate the Discs that just moved into the active half of the Bot-Wheel in alphabetical order and use their actions. The Letter Discs have a normal and an upgraded side. If you activate an upgraded Disc, use its action twice. Use **all** of the activated upgraded Discs of the Bot twice. If you didn't move any Discs into the active half then you don't use any actions for the Bot during this turn.

The actions of the Bot will be described in detail on the following page.

Scoring - What is my Highscore?

After 16 rounds calculate your and the Bots Victory Points. Use the instructions provided in the **Final Scoring** chapter of the manual. If you have more VPs than the Bot you won.

We have two additional Bots waiting for you in increasing difficulty. We will teach you how to interpret the information in the next chapter.

Bot 2: 2C - 1B 2E - 1A 3D 4F Bot 3: 1E - 2F 3A - 1C 3B 6D

Notation system - How can I tell others about my Bot?

The notation system uses abbreviations for the action Discs.

Bonus = B | Energy = E | Mycelium = M | Obsidian = O | Journey = J | City = C | Tool = T

If you want to share your set-up with others, write down your starting conditions.



Market

Note the abbreviations of the Discs in the market followed by their Price.

E.g.: J1, C2, T3, B4

Islands

Start with the Island in the top middle of the circle and note in clockwise order the numbers of the 5 Islands in play. To indicate the starting Island of the Bot-Ambassador note an (x) next to the number.

E.g.: 7, 4(x), 2, 8, 9

Bot-Wheel

For the set-up of the Bot-Wheel begin with the small Ring, followed by the middle Ring, and the large Ring, and note the position and the Letter of the Disc in the Wheel. Note on which Path you placed the Bot-Representative during set-up.

E.g.: 1A - 1E 2B - 3C 4F 5D - Refinement Path



Your Wheel

As described above with the Bot-Wheel, note the positions and type of the Discs. Use the abbreviations on the first page. Note on which Path you placed your Representative during set-up.

Bsp.: 1J - 1T 3O - 1C 3M 4E - Settlement Path



You can summarize your starting conditions in 4 lines.

Market: J1, C2, T3, B4
Islands: 7, 4(x), 2, 8, 9
Bot: 1A - 1E 2B - 3C 4F 5D - Refinement Path
Player: 1J - 1T 3O - 1C 3M 4E - Settlement Path

Newsletter - Is that everything?

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The actions of the Bot

A

This Disc uses 2 different actions depending on the round. This Disc changes its action from round 11 onward.



Round 1-10 Ship: Move the Ambassador and take 1 Ship

Move the Bot-Ambassador 1 Island in a clockwise direction, take 1 Ship of the rarest Resource type and put it back into the box. In the case of a draw, take the Ship on the right side of the Island and put it back into the box. If there are no Ships left on the Island, this action is cancelled.

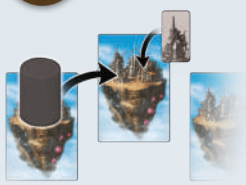


Round 11-16 Energy boost: Rotate middle and large Ring

Rotate the middle and the large Ring in a clockwise direction exactly 1 space. Activate the Discs that were rotated into the active half through **Energy boost** in addition to the Discs that were rotated at the beginning of the Bot-turn. Proceed to activate the Discs in alphabetical order. Rotate the Rings only 1 space even if the A Disc is upgraded.

B

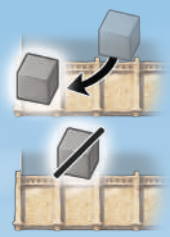
Factory: Move the Ambassador and build 1 Factory



Move the Bot-Ambassador 1 Island in clockwise order and place a Bot-Factory. Always place the Bot-Factory on an empty spot that yields 2 Warehouses first. In the case of a draw, choose the rightmost free spot available. If there are no free spots left or **all** Factories of the Bot have been placed, this action is cancelled.

C

Bot-Intrigue: Move and remove Politicians

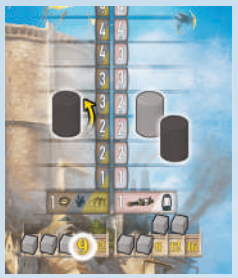


Check on which Path the Bot-Representative is on the highest Level. Then move 1 Politician to the lower section of the corresponding Chamber. Check on which Path your Representative is on the highest Level. Then remove 1 Politician from the upper section of the corresponding Chamber. In the case of a draw, choose the rightmost Chamber. You potentially have to use both parts of the action on the same Path.

In the case that you cannot move 1 Politician in 1 of the Chambers corresponding to a Path where 1 of the Bot-Representatives is present, move 1 Politician in the Specialization Chamber. In the case that you cannot remove 1 Politician from a Chamber corresponding to a Path in which 1 of your Representatives is present, remove 1 Politician from the Division Chamber. If there are no unplaced Politicians left, this action is cancelled.

D

Investment: Move Representative in most valuable Path



Move the Bot-Representative up 1 Level on the most valuable Path in which it has not already reached Level 9. In the case of a draw, choose the rightmost Path. If there is no Bot-Representative on that Path, move 1 Bot-Representative from the Cave onto the first Level of that Path.

E

Follow: Move Representative in your Path



Move the Bot-Representative up 1 Level on the Path in which your highest Representative is present. If the Bot-Representative has already reached Level 9, choose the Path with your second highest Representative. If there is no Bot-Representative on that Path, move 1 Bot-Representative from the Cave onto the first Level of that Path. In the case of a draw, choose the rightmost Path. If there is no other Path with 1 of your Representatives, this action is cancelled.

F

Upgrade: Upgrade Discs 

A Disc is upgraded by flipping it from its normal (dark) side to its upgraded (light) side. Upgrade the normal Letter Disc which will be rotated into the active half of the Bot-Wheel next turn. If more than 1 Disc will be rotated into the active half next turn, upgrade the Disc in the highest Ring. If no Disc will be available next turn, find the next valid Disc in the coming rounds following the above mentioned pattern. If **all** Letter Discs are already upgraded, this action is cancelled.

Replacement action for the small Ring

If the action of the Disc placed in the small Ring of the Bot-Wheel is cancelled, use the **Investment** action instead. If the cancelled actions belonged to an upgraded Disc, use the **Investment** action twice. The **Energy boost** action is never cancelled.

Credits

Designer: Sophia Wagner
Illustration: Michael Menzel
Graphics: atelier198
Development & Realisation: Roman Rybiczka, Julian Steindorfer
Localisation: T.R. Knight

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Edition Spielwiese
Kopernikusstr. 24
10245 Berlin, Germany
www.edition-spielwiese.de

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