

# SOLO MODE COMPATIBILITY

Hello Explorers!

In this document you are going to find all the small tweaks and rules adjustment needed to use all the additional material that we produced for Starship Interstellar when you are playing with the Solo Mode that is included in the Core Game.

Follow the instructions presented in order to integrate an expansion or a variant in the Solo Mode gameplay.

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## ANTIMATTER EXPANSION

### CHANGES TO THE SETUP

During the setup add 1 Antimatter cube to the AI bag. Proceed with the Antimatter setup as with 2 players.






### CHANGES TO GAMEPLAY

When H.A.L.L. draws an Antimatter cube, that cube is considered as a Violet cube, and the Violet cubes effect is activated. If there are unoccupied spaces, H.A.L.L. places one specialist in the corresponding area of the Laboratory Board.

Each time H.A.L.L. gets an Antimatter cube, it is not added to the available resources, it is added to the AI bag instead.

### THE NEW EARTH PLANETARY PRODUCTION

Updated effects for the new earth planetary production Action token:

-  **RED:** H.A.L.L. receives 1 Fuel and does not acquire Antimatter.
-  **YELLOW:** H.A.L.L. receives 4 Fuel and acquires the antimatter cube corresponding to the highest possible level resource cube consistent with its resources.
-  **GREEN:** H.A.L.L. receives 6 Fuel and acquires up to 2 antimatter cubes corresponding to the highest possible level resource cube consistent with its resources.
-  **BLUE:** H.A.L.L. receives 10 Fuel and acquires up to 2 antimatter cubes corresponding to the highest possible level resource cube for free.
-  **PURPLE:** H.A.L.L. receives 10 Fuel and acquires up to 2 antimatter cubes corresponding to the highest possible level resource cube for free. Put this Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

During AI's Government Phase H.A.L.L. repositions the antimatter cubes from its board, on his track of the Laboratory Board. If there are not enough spaces, H.A.L.L. puts the remaining antimatter cubes back into the AI bag.

The player may spend his own Antimatter cube to remove an Antimatter cube from HALL's board.

**Note:** For the purpose of H.A.L.L. solar extraction, antimatter is considered to have a value of 0.

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## DANGER FROM KUIPER EXPANSION

### CHANGES TO THE SETUP

During the setup place 1 Asteroid Mining board close to the H.A.L.L. board. Then proceed with the setup of the Danger from Kuiper Expansion for 2 players.

### CHANGES TO GAMEPLAY

#### BASE ACTIVATION

When H.A.L.L. takes the Base Activation Action do not draw any cube from the AI bag but do the following instead.

**H.A.L.L. acquires the Asteroid token of the higher level visible on the game board, consistent with its resources.** If there are multiple options, H.A.L.L. chooses the cheapest option. If there is still a tie the player chooses for H.A.L.L.

**Note:** H.A.L.L. doesn't take the Base Activation Action and puts the token back under the Action Tokens pile, only if the following conditions are verified:

- There are no Asteroid tokens on the game board.
- H.A.L.L. doesn't have enough resources to acquire any token on the game board.

If H.A.L.L. acquires an Asteroid Token when its Asteroid Mining board is already full, the Asteroid token of the lowest value is discarded from the board. If there are more than one that could be discarded, the player will choose which one.

#### ASTEROID TOKEN ACTIVATION

When starting the Salvation Phase, don't discard the Base Activation Action token for H.A.L.L., shuffle it instead together with the rest of Action Tokens that will be used in the Salvation phase.

When the Base Activation Action token is revealed H.A.L.L. stops revealing tokens and instead resolves the effects of the Asteroid tokens that are on H.A.L.L.'s Asteroid Mining board.

Asteroid tokens are resolved starting from the leftmost available token on the Asteroid Mining board. Once all the Asteroid tokens have been used, H.A.L.L. starts revealing the remaining Action tokens as usual.

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## HALLEY'S COMET EXPANSION

### CHANGES TO THE SETUP

No setup changes besides Solo Mode and Expansion changes.

### CHANGES TO GAMEPLAY

#### TRAVEL ACTION

If Halley's comet is on the solar system, the first travel action for H.A.L.L. is free and has the Halley comet as the destination.

H.A.L.L. selects the sectors closest to the tail with the resource of the highest level on it. In case of a tie, the player will choose the sector.

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## FAMILIES VARIANT

### CHANGES TO THE SETUP

No setup changes besides Solo Mode and Variant changes.

### CHANGES TO GAMEPLAY

Families are never saved by H.A.L.L.

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## BLACK HOLES/LOST MINING PLANETS VARIANT

### CHANGES TO THE SETUP

No setup changes besides Solo Mode and Variant changes.

### CHANGES TO GAMEPLAY

#### ADVANCE YOUR PROBE ACTION

When H.A.L.L. must move its Probe (or the Government Probe) this is the order of priority:

1. If possible, enter a discovered Wormhole.
2. If this is not possible, move to a free Point of Interest.
3. *If this is not possible, move to a discovered Black Hole.*
4. If this is not possible, move to a discovered Galaxy.
5. *If this is not possible, move to a discovered Lost Mining Planet.*
6. If this is not possible, move to an empty space.
7. If this is not possible, move straight ahead.

*If the Probe (or the Government Probe) is moved to a Black Hole, H.A.L.L. spends the highest possible amount of Fuel.*

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## UNIQUE PASS TOKENS VARIANT

### CHANGES TO THE SETUP

No setup changes besides Solo Mode and Variant changes.

### CHANGES TO GAMEPLAY

No gameplay changes besides Solo Mode and Variant changes.

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## NEW LEADER TRACKS VARIANT

### CHANGES TO THE SETUP

No setup changes besides Solo Mode and Variant changes.

### CHANGES TO GAMEPLAY

No gameplay changes besides Solo Mode and Variant changes.

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## UNIVERSAL MECHANISMS VARIANT

### CHANGES TO THE SETUP

No setup changes besides Solo Mode and Variant changes.

### CHANGES TO GAMEPLAY

H.A.L.L. considers Universal Mechanism tokens as Mechanism tokens of the lowest value.

H.A.L.L. will always spend the highest value resources when building a Universal Mechanism token.

When choosing to build between more than one Universal Mechanism token, H.A.L.L. will always choose the token that requires the smallest amount of different resources.

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## MULTI-RESOURCE DEPOSITS VARIANT

### CHANGES TO THE SETUP

No setup changes besides Solo Mode and Variant changes.

### CHANGES TO GAMEPLAY

No gameplay changes besides Solo Mode and Variant changes.

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## MODULE LEADERS VARIANT

### CHANGES TO THE SETUP

No setup changes besides Solo Mode and Variant changes.

### CHANGES TO GAMEPLAY

H.A.L.L. doesn't get the benefits of the completed modules during the game, but will get the extra Prestige points at the end of the game, and 5 additional PP for each Sector in which he is the leader.

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## ALTERNATIVE SUNS VARIANT

### CHANGES TO THE SETUP

No setup changes besides Solo Mode and Variant changes.

### CHANGES TO GAMEPLAY

No gameplay changes besides Solo Mode and Variant changes.

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## SPECIAL SOLAR EVENTS VARIANT

### CHANGES TO THE SETUP

No setup changes besides Solo Mode and Variant changes.

### CHANGES TO GAMEPLAY

No gameplay changes besides Solo Mode and Variant changes.

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## INTERSTELLAR BLUEPRINT VARIANT

### CHANGES TO THE SETUP

No setup changes besides Solo Mode and Variant changes.

### CHANGES TO GAMEPLAY

No gameplay changes besides Solo Mode and Variant changes.

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