

## **SOLO PLAY**

## **Solo Rules Card**

The North can be played solo against an artificial opponent, The Collector, who feeds on Ancients in The Wastes. You must score more than The Collector at the end of the game to win, you lose ties.

Set up the game as normal.

The Collector does not have a Node.

Place The Collector's Deck face down on the other side of The Wastes. Place the Collector's Point Card on the opposite side of the Wastes, next to its deck, facing you.

Flip this card over and place it on the Points Card. The Collector starts the game with 40 Points. When you cause The Collector to lose points, adjust its Points accordingly.

Take the Solo Turn Sequence Card and the game begins. Good luck.

## THE COLLECTOR'S POINTS

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### END GAME SCORING

Add together your Points.

Then, take all of The Collector's Deck  
The Collector gains points equal to the  
Value of the Ancients in its deck.

Add this to its Points.

If you have more Points than The Collector at  
the end of the game, you win.

Otherwise, you lose.

The Collector wins ties.

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## **SOLO TURN SEQUENCE FRONT**

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Shuffle your hand, Discard, and Deck to form your Deck. Your Deck is always Facility side up. Draw three cards from your Deck.

Then, perform three **DIRECTIVES** below. You may select a single **DIRECTIVE** twice.

Discard one Ancient. Reprogram one Ancient of a different Value in the Wastes.

Discard one Ancient. Flip one Ancient in the Wastes and play it to your Zone as a Facility.

Play one card from your hand to your Zone as an Ancient.

Announce your Node Power Level and Discharge your Node (flip it over).

After choosing three **DIRECTIVES**, if your Node was Discharged, flip it to the other side set to Level 1. Otherwise, Charge your Node.

Flip this card over.

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## SOLO TURN SEQUENCE BACK

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The Collector loses 1 for each card in your hand (Adjust its Score).

You lose 2, plus 1 for each Ancient in The Wastes.

Move the top card of the Wastes Deck, and any remaining Ancients in The Wastes, face down to The Collector's Deck.

Refill the Wastes from the top of the Wastes Deck until there are four Ancients in the Wastes.

If there are four or fewer cards remaining in the Wastes Deck, and/or either player is at 0, the game ends.

Otherwise, flip this card over and then pass it to the other player.

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