

Hadara Solo Variant

You play Hadara as a single player game – against a dummy player managed by you. Unless stated otherwise, the usual rules apply.

The Game Board is **not needed** to play this variant and there are the following changes to the usual rules:

Epoch Cards:

- Shuffle the 5 decks of epoch 1 (separated by colour) and set aside 2 cards of each colour, which are to be placed in the centre of the table.
- Draw 2 more cards of each colour and shuffle them together. This deck is made up by cards with **different** card backs and will be needed in phase B of the game.
- Put the remaining epoch 1 cards back in the box.



Colonies:

- Separate the 25 colonies according to the usual rules.
- Shuffle each stack of tiles and put 2 colonies of each in the middle of the table.
- Put the remaining colonies back into the box.



Components:

- Put 2 player boards in front of you – one for yourself and one for the dummy.
- Shuffle the 5 setup cards and draw one for yourself and one for the dummy. Decide which side of the setup card (A or B) you want to use, set up both player boards accordingly and take your coins from the supply. The dummy does not receive coins throughout the game and never has to pay.
- Shuffle the 8 bonus tiles of the dummy **face down** into a pile and put it next to its player board.



Note: Throughout the game the dummy will collect a lot of cards, so therefore leave some extra space below



its player board.

Game Play and phases of the Epoch:

You are first player in every epoch, regardless of the initiative shown on your setup card.

Phase A:

Instead of setting the wheel, you may choose from which of the **5 decks** you want to draw first. **The card**, which is usually put onto the discard pile, is now put **under** the corresponding colour at the dummy's player board. The dummy receives the card without having to spend coins and hence the markers on its tracks have to be moved up based on the value(s) on the card.

As usual, you may decide whether you want to buy or sell the other card which you have chosen.

Repeat this procedure until all 5 decks have been used up.

Income:

The Dummy does **not receive** any coins

Colony:

The usual rules apply for you.

If the dummy fulfils the requirement for a colony, it has to take the one with the **highest** military value on its player board and **integrate** it, hence you have to flip the colony and adjust the dummy's tracks according to the values depicted.

Cave a Statue:

The usual rules apply for you.

If the dummy fulfils the requirement for a statue, it has to carve the one with the **highest** culture value on its player board. To do so, take one of the facedown bonus tiles and flip it over and put it **face up** into the statue space. Adjust the dummy's track accordingly.

Phase B:

Instead of drawing cards from the outer spaces of the game board, draw the top 2 cards of the deck of mixed cards which you have set aside before (see „Components“). As the deck is made up by cards of all of the five colours, you might draw 2 cards of different colours.

Note: You may always look at the order in which the cards will be drawn.

Just like in **Phase A** you have to put one card below the dummy's player board under the corresponding colour and decide whether you want to buy or sell the other card.

Draw the **next 2 cards** and continue to do so until you have used all 10 cards.

Note: Both in Phases A and B the dummy receives 5 cards. At the end of the game there have to be **30 cards** under its player board.

Feed you People:

The dummy does not have to feed its people, therefore the value of its food track does not have to be equal to or greater than its card total.

Buy Silver and/or Gold Medals:

To determine the number of silver or gold medals the dummy receives see „**Level of Difficulty**“.

As soon as the dummy receives a silver medal, take one random bonus tile and put it face up onto an empty silver medal space on its player board.

It can happen for the dummy to need more than 8 bonus tiles. In this case take the material of another player from the box and set aside 8 more random bonus tiles.

A New Epoch:

The setup and game play of epochs II and III equals epoch I, except that now you have to use the respective epoch cards II or III.

Game End and Final Scoring

As usually the game ends after having completed phase B of epoch III

Add up each yours and the dummy's points.

You can find the rules for the purple cards and the different levels of difficulty on page 3.



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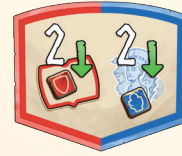
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Purple Cards

The dummy cannot use purple cards actively. Hence, there are some cards which effects are useless to the dummy – to your advantage!

The following purple cards do apply for the dummy as well:




put in a randomly drawn bonus tile here and adjust the respective track on the dummy's game board accordingly.



Level of Difficulty



Experienced Players may skip Level 1 and go straight to Level 2.




The following changes for the dummy apply:


Level 1: beginning of the game: 1 silver medal  (income)





Level 2: beginning of the game: 1 silver medal  (income), 1 silver medal  (food), no setup card



Level 3: beginning of the game: 2 random silver medals  




Level 4: beginning of the game: 1 random silver medal , end of epoch I: 1 random silver medal 



Level 5: beginning of the game: 3 random silver medals   , no setup card

Level 6: at the end of each epoch: 1 random silver medal 

Level 7: beginning of the game: 1 silver medal of each colour    

Level 8: beginning of the game: 1 gold medal , 1 silver medal  (food)

Level 9: beginning of the game: 1 gold medal , at the end of epoch II: 2 random silver medals  

Level 10: beginning of the game: 2 gold medals  , no setup card

Level 11: beginning of the game: 2 gold medals  , at the end of epoch I: 2 random silver medals  

God mode: beginning of the game: 2 gold medals  , at the end of each epoch 1 random silver medal 