Hadara Solo Variant

You play ***Hadara*** as a single player game against a Non-Player Character (NPC) player managed by you. Unless otherwise noted, follow all of the normal game rules.

The solo variant **does not use the game board**. To set up the game:



Epoch Cards:
– Shuffle the 5 epoch I decks (separated by color) and place 2 cards of each color in the center of the table.



– Draw 2 more cards of each color and shuffle them together to form a single deck. This deck contains cards with **different** card backs and is used in phase B of the game. Set it aside for now.

– Return the remaining epoch I cards to the box.



Colonies:
– Separate the 25 colonies following the usual rules.

– Shuffle each stack of tiles and place 2 colonies from each stack in the middle of the table.

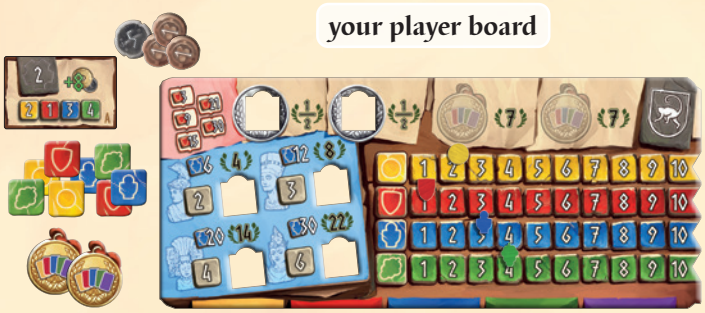
– Return the remaining colonies to the box.

Components:
– Place 2 player boards in front of you – one for yourself and one for the NPC.



– Shuffle the 5 setup cards and draw one for yourself and one for the NPC. Decide which side of the setup cards (A or B) to use, set up the tracks on both player boards accordingly, then take your coins from the supply. The NPC never gains coins and never has to pay coins.

– Shuffle the NPC's 8 bonus tiles **facedown** (1) into a pile and place it next to the player board.





Note: During the game, the NPC will collect a lot of cards, so leave plenty of space below the player boards.

Playing the Game

You are the first player each epoch, regardless of the initiative on your setup card.

Phase A:
Instead of setting the wheel, you choose **1 of the 5 decks** to draw from first. The card that you would normally place in the discard pile is instead placed **under** the corresponding color on the NPC's player board. The NPC receives the card without having to spend coins, and increases its track values based on the values shown on the card.

You decide whether you want to buy or sell the other card which you have chosen as normal.

Repeat this procedure until all 5 decks are empty.

Income:
The NPC does **not receive** any coins

Colony:
You follow the normal rules for taking colonies.

If the NPC fulfills the requirement for a colony, it must take the one with the **highest** military value on its player board and **integrate** it, flipping the colony and increasing the NPC's values based on the colony's values.

Carve a Statue:
You follow the normal rules for carving statues.

If the NPC fulfills the requirement for a statue, it must carve the one with the **highest** culture value on its player board. To do so, take one of the facedown bonus tiles, flip it over and place it **faceup** into the corresponding statue space. Adjust the NPC's track accordingly.

Phase B:

Instead of drawing cards from the outer spaces of the game board, draw the top 2 cards of the mixed deck you created during setup. Because the deck is made up of cards of all of five colors, you can draw 2 cards of different colors.

Note: You can always look at the order in which the cards will be drawn.

Just as in **Phase A**, you must place one card below the NPC's player board under the corresponding color and decide whether you want to buy or sell the other card.

Then, draw the **next 2 cards** and repeat this process until the deck is empty.

Note: In both Phase A and B, the NPC receives 5 cards. At the end of the game the NPC will have a total of **30 cards** under its player board.

Feed Your People:
The NPC does not need to feed its people. It does not suffer any penalty if its food value is not equal to or higher than the total number of cards under its board.

Buy Silver and/or Gold Medals:

To determine the number of silver or gold medals the NPC receives, see "**Difficulty**".

As soon as the NPC receives a silver medal, take one random bonus tile and put it faceup in an empty silver medal space on its player board.

It is possible for the NPC to need more than 8 bonus tiles. In this case, take the materials for another player from the box and set aside 8 more random bonus tiles.

A New Epoch:

The setup and gameplay of epochs II and III are the same as that for epoch I, using the decks for the respective epochs.

Game End and Final Scoring

As normal, the game ends after the end of phase B of epoch III

Add up your points and the NPC's points to determine the winner!

See page 3 for rules on using purple cards and adjusting the difficulty.

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Purple Cards

The NPC can use only the purple cards noted below. The remaining purple cards are treated as blank by the NPC player; you should use this to your advantage!

The following purple cards can be used by the NPC player:





Place a randomly drawn bonus tile here and adjust the respective track on the NPC's game board accordingly.

Difficulty

Experienced players may wish to skip Level 1 and go straight to Level 2.

To set the solo variant's difficulty, adjust when and which medals the NPC player receives as follows:

Level 1: beginning of the game: 1 silver medal (income)

Level 2: beginning of the game: 1 silver medal (income), 1 silver medal (food), no setup card

Level 3: beginning of the game: 2 random silver medals

Level 4: beginning of the game: 1 random silver medal, end of epoch I: 1 random silver medal

Level 5: beginning of the game: 3 random silver medals, no setup card

Level 6: at the end of each epoch: 1 random silver medal

Level 7: beginning of the game: 1 silver medal of each color

Level 8: beginning of the game: 1 gold medal, 1 silver medal (food)

Level 9: beginning of the game: 1 gold medal, at the end of epoch II: 2 random silver medals

Level 10: beginning of the game: 2 gold medals, no setup card

Level 11: beginning of the game: 2 gold medals, at the end of epoch I: 2 random silver medals

God mode: beginning of the game: 2 gold medals, at the end of each epoch 1 random silver medal