



PELOPONNES

CARD GAME

Solo Version

Preparation

The game preparation remains exactly the same as in the two-player game.

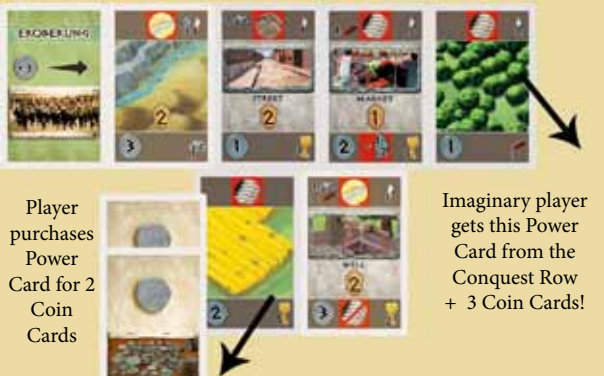
For an imaginary second player, a Civilization will be drawn and placed to the side together with a Luxury Card, but not any Coin Cards.

Game Play

The occurrence of Disasters and Supply Rounds does not change.

In each round you can buy one of the face-up Power Cards by paying the minimum bid. Power Cards bought from the „Conquest Row“ cost 3 coins more than the minimum bid. Once you've purchased a Power Card or passed, the „imaginary“ player's turn is carried out:

If you bought a card from the **Conquest Row**, the imaginary player receives the Power Card from on the far right of the **other** row.



If you bought a card from the **regular row** or passed, the imaginary player receives the Power Card from the far right of the **Conquest Row** and additionally **3 Coin Cards** from the deck, which are collected in a face-down stack.

The imaginary player is never affected by disasters and he also does not need to feed his population.

At the end of the game, you win if you have more points than the imaginary player.

The imaginary player's Civilization is scored just like a regular player's:

Reveal all the Money Cards he collected, add all Citizens to his population points, From his remaining money cards, he scores 1 Power Point for every 6 coins.

The lower of the two scores (Population vs. Power Points) counts as his final score. So that your chances at the beginning are better, you start with some advantages:

1st Game:

You start with a **randomly** drawn Civilization and draw **3 Coin Cards** from the deck that you place face-up next to your Luxury Card. These provide you their respective



raw materials for the entire game. If Citizens are instead on any of these cards, they count as additional population points at the end of the game, without ever having to be fed or lost during the game.

In **each** of the 3 Epochs (A, B and C) you may buy a **second Power Card** during one of your turns. The second card you buy determines which card the imaginary player receives that round.

You buy the Power Cards one after another, that means you can use the production of the first card to build the second card!

2nd Game:

You start off with **another randomly** drawn Civilization and draw **3 Coin Cards** from the deck that you place face-up next to your Luxury Card. These bring you the same advantages as in the first game.

In **2 of the 3 Epochs**, you may buy a **second Power Card** during one of your turns.

3rd Game:

You start off with **another randomly** drawn Civilization and draw **3 Coin Cards** from the deck that you place face-up next to your Luxury Card. These bring you the same advantages as in the first game.

One time during the entire game, you may buy a **second Power Card** on your turn.

4th Game:

You start off with **another randomly** drawn Civilization and draw **3 Coin Cards** from deck that you place face-up next to your Luxury Card. These bring you the same advantages as in the first game.

5th Game:

You start off with **another randomly** drawn Civilization and draw **1 Coin Card** from the deck that you place face-up next to your Luxury Card. This brings you the same advantage as in the first game.

Translation by Jeffrey D. Allers 2016