



# Solo Mode

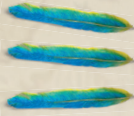
Map

## FRANCE ANTARCTIQUE



The French Kingdom wants to become an Empire, but it must first conquer a piece of land in the New World.

**You must complete these three objectives before the end of Round 22:**



- > Advance Eras and complete Era III Mission Card;
- > Own all your Units on the map;
- > Conquer the City of Rio de Janeiro.

Use the **Purple Player Board**, its corresponding pieces, and Napoleon as Monarch. Assemble the map as shown below, placing **Purple Palace I**, **Green Military Units**, **Green Mansions**, **Building**, the **City of Rio de Janeiro** and **Resources** on the map as indicated.

- 1 Academy  
Dragoon  
1 Science
- 2 Gold Foundry  
Cannon  
1 Gold
- 3 Trading Post  
2 Arches
- 4 1 Brazilwood
- 5 City of  
Rio de Janeiro  
Monarch
- 6 Sawmill  
2 Brazilwood  
Mansion
- 7 Church  
1 Science  
Mansion



Then complete the rest of the setup as usual (see page 6).

Solo mode uses the same rules as a multiplayer game, but enemy Military Units do not attack. They will defend themselves from your attacks using the sum of their Combat Strength plus 1 Combat Card for each green Military Unit and Building tile on the hex. Their Combat cards are drawn, revealed and applied by the player following the same sequence as outlined on page 18. As long as you seize Buildings or map spaces with Resources, you can use them for payments or trades. *Remember never to build adjacent to the opposing empire.*

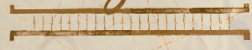
**Conquer:** You must attack, win and maintain at least 1 Military Unit over the City of Rio de Janeiro to conquer it.

Complete your Eras I, II, and III Mission Cards. However, to win the Solo Mode, complete the 3 objectives listed above in 22 Turns or less!

**Tip:** Keep track of the number of turns on a sheet of paper. *Write down the Victory Points you get at the end of the game for your personal record and comparisons with other players.*



2 Players



Map

## PARANAPUÃ



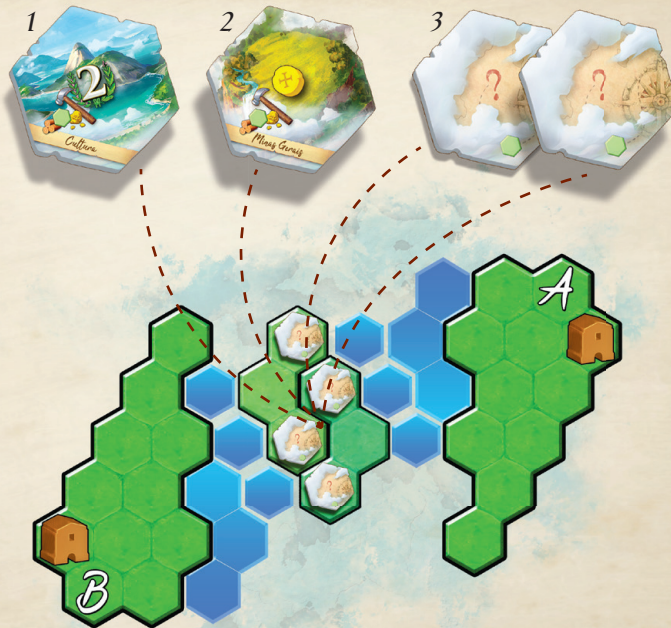
Chance of Combat: ~~X~~

There isn't much space on your side of the beach, but a very attractive island in the center of Guanabara Bay seems like the perfect place for new buildings.

Place the **Exploration Tiles** “<sup>1</sup>Culture”, “<sup>2</sup>Minas Gerais” and two more <sup>3</sup>Tiles randomly and face down in the four spaces indicated as in the image below during game setup. Then complete the rest of the setup as usual (see page 6).

To enter or exit a water hex\* you must spend a free movement or use the additional movement provided by the *Renovate* Action Arch.

\* Include water tiles on the map as indicated by the blue hexagons.



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