



EURO 2024

IMPERIAL
MINERS

SOLO SCENARIO



At this time of year, all eyes turn to German stadiums. Factions from around the world face off in a football tournament.

Who will turn out to be the black horse, and who will go home after the group stage this time? One thing is certain - extraordinary emotions await us from the first whistle!

SETUP CHANGES:

Setup the game as usual, with the following changes:

1. Shuffle 2 **I**, 3 **II**, 3 **III**, 3 **IV** cards to create an **OPPONENT DECK** (if you want to play an easier variant, use cards with lower levels).
2. Place 11 **II** cards face down as depicted on the image below. These cards are your **OPPONENT PLAYERS**.



	RIGHT ↓	RIGHT-CENTER ↓	CENTER ↓	LEFT-CENTER ↓	LEFT ↓
GOALKEEPER →			II ①		
DEFENDERS →		II ⑧	II ③	II ⑦	II ②
MIDFIELDERS →	II ⑩		II ⑨	II ④	II ⑪
FORWARDS →	II ⑤	II ⑥			

3. Place 11 **I** cards face down as depicted on the image below. These cards are your **PLAYERS**.



	↑ LEFT	↑ LEFT-CENTER	↑ CENTER	↑ RIGHT-CENTER	↑ RIGHT
FORWARDS →	I	I			
MIDFIELDERS →	I		I	I	I
DEFENDERS →		I	I	I	I
GOALKEEPER →			I		



RULE CHANGES:

1. Use 11 Event cards to create the Event deck.
2. You have 11 **I** cards, each of them is a **PLAYER**, and their level will be increased during the game, when they will be **Trained**.
3. Every time you gain **IV**, instead of taking any tokens, you may **Train** your **PLAYERS**. Swap the cards with cards higher-leveled cards. Training from **I** to **II** costs 2 **IV**, from **II** to **III** costs 3 **IV**, and from **III** to **IV** costs 4 **IV**.
4. You may Train multiple **PLAYERS** at the same time, but all the remaining **IV** are lost.
5. **PLAYER** cards may not be moved.
6. At the end of each Round, draw a card from the **OPPONENT DECK** and place it on the **OPPONENT PLAYER** according to the image to the left (in the first Round on the **PLAYER** ① etc.)

VICTORY CONDITIONS:

At the End of the game compare your **PLAYERS** with the **OPPONENT PLAYERS**:

Your Goalkeeper against their Forwards.

Your Defenders against their Midfielders.

Your Midfielders against their Defenders.

Your Forwards against their Goalkeeper.

Your Left side Players against their Right side Players.

Your Left-central Players against their Right-central Players.

Your Central Players against their Central Players.

Your Right-central Players against their Left-central Players.

Your Right side Players against their Left side Players.

Whoever has the highest total sum of levels in each comparison, scores 1 goal. In case of a tie - nobody scores.

If you score more goals than the **OPPONENT**, you win.

Otherwise, you lose.

Depending on the number of goals ahead of your **OPPONENT**, check your Rank in the table below.

Rank
1-2 goals ahead
3-4 goals ahead
5-6 goals ahead
7-8 goals ahead
9 goals ahead

IV do not provide any benefits.

