Rise of Tribes

SOLO PRINT & PLAY

A link to the Rules for Solo can be found on the Rise of Tribes Beast & Bronze Exmpansion Kickstarter page.

COMPONENTS

- 9 Invader cards (poker sized)
- 27 Invader Action Cards with three different backs (mini sized)
- 1 Warlord Board
- 9 Number tokens

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Cut all dotted lines

WARLORD BOARD

Steal resources.

Convert one Tribe Member in each Hex containing or adjacent to a Warlord.

In any Hex without Invaders, add one if adjacent to a Hex with an Invader.

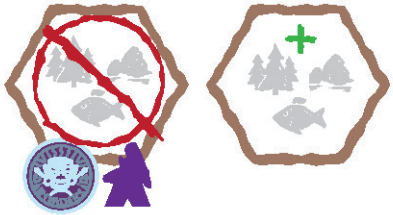
Return all in-progress developments and shuffle, and turn one Bronze technology back one step.

Trigger conflict in all shared Hex.

Overrun Invaders

PREPARE

For the player's next GATHER



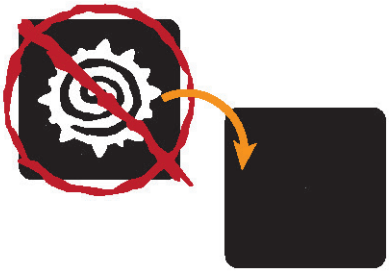
No resources are produced by hexes with Invaders or Warlords, but all other hexes produce an additional resource.

Then Discard this Event.

S01

ECLIPSE

Immediately turn all SUN die faces to BLANK



Until this event is discarded, all invader SUN dice are treated as BLANKs

When the player rolls a SUN, Discard this Event.

S02

APPEASE THE VOLCANO

Place Volcano tile next to #5 and consider this tile #10.

Tribe Members/Invaders may MOVE here but can't GATHER, Build a Village, or use this Hex. If the Player ends their turn with 5 Tribe Members here, remove them and return a Warlord. If the Invaders end their turn with 5 Invaders here, they are removed and they summon a Warlord.

Then Discard this Event.

S03

WAR CAT

Place the Saber-toothed Tiger on the highest numbered Warlord.

For each Tribe Member present, the player must discard one resource or lose the Tribe Member. If the player has Control of the Hex at the end of their turn, they remove the Tiger, score 1 and discard this event.

ANY DOUBLES! Move to the highest numbered Warlord and repeat Event.

S04

MAMMOTH

Place Mammoth in any Lake Hex. Mammoth is removed either by:

PLAYER: Occupy the Mammoth Hex and pay 2 Stone to move the Mammoth through the shortest path possible (chosen by the player) to Hex "1", removing one Invader and 1 Tribe Member per Hex where possible.

INVADERS: Start of turn: If 3 Invaders are in the Hex with the Mammoth, they convert it into three resources.

S05

RAFTS

Pay 3 Wood to place the Boat token on a Hex of the Player's choice and Discard the Event.

That Hex is considered adjacent to all Lake hexes during the Player's MOVE actions.

ANY DOUBLES! Remove this Event.

S06

1	2	3	4	5
6	7	8	9	

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INVADER EVENTS	INVADER EVENTS	INVADER EVENTS
INVADER EVENTS	INVADER EVENTS	INVADER EVENTS

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DARK ALTAR

Place the Altar on the lowest numbered Warlord Hex.

If the Invaders GROW to this Hex, also add one Invader to the lowest numbered Hex that contains no Invaders.

If the Player Controls the Hex with the Altar at the end of their turn, remove it, discard the Event, and score 1 .

S07

FORTIFY

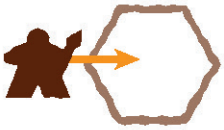
Pay 3 Stone to place the Wall token on a Hex with Tribe Members in it and Discard the Event.

For each GROW or MOVE action where Invaders would enter this hex, discard one Invader. If the Invaders ever control the hex remove the token.

ANY DOUBLES! Remove this Event.

S08

BLEAK MIST



If a player MOVEs into a Hex unoccupied by Tribe Members, they must use a SUN or pay one resource.

ANY DOUBLES! Remove this Event.

S09

INVADER EVENTS	INVADER EVENTS	INVADER EVENTS

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There are 3 different decks for the Invader Actions. Take care to match the correct back.

Deck 1

MOVE lowest / GROW lowest Goal: No Villages Reward: 2 Resources	MOVE highest / GROW highest Goal: Occupy the Center Hex Reward: 3 Resources	GROW lowest / MOVE lowest Goal: Occupy 5 Hexes Reward: 3 Resources
GROW lowest / MOVE lowest Goal: Occupy 2 Forest Hexes Reward: 2 Resources	GROW highest / MOVE highest Goal: Occupy the Center Hex Reward: 3 Resources	GATHER / LEAD Goal: Occupy 2 Forest Hexes Reward: 2 Resources
GROW highest / MOVE highest Goal: Majority in More Hexes Reward: 4 Resources	GROW lowest / MOVE lowest Goal: Majority in More Hexes Reward: 4 Resources	GROW highest / MOVE highest Goal: Control 3 or More Hexes Reward: 4 Resources

Deck 2

GROW lowest / GATHER Goal: Occupy the Center Hex Reward: 3 Resources	GROW highest / GATHER Goal: No Villages Reward: 2 Resources	GROW lowest / GATHER Goal: 15+ Invaders on the Map Reward: 2 Resources
MOVE highest / LEAD Goal: Occupy 2 Mountain Hexes Reward: 2 Resources	GROW lowest / GATHER Goal: Occupy 2 Lake Hexes Reward: 2 Resources	GROW highest / GATHER Goal: Occupy 2 Lake Hexes Reward: 2 Resources

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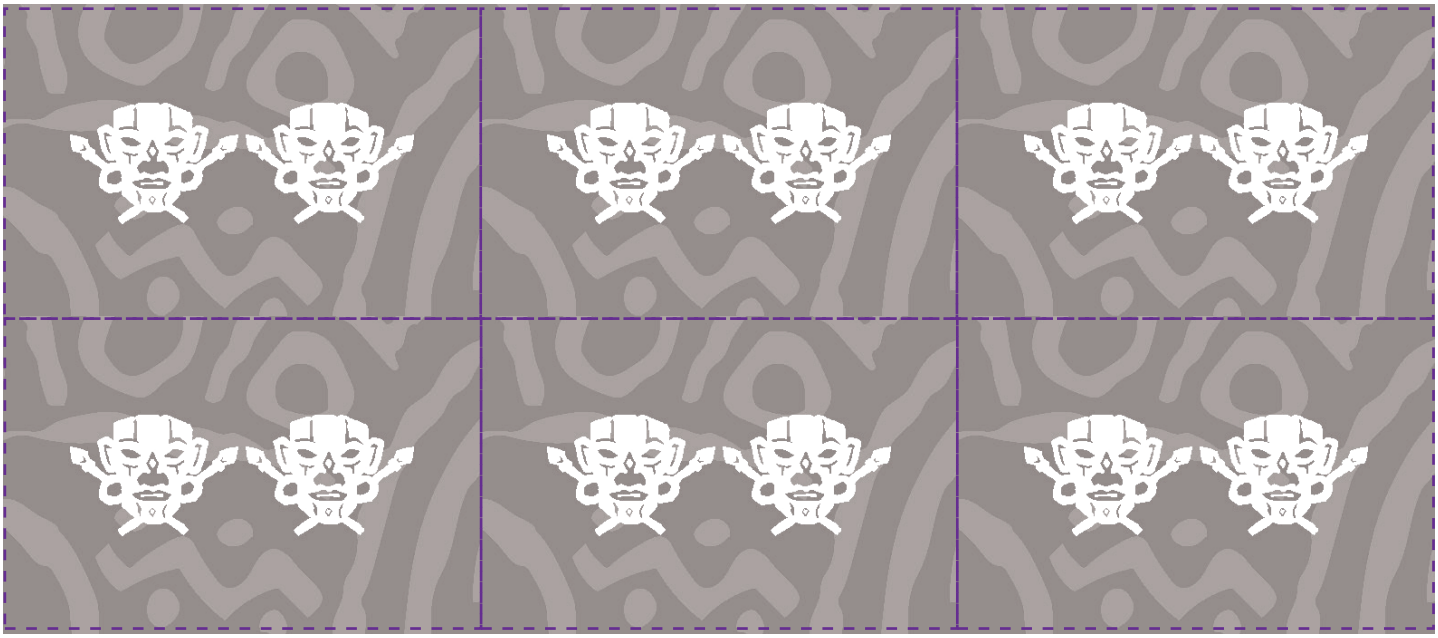
Deck 1 back

Deck 2 back



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Deck 2 (cont)

GROW highest / GATHER Goal: 15+ Invaders on the Map Reward: 2 Resources	MOVE highest / GATHER Goal: Control of 3 Hexes Reward: 4 Resources	MOVE lowest / GATHER Goal: 15+ Invaders on the Map Reward: 2 Resources

Deck 3

MOVE lowest / LEAD Goal: No Villages Reward: 2 Resources	MOVE lowest / LEAD Goal: Occupy 2 Mountain Hexes Reward: 2 Resources	GATHER / LEAD Goal: Occupy 5 or More Hexes Reward: 3 Resources
MOVE highest / GATHER Goal: Occupy 2 Mountain Hexes Reward: 2 Resources	GROW lowest / LEAD Goal: Occupy 5 Hexes Reward: 3 Resources	GROW highest / LEAD Goal: Control 3 or More Hexes Reward: 4 Resources
MOVE highest / GROW highest Goal: Occupt 2 Lake Hexes Reward: 2 Resources	GROW highest / LEAD Goal: Occupy 2 Forest Hexes Reward: 2 Resources	GROW lowest / LEAD Goal: Majority in More Hexes Reward: 4 Resources

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Deck 2 back (cont)

Deck 3 back