

RULES FOR SOLITAIRE PLAY

SET UP

1. Prepare the main board using stars and planets as in a two-player game.
2. Remove the **Agreement on Expansion Progress** card from the game. Also remove a random second card, without looking at it.
3. Prepare your Technology and Action Boards as usual. Place all your Resources on the Resource area (not on the Earth card).
4. Place a second Technology Board near the main board. Place 5 Nation markers of another color on it. This is the Ghost Player's board.
5. Place your Nation markers and the Ghost's at the beginning of both Leadership tracks.
6. Place 3 of the Ghost's Nation markers on the 5, 10, and 15 spaces of the round track.

OBJECTIVES AND RESOURCES

Each campaign has four Levels that you need to complete before the end of the 16th round. Each Level has one Objective card.

IMPORTANT: To succeed at a Level, you must accomplish both the Objective for your current Level and the ones required for all previous Levels. They can be accomplished in any order, and they are worth Victory Points as normal.

Example: to complete Level 3 in **The Edge of the Galaxy** campaign, you must accomplish the Objective cards **External Logistics Base**, **Atlantis Project**, and **Helios Project**.

In addition, you must reach a minimum required score. It's the same for all campaigns:


Level 1: 30 Victory Points	Level 2: 40 Victory Points
Level 3: 50 Victory Points	Level 4: 60 Victory Points

You gain Resources on Earth when you begin a new Level, as follows:

- Level 1: No resources
- Level 2: 1 Antimatter **plus** 1 Energy or Matter (your choice) for every 5 Victory Points over the minimum required score.
- Level 3: 2 Antimatter **plus** 1 Energy or Matter (your choice) for every 5 Victory Points over the minimum required score.
- Level 4: 3 Antimatter **plus** 1 Energy or Matter (your choice) for every 5 Victory Points over the minimum required score.

Example: Simon has accomplished Level 2 with a score of 57 Victory Points, 17 points more than the required score of 40. He starts Level 3 with 2 Antimatter and 3 Resources—Energy or Matter—of his choice ($17 \div 5 = 3$).

HOW TO PLAY

1. Choose which campaign to play. Each campaign has four Levels. Take the Objective cards for the campaign you are playing. Place the Resources indicated in the **OBJECTIVES AND RESOURCES** section on the Earth card.
2. After looking at the Objective card(s), advance two of your Nation markers one space each in two different Technologies, as in a multiplayer game.
3. Advance the Ghost Player's Nation markers one space each on the three Technologies you did not advance.
4. Start the game normally. **At the beginning of each round, advance the Ghost's Nation markers one space on each Leadership track.** Medals are activated normally and can potentially be taken by the Ghost Player.
5. When the round counter reaches one of the spaces with the Ghost's Nation marker (rounds 5, 10, and 15), advance all of its Nation markers one space in each Technology. The ghost player does not affect and is not affected by .
6. The Ghost Player's Nation markers don't advance in any other way. Their position and the Medals collected by the Ghost are used only to determine the requirements of Progress cards.
7. All the other game rules remain the same.

CAMPAIGNS

The Edge of the Galaxy (easy)

Objective Level 1:

External Logistics Base

Objective Level 2:

Atlantis Project

Objective Level 3:

Helios Project

Objective Level 4:

Titan Project

Sagittarius A* (hard)

Objective Level 1: **Logistic Support**

Objective Level 2: **Internal Logistics**

Objective Level 3: **Eden Project**

Objective Level 4: **External Logistics**

Superior Progeny (utopian)

Objective Level 1:

Colonial Supremacy

Objective Level 2:

Colonial Plan

Objective Level 3:

Technological Supremacy

Objective Level 4:

Internal Logistics

Sons of Progress (medium)

Objective Level 1:

Elite Scientific Branch

Objective Level 2:

Antimatter Mastery

Objective Level 3:

Extraterrestrial Contact

Objective Level 4:

Technological Supremacy

Hybrid Civilization (extreme)

Objective Level 1:

Extraterrestrial Study

Objective Level 2:

Colonial Plan

Objective Level 3:

Gemini Program

Objective Level 4:

Civil Expansion