

# GATEWAY UPRISING

## SOLO CHALLENGE



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Solo Challenge : SoloGames  
Translation : Salman Tahir

Try to free the Gateway City led by Chancellor Gideon, fight the Drueggar Horde and defy the rebel faction of the Mirage Mage.

To win in this first scenario, you have to travel through the neighborhoods of the city and accumulate the most infamous points as the Mirage Mage.



## SCENARIO

### THE ASHES OF THE IVORY TOWER

- Revolution Cards : Pythian Wizard, the Elusive Fish-Bird, Red Templar, Ornithomancer, Forgerune, Masked Wizard, Multi-Wizard and Summoner.
- Neighborhoods : Villemarais, University, Villemarché, Villepont, Bourg Cristal and Bourg Canal.

### ESTABLISHING THE CITY

Place the City Center Tile tile in the middle of the table and the 6 random neighborhoods (no face Ruins is disclosed).

Take the neighborhood markers from 1 to 6 and randomly place a Neighborhood marker on the City Center tile. Add an "X" marker to the remaining 5 Neighborhood markers and randomly place a marker on all 6 tiles District.

Take the Mirage Mage card and six player counters of one color (the Mage Mirror card will not be placed in the starting deck but will copy each turn the Attack and Defense values of the highest Attack value card which will be played).

Bring a dice (D6) (the die will set the placement of the player pawn on the neighborhoods of the city).

Build the Event deck with all Event 2+ cards and mix them together.



## ESTABLISHMENT OF THE GENERAL AREA

The establishment of the general area is in accordance with the basic rule.

For your starting deck, you will take 7 Carriole of Saloran, 1 Seller Argethien, 3 Rebelle and 1 card Faction leader at random. Shuffle your deck face down.

For the starting deck of the Mirage Mage, you assign him 1 Elusive Bird-Fish, 1 Red Templar, 1 Ornithomancer, 1 Masked Wizard, 1 Summoner, 1 Bludger, 3 Rebel, 1 Shadow Market worth 6 and 1 Carriole of Saloran. Protect the deck face down.

## DECKS REVOLUTION

The setting up of the Revolution deck is in line with the basic rule with the scenario described above.

## COURSE OF A PARTY

For you the basic rule applies.

For the Mirage Mage, the rule is different.

- **Deployment Phase :**

The Mirage Mage places two face-up cards to the right of his card (they correspond to its two actions). If he places the Hidden Wizard card, he will be allowed to place two more cards face up (+2 Actions).

- **Recruitment phase :**

The Mirage Mage does not recruit. He adds the total of his Gold which he divides by two and take a single stone card of the same or lower value (these cards do not will not be played, they will bring him points of infamy at the end of the game).



- **Attack Phase :**

The Mirage Mage rolls the die and places his player counter on a neighborhood of the city corresponding to the value of his die. He launches his attack by adding the values of his cards (Do not forget to copy the values of Attack and Defense of the highest Attack value card that has been played; Ultimately double the values of this card) against an opponent on the neighborhood in starting with the one with the highest attack value (move to the next if he can not beat it).

However, if you occupy a neighborhood; the Mirage Mage will not roll the die but will launch an attack directly to you. The winner will get a point of infamy. If you win, it will not launch no attack on the next turn but the next one if you still occupy the neighborhood. It is possible that this turn a map of the Horde or the Guard of the City appears and it will be necessary that the winner also fight.

If at the end of an Event card a map of the Horde or City Guard appears on a neighborhood occupied by a Mage Mirror player, the die will not be cast; an attack will be initiated on this neighborhood.

If the roll of the die designates a neighborhood occupied by a Mage Mirror player counter, the new counter player will be placed by default on the City Center or an adjacent neighborhood in a clockwise direction (even for a ruined area).

- **Maintenance Phase :**

The Mirage Mage discards all his cards played face down. Later turn, he will place his other cards from his deck. When the deck is empty, he will mix his cards discarded face down for replay and so on.

- **End of the round :**

Draw an Event card and follow the instructions.

## END OF PART AND VICTORY

The game can end in several ways :

- When all Event cards have been drawn,
- If the Horde destroyed all neighborhoods,
- If the Horde occupies all quarters.

The player with the most infamy points won.



# EXAMPLE OF INVESTMENT

