

SOLO MODE

In Solo Mode, you will face the Horde. This part explains the rules to handle the A.I of the Horde and how the Horde will score points.

The human player will follow standards rules.

THE HORDE

The Horde is not made of ordinary Survivors. These mutants have acquired the ability to survive and prosper in the "Great outside" without fear of radiation. They are stronger and tougher and require less Food than the other Survivors. They seem better suited for survival but no one wants to join their ranks as their humanity and empathy are long gone. We keep our distance from them and try to avoid getting in their way...

The Horde needs no shelter. Its members live out in the open, directly in the "Great outside". On every turn, the Horde's movements are determined by a card drawn by the player. The card indicates a Location where one of the inactive Heroes of the Horde must go. If that Location cannot be reached, the player checks the second one that is mentioned on the card and so on until a movement is possible. This way, the Horde's movements are unpredictable, forcing the player to surpass himself on every turn so as not to run out of Resources or suffer from too much Pressure from the Horde.

Standard rules apply but 2 new rules must be followed:

- >> The Horde is always the first player, no matter who reached the Cargo Ship first.
- >> The Horde cannot be Pressured, but puts Pressure on the other player.

SETUP

The Horde begins the game with the following elements:

- >> 4 Survivors, 2 Waters, 1 Ammunition and 3 broken Equipments (drawn at random).

Put the starting Resources and Survivors tokens on the corresponding space on the Horde board and the starting Equipment on the left side of this board. Remember that it is broken and must be fixed before the Horde can use its effect.

- >> The Horde is composed of the following Heroes, depending on the level of difficulty chosen by the player:

REGULAR: 3/3/4/5

HARD: 3/4/4/5

NIGHTMARE: 3/4/5/5

Horde Heroes are selected amongst one of the unplayed Heroes.

Horde Heroes are not placed on the main board during the setup. They will be placed one at a time during the first turn, according to the Horde cards drawn by the player. For the rest of the game, the Horde will move from one Location to another according to the standard rules.

- >> Shuffle all of the 8 cards of the Horde deck and put them face down, keeping them at hand.

The Human player sets up his game according to the standard 2-player game rules.

The game may then begin. The game lasts for 6 turns during which the Horde and the player alternate their moves, one inactive Hero at a time, just like in a standard game.



HOW TO PLAY ?

1/ DAWN PHASE

The setup and restock of the main Board is the same as for a standard 2-player game.

2/DAY PHASE

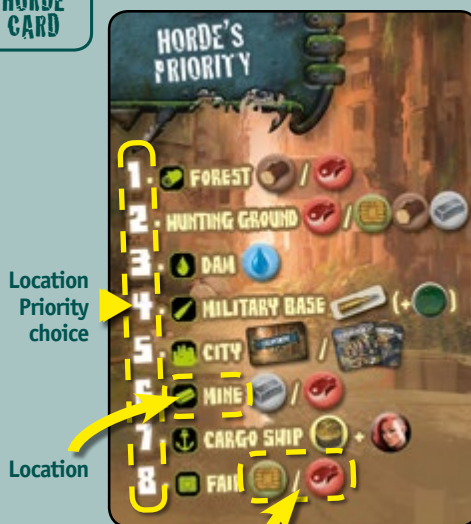
The Horde is always the first player.

At the beginning of each turn played by the Horde, draw the top card of the Horde Deck and **move one of the Horde's inactive Heroes to the first Location** indicated on the card (standard moving rules apply).

If multiple Locations are available and/or more than one Heroes can access it, you must pick the lowest Hero able to perform the action and move it to the closest Location that can provide the wanted Resources.

If you can't move a Hero to the Location (too far or already occupied by a Horde's Hero) **or there is neither main or secondary objective to be collected**, the player must send them to the second Location indicated on the card and so on until a Location where the Horde can collect can be reached (standard moving rules apply).

HORDE CARD



The Horde card indicates the Forest as a first choice but it is too far for the last Horde Hero. The second choice is an Hunting ground, but the Mine, the only one accessible is already occupied by the Horde. Therefore, Hero 4 moves to the Dam (third choice). If no Resources were available on the Dam, 4 would have moved to the Military Base.

Upon reaching a Location, the Horde's Hero collects Resources from that Location, as indicated on the card and just like a regular player would. The bonuses of his fixed Equipment apply when possible (once per turn).

If possible, the Horde puts Pressure on other Heroes who already are on the Location.

CLARIFICATIONS ON HORDE'S ACTIONS

- » The Location takes priority over the Resources. If the main objective indicated on the Horde card is depleted but the secondary one is available, the Horde's Hero moves to the Location.
- » Horde's Heroes always spend all of their Actions if possible. If a Hero has Actions points left after collecting the main objective indicated on the Horde card, he collects the second objective if he can.
- » The anti-radiation seaweed is not a main objective for the Horde but if a Horde Hero goes to the Military camp and the anti-radiation seaweed is available, one of his Actions must be used to Collect the anti-radiation seaweed.
- » If both Cities are a viable option, the Horde firstly goes to the one with Equipments with symbol matching the ones of the Equipment it already has. If no more Equipments are available in a City where a Horde's Hero is or if he can't take more of them, the Hero must spend the rest of his Actions to draw as many Search tiles.
- » If more than one Hunting Locations are available, choose the Location with the strongest Prey that can be hunted by the weakest Hero using all ammunition available if necessary.

A new card must be drawn at every turn for the Horde, for each of its 4 Heroes. Thus, on each turn, the player draws 4 cards.

When the Horde deck is empty (turn 3 and turn 5), the player shuffles all of the 8 discarded cards and makes a new pile.

THE HORDE'S 8 RULES

The Horde is different from the other players, thus 8 rules must always be followed:

- » 1/The Horde is always the first player.
- » 2/If more than one inactive Hero can reach the Location indicated on the card, the Horde always moves its lowest inactive Heroes first. If 2 Heroes with the same Strength can reach the Location, the human player chooses between them.
- » 3/The Horde never pays Microchips at the Dam since it doesn't mind radioactive Water.
- » 4/The Horde immediately trades seaweeds from the Military Base or anti-radiation pills found in the Cities for the same amount of Survivors (pills help the Horde to take care of newborns).
- » 5/The Horde can recruit a maximum of 7 Survivors per Night phase, in addition to those gained during Day phase (Equipment and Cargo Ship).
- » 6/The Horde cannot possess more than 4 broken Equipments at the same time. Once this number is reached, the Horde goes through Search tiles in the City rather than acquiring new Equipment.
- » 7/The Horde always fixes Equipments that allow for the completion of a symbol first.
- » 8/The Horde can never be Pressured, but it exerts Pressure on Human players.



3/ NIGHT PHASE

The Horde's Night phase differ from humans'. During that phase, it will perform the following actions, in this exact order:

- » 1/Resolve Events (starting with the one with the most SPs). The Horde always plays first.
- » 2/Feed Survivors: 1 Commodity for every 2 Survivors, rounded down (1 Survivor loss per commodity missing).
- » 3/Recruit new Survivors: 1 Commodity per Survivor
- » 4/Fix Equipments (starting with those that allow it to complete symbols).

Contrary to the Human player, the Horde can keep as many Commodities as it likes, but its priority is to spend them in order to recruit new Survivors if possible (with a maximum of 7 per Night phase).

The game ends at the end of turn 6. The Tribe (including the Horde) with the most Survival Points wins.



Standard rules apply for the Human player's SP count.

Horde's SP count:

- » Events resolved (while the Horde is always the first player, you must prevent it from getting the Resources it needs and from resolving Events).
- » Fixed Equipments (the Horde always fixes Equipments that allow symbols to be completed first).
- » 2 SPs per Survivor in the Horde's Tribe (try to prevent the Horde from getting too many Commodities in order to block it from recruiting new Survivors)

Will you be able to overcome the Horde?

6 EQUIPMENT FIXED +6SPS

2 MATCHING SYMBOLS +2SPS

1 SOLVED EVENT +3SPS

8 SURVIVORS +16SPS

Example: The Horde gets a count of 27 SPs:

- 8 Survivors = +16 SPs
- 1 solved Event worth 3 SPs = +3 SPs
- 6 repaired Equipments (+6 SPs) + 2 Matching symbols (+2 SPs) = +8 SPs

MINI-EXPANSIONS



You can add one, two or three of the following expansions to the original gameplay.

LOST IN THE CITY

Weird newcomers are in town, what will happen if you meet them?

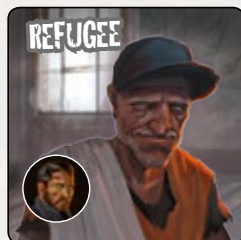
At the beginning of each Dawn phase, for each City, shuffle these 3 Character tiles and place one of them randomly in each Search pile (in addition to the regular tiles). Discard the other tile(s) without revealing them.

During a "Search" action:

» **A player who draws the Raider** must defend himself or herself by discarding 1 Ammunition or one of his or her Resources.



» **A player who draws the Refugee** immediately adds a Survivor to his or her Shelter (in the Airlock or in any other Room where a slot is available).



» **A player who draws the Merchant** can trade a Material of his or her choice for any other Material (Wood, Metal or Microchip). If the player has no Materials to trade, nothing happens.



RELICS FROM THE PAST

The Ancient Men had hobbies. Here's what remains of them.

During the game setup, mix these 4 tiles with the other Equipments.

Clans have no use for these Equipments from the Ancient World, but they like to fix them and keep them to remember the good old days. They can be fixed just like any other Equipment, but they give no bonuses during the game. **At the end of the game, they are worth 2 SPs each if they are fixed.**



PREDATORS

Sometimes, the hunter becomes the hunted...

When setting up the game, mix these 3 tiles with the right amount of Prey tiles, depending on the number of players.

Divide all the tiles in 3 piles for the 3 hunt Locations. These special Preys are in fact predators that you have to eliminate in order to preserve the few Preys that remain in this world.

They mutated because of the radiations and are now almost unfit for human consumption. They don't give much Food, **but your tribe will be rewarded at the end of the game with SPs.**



EVENT

ATOMIC BLAST



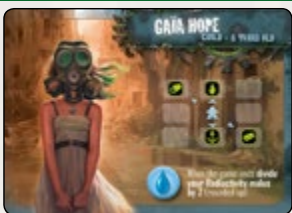
Double the radioactivity wave for the current turn.

As long as this Event has not been solved at the beginning of the Night phase, the amount of radioactivity wave of the ongoing turn is doubled.

LEADERS

Those peculiar Leaders begin the game without Equipment tile and with fewer Resources than the regular Leaders. To compensate, each of them possess a unique ability.

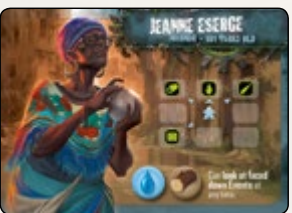
GAÏA HOPE



Starting Resource: 1 Water.

Special ability: At the end of the game, Gaïa divide the radioactivity gauge of her tribe by 2 (Once per game).

JEANNE ESERGE



Starting Resources: 1 Wood, 1 Water

Special ability: Jeanne can secretly look at all future Events at any point during the game (Day phase or Night phase).

KS EXCLUSIVE

BOB CRAFT



Starting Resources: 1 Metal, 1 Microchip

Special ability: Bob can swap 1 missing Material (Wood, Metal or Chip) for any available Material when fixing an Equipment or solving an Event (Once per turn).

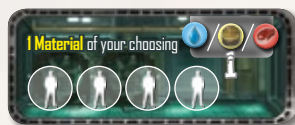
CHARLES GRAVIER



Starting Resources: 1 Survivor, 1 Microchip

Special ability: Charles can reallocate 1 to 4 Survivors from one Room to one other Room at the very beginning of the Night phase. (Once per turn).

ROOMS



1 Material of your choosing

This Room provides 1 Material of your choice (Wood, Metal or Microchip). (Once per turn).



4 permanent Waters but +1 radioactivity

This Room gathers rainwater. The player doesn't take actual Water tokens, but when he or she needs to spend a Water token, the player can choose to use the Room instead

(up to four times per turn). If the player needs less than 4 Water tokens during a turn, the remaining Waters are lost (they cannot be saved and used on another turn). Using the Room at least once per turn increases the radioactivity gauge's level by 1 (but only by one, even if the bonus is activated 4 times per turn). (4 Waters per turn).



Airlock: +1 Survivor

This Room adds 1 Survivor from the general supply to the player's Airlock, once per turn. An empty spot must be available in the Airlock. The player can move these Survivors to other Rooms like any other Survivor during the Night phase. (Once per turn).

EQUIPMENTS

GRENADE



Hunt: Instantly kill 1 Prey (-1 Food).

By discarding the Grenade tile, you can automatically kill the Prey on top of the pile at the Location where your Hero is, regardless of the strength of the Prey. Take the Prey tile and the amount of Food tokens it provides, minus 1. Once the Grenade has been used, put it on the discarded Equipments pile.

Using the Grenade is considered as hunting, which means you can't hunt another Prey from the same tile on this turn. If the Grenade hasn't been used, it's worth 1 SP at the end of the game (same as any other fixed Equipment).



GOTY

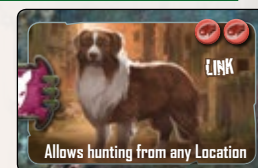
Seaweed or seaweed pill: 2 Water tokens.



The player who owns Goty can decide to give the seaweed from the Military Base or a seaweed pill from the Cities to the goat, which will convert it into milk. The player then takes 2 Water tokens from the general stock and puts them in his or her Shelter, instead of lowering his or her radioactivity gauge. (Once per turn).

LINK

Allows to hunt from any Location.

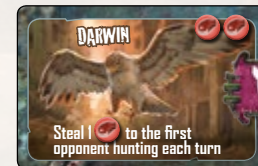


The player who owns Link can hunt with a Hero who is not at a Location where one can usually hunt. The hunt occurs according to the usual rules, but the player can choose the Prey among the ones on top of the Prey piles.

Hunting bonuses (from Equipments or Rooms) apply, depending on the Location where the Prey has been chosen. After hunting, if the player has any action points left to use, he or she can use them where his or her Hero is located (not where he hunted). (Once per turn).

DARWIN

Steal 1 Food the first time an opponent hunts on the current turn.



On every turn, the player who owns Darwin can steal 1 Food from the first opponent who hunts. (Once per turn).

KHAL

Hunt: Strength +3 (-1 Food).



The player who owns Khal can increase the Strength of one of his or her Heroes by 3 to hunt. Then, Khal must be fed by giving him one of the Food tokens that were collected that way. (Once per turn).