Rise of Tribes™

Solo Rules

A strange tribe has invaded the land and is intent on being its only inhabitant. Advance your tribe (by scoring 15 points or gaining all three bronze-age technologies) before the Invaders summon all five of their Warlords.

Breaking Games
An ADMAGIC Company

SOLO RULES

COMPONENTS

9 Invader Event Cards
(replace standard events)

27 Invader Action Cards
(3 different decks)

1 Warlord Board

9 Number Tokens

SETUP

1. Randomly place nine Hex tiles in the shape shown to the right, and place the Number Tokens on them.
2. Choose a Tribe Board and Tribe Member color, and select another color for the Invaders.
3. Place your Score Marker on the "0" space of the Action Board.
4. Place two of your Tribe Members on the Hex tile marked "9".
5. Place one Invader Token on each section of the Warlord Board, then choose one to place on the Hex tile marked "1". This unlocks the first Warlord Power (see Warlord Powers).
6. Place five Invader Meeples or Tribe Members of a third color on the -1 VP spaces of the Warlord Track.
7. Place one, two or three Invader Tribe Members on each of the Hexes marked "1", "2" and "3", for an easy, normal or difficult challenging game.
8. Place the Invader Event deck of cards in the appropriate space above the Action Board.
9. Separate the Invader Action cards into their 3 decks and shuffle them.

SOLO RULES

HOW TO PLAY

The player and the Invader alternate turns with the player taking their turn first. The player wins as soon as they have scored 15 or more points, the Invader wins if they have summoned their fifth Warlord.

PLAYER TURN

The player takes their turn exactly the same as in the multiplayer game. Rolling doubles will trigger an Invader Event.

INVADER TURN

Go through these steps in order:

STEP 1: CHECK GOAL

Check to see if the goal on the Invader card played last turn has been met. If it has, the Invader earns the reward shown. Skip this step on their first turn.

STEP 2: DRAW AN ACTION CARD

There are three different types of Action decks (one, two, and three masks). For the first turn, draw a card from deck one and place it face up. On following turns, draw from the deck that is indicated on the bottom right of the Invader Action card you drew last turn.

In the unlikely case that any Invader deck has been emptied, shuffle the appropriate cards from the discard to replenish the draw deck.

Place drawn cards into a single face-up pile.

STEP 3: PLACE DICE

The Invader takes the two actions shown in the order they appear on the card from left to right, sliding the dice shown into the listed action.

The Invaders do not trigger events.

INVADER ACTIONS

GROW

Add the number of Invader Tribe Members indicated by the die combination on the action board to the (lowest/highest) Hex. Do not exceed 5 Invader Tribe Members in a Hex. If the lowest/highest Hex reaches five and there are still more Tribe Members to grow, move on to the next lowest/highest Hex. Remember, Hexes with Warlords are available for the GROW action even if there are no Invader Tribe Members present.

If there are insufficient Invaders to complete a GROW action, use the Invaders from the Warlord Board, moving the player score back by one point for each one used. If these Invaders are removed from the board, they go into the regular Invader pool.

MOVE

Starting with the (lowest/highest) Hex, move Invader Tribe Members to the next (lowest/highest) adjacent Hex while following these rules:

- Never move the last Invader Tribe Member from a Hex
- Do not move into a Hex if it would bring the total number of Invader Tribe Members in that Hex to greater than five

If you have made all of the valid moves possible from the lowest/highest Hex to the adjacent lowest/highest Hex and the action still allows for more moves, continue the movement to the next lowest/highest Hex. You may end up moving Invaders both into and out of a particular Hex, but make sure the same Invader Tribe Member only moves once.

GATHER

Take the number of resources indicated by the die combination on the action board. The type of resource does not matter for the Invaders. They may use any mix or combination to pay for summoning Warlords to the map.

LEAD

While the Invaders add their dice to the LEAD action, the die combination doesn't affect the LEAD action for the Invaders. Instead, the LEAD action is the Invader Warlord attack - execute all of the Warlord powers in order from top to bottom.

STEP 4: SUMMONING A WARLORD

If the Invader has six or more resources of any type, the player chooses an Invader Token from the Warlord Board and summons it as a Warlord to the highest numbered, Invader-occupied, Hex that doesn't contain a Warlord. If no Hex qualifies then place it in the lowest numbered Hex that does not already have a Warlord. Return the resources used for summoning to the general supply. Invaders may summon multiple Warlords at the same time if they have the sufficient amount of resources.

Warlords may not be removed from a Hex once they are summoned (except via the "Appease the Volcano" event).

Warlords do not count towards the population limit of the Hex and have no effect on conflict.

The player may not build a village in a Hex with a Warlord, and that Hex counts as being occupied by the Invaders for the purposes of the GROW action, even if no Invader Tribe Members are present.

For each Hex cleared of Invaders during conflict resolution, the Invaders lose one resource (if possible).

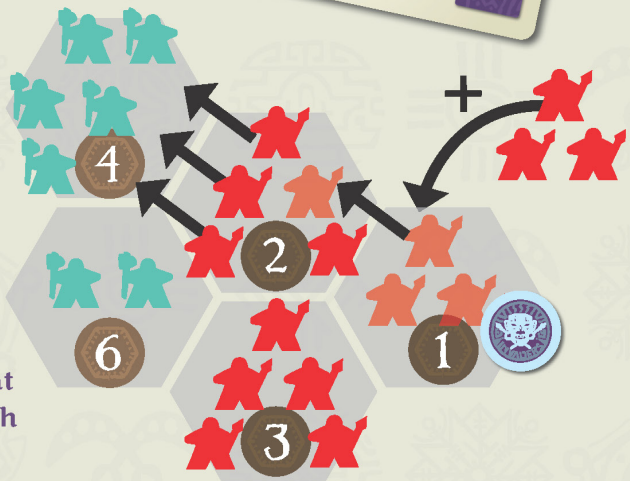
INVADER TURN EXAMPLE

INVADERS GROW (LOWEST):

Add three Invaders to the lowest numbered Hex containing either Invaders or a Warlord. While there are no Invaders in Hex "1" there is a Warlord, so they go there.

INVADERS MOVE (LOWEST):

They move four Invaders from the lowest available Hex to the next lowest adjacent Hex. The first Invader moves from Hex "1" to Hex "2". No more Invaders can move from Hex "1" since both adjacent Hexes now have five Invaders. Three Invaders in Hex "2", that haven't moved, move into Hex "4", which is the next lowest numbered adjacent Hex that doesn't already have five Invaders in it.



NOTE: If all the Invader Tribe Members are removed from the board the Invaders will start their next turn by placing 1, 2 or 3 (depending on difficulty) Tribe Members in the "1", "2" and "3" Hexes as well as one Tribe Member in each Hex containing a Warlord.

WARLORD POWERS

STEAL RESOURCES

Take all of the player's resources and add them to the Invader's pool.

CONVERT ONE TRIBE MEMBER IN EACH HEX CONTAINING OR ADJACENT TO A WARLORD

In each Hex that contains or is adjacent to a Warlord, convert one of the player's Tribe Members to an Invader. Pull from the Overrun Invaders if needed.

IN ANY HEX TILE WITHOUT INVADERS, ADD ONE IF ADJACENT TO A HEX TILE WITH AN INVADER

In any Hex that does not contain Invaders, add one if it is adjacent to a Hex that had invaders prior to this action.

RETURN ALL IN-PROGRESS DEVELOPMENTS AND SHUFFLE, AND TURN ONE BRONZE TECHNOLOGY BACK ONE STEP

Return any in-progress development (blue) cards to the goal deck, and shuffle it. If you have Bronze technologies turn one of them back one step (if possible). Do not discard a Bronze Technology card if unable to turn it back.

TRIGGER CONFLICT IN ALL SHARED HEX TILES

Immediately resolve conflict in each Hex that contains both Tribe Members and Invaders, even if they would not normally trigger Conflict. Remember that Warlords cannot be removed in Conflict.

THE VUL'KETH TRIBE

A mysterious and aggressive tribe, the Vul'Keth have appeared from an unknown land.

THE VUL'KETH ARE A NEW TRIBE

SEIZE:

At the end of your turn you may pay 9 resources, in any combination, to take over a village from an opponent in a Hex you occupy.

PILLAGE:

Durning conflict resolution, every time you remove all opponents from a Hex (whether you survive or not) you may take a resource of your choice from the supply. This counts even if the opponent escapes via a power such as EVASION.