

SOLITAIRE VARIANTS

When playing solo, you can choose to play against one of the following four factions. Choose one, and apply the rules to your solitaire play.

MUTANT'S UNION

Fierce and harsh, the Mutants will challenge your ability to keep Locations in play.

Rules: The virtual player will try to attack 5 times each round before giving up.

NEW YORK

The masters of building, New York has never stopped expanding. Try to keep up!

Rules: During step 7 of the Lookout Phase, draw 2 cards for the virtual player instead of only 1.

THE MERCHANT GUILD

The best traders in this ruined world don't like you making deals without their approval.

Rules: After the third Raze attempt, the Merchant will try to eliminate your Deals. To perform the Merchant's Attack, reveal one card from the Deck and place it nearby to form a Merchant Attack pile. After the third Merchant Attack, the virtual player will pass on the next action. Discard the cards in the Merchant Attack pile.

Each Merchant Attack, compare the icon in the blue Deal field of each Merchant Attack card with your Deals. If you have a matching Deal, discard one. Otherwise, the Merchant Attack is unsuccessful. The Merchant's will stop attacking your Deals as soon as one Merchant Attack is successful.

APPALACHIAN FEDERATION

The Appalachians are rebuilding. They won't stop just because there's some "apocalypse" going on.

Rules: Before attempting Raze actions, the Appalachians will attempt 3 Rebuild actions. To perform the Rebuild, reveal one card from the Deck and place it nearby to form the Development pile. After the third unsuccessful Rebuild action, the Appalachians will stop trying to rebuild and attack instead. Discard the cards in the Development pile.

Each Rebuild action, compare the Location Types on the revealed Development card with those in the virtual player's State. If there are no matching Location types, nothing happens. However, if they have a Location that matches at least one Location type with any card in the Development pile, they Rebuild. Score 1 VP for the Virtual player. On the next action, the virtual player will stop Rebuilding and proceed to Attacking.

