



Mindclash
Play



SOLO MODE
RULEBOOK

In these rules, “you” will refer to the lone human player, while “Auptolemy” or “it” will refer to the automated solo opponent.

ADDITIONAL COMPONENTS

You will need one regular six-sided die (not provided in the game box).

GAME SETUP

NOTE: The solo game is not compatible with the *Astra Promo Pack*.

- 1 Place the 2-player Sphere board in the middle of the play area.
- 2 Create the Draw deck as follows:
 - 2/A Shuffle all 48 Constellation cards, and draw 3 cards without looking at them. Place the drawn cards face down on top of each other, forming a deck near the Sphere board.
 - 2/B Place the Game End card on top of this deck, rotating it slightly as usual.
 - 2/C Draw 17 cards without looking at them. Place these cards face down on top of the Game End card.
- 3 Perform Steps 3 through 6 of the core game General Setup, and set aside a dreamer pen (as explained in the 2-player rules).
- 4 Perform your own player setup, as explained in the core rules.

- 5 Look at the remaining 28 Constellation cards, and select the ones with 7 or fewer stars. Of these, randomly select one of each of the following Element types: Air, Fire, and Earth (but **not Water**). Return these to the box. Shuffle the remaining 25 cards, and place them beside your play area. This will be known as **Auptolemy’s deck**.

- 6 Reveal the top two cards of Auptolemy’s deck, and place them next to each other to the left of the deck to form a row. This row of two cards and the deck will be referred to as **Auptolemy’s Library**.

NOTE: Cards in Auptolemy’s Library are no longer considered Constellations—they will instead be used to determine its actions.

- 7 Place a Journal beside Auptolemy’s Library. Auptolemy starts the game with 12 Fame; use its pen to mark this and all subsequent Fame increases on its Journal. (If you’d prefer, you may track Auptolemy’s Fame on **your** Journal by using its pen to mark half of the spaces of the Fame track. However, be sure to a) pay careful attention to where you keep Auptolemy’s pile of Stardust and b) keep it separate from your own.)
- 8 Give Auptolemy 5 Stardust.
- 9 You take the First Player token.

GAMEPLAY

NOTE: Auptolemy does not spend or gain Stardust besides what’s mentioned in the rules below, nor does it gain Wisdom or increase its Pouch size.

1. ABILITY PHASE

You play the Ability phase as described in the core rules.

Auptolemy skips the Ability phase.

2. ACTION PHASE

You play the Action phase as described in the core rules.

In Auptolemy’s Action phase:

- If Auptolemy has no Stardust, it takes a Rest action.
- Otherwise, it takes an Observe action.



OBSERVE ACTION

SELECT FOCUS

If Auptolemy’s deck is empty at the beginning of its Observe action (i.e., there are only the two face-up cards remaining in its Library), **you lose the game**.

Otherwise:

- Roll the die to select a card in Auptolemy’s Library.
 - » On a roll of 1 or 2, select the left face-up card.
 - » On a roll of 3 or 4, select the right face-up card.
 - » On a roll of 5 or 6, reveal the top card of Auptolemy’s deck, and select that card.
- The Element on the selected card will be known as **Auptolemy’s Focus**. Auptolemy now marks stars on one of the Constellations.
 - » If its Focus is Earth, Fire, or Wind: Auptolemy marks the Constellation **physically closest to the matching Element on the Sphere board**, regardless of the current active Sphere and the Elements printed on the Constellation cards.
 - » If its Focus is Water: Auptolemy marks the Constellation with the fewest remaining unmarked stars. If there is a tie, break it randomly.

Example: You roll a 4 on the die, indicating the right face-up card. This card's Element, Fire, is Auptolemy's Focus. The Constellation that is physically closest to Fire on the Sphere board is Cetus, so this is the Constellation that Auptolemy will mark.



MARK STARS

- Using Auptolemy's pen, mark X stars on this Constellation (observing the Star Marking rules), where **X** is the value of the **leftmost Boon of Fame** on the card selected from Auptolemy's Library.
 - If no stars are marked on this Constellation, Auptolemy marks the Starting star and then proceeds to mark towards the closest Grand star (even if it does not get to mark the Grand star itself).
 - If some stars are already marked and there are multiple unmarked stars adjacent to marked ones, Auptolemy starts from the unmarked star closest to the Starting star, then proceeds to mark towards the closest Grand star.
 - If possible, it always chooses to mark Grand stars (even if it means marking fewer total stars).

» It is possible that fewer than X stars will be marked. If there are multiple equal options after the above three conditions have been applied, select the one where more stars are marked.

» If multiple equal options still remain, choose randomly.

- If the Constellation has X or fewer unmarked stars on it but it requires more than one Observe action to be discovered, Auptolemy spends Telescope tokens as normal but only if doing so will result in it discovering the Constellation.

NOTE: Auptolemy never uses a Telescope token to mark stars on a different Constellation during the same turn.

CLEAN-UP

- Place the selected card aside into (or forming) the Library Discard pile.
- Discard 1 Stardust from Auptolemy's Journal.
- If the selected card was one of the face-up cards, draw a new card from Auptolemy's deck to replace it.



REST ACTION

When Auptolemy rests, it gains 5 Stardust and then advances the Sphere marker (discarding the top card of the Draw deck, as usual, if the Sphere marker passes over the [x icon] mark).

3. DISCOVERY PHASE

Constellations discovered by Auptolemy are collected in a face-up pile next to its Journal (separately from its Library). You may choose a reward if you marked at least one star, as usual. If fewer stars are marked with your pen than with the dreamer pen, you may choose only from the two rightmost Boons, as stated in the 2-player rules.

If Auptolemy marked at least one star on a Constellation you have discovered, Auptolemy always chooses the (highest) Boon of Fame, regardless of the number of stars marked with the dreamer pen. If Auptolemy scored 2 or 3 Fame this way, it additionally gains a Telescope token.

4. DREAM PHASE

The Dream phase is resolved for both you and Auptolemy as described in the core 2-player rules, when you or Auptolemy take a Rest action, respectively. If Auptolemy has a choice for which stars to mark with the dreamer pen, it uses the same priorities described for its own pen in the Action phase. If a Constellation is discovered in the Dream phase, resolve it as described in the previous section.

GAME END & FINAL SCORING

Final Scoring is triggered by reaching the Game End card **before** the loss condition of Auptolemy's deck could be reached. If Game End is triggered during your turn, Auptolemy still takes a turn.

Your Final Scoring is performed as described in the core rules.

- Auptolemy gains Fame (1 or 2) all the Constellations it collected (i.e., they're all considered Active).
- Like you, Auptolemy gains 1 Fame for every second star it has marked across all undiscovered Constellations.
- Auptolemy gains 2 Fame for each remaining Telescope token it has.
- It scores for the Elements on its Constellations, but instead of having a Final Scoring card:
 - » For each Element type, if it has 1/2/3/4+ collected Constellations, it gains 2/3/7/13 Fame.
 - » If it has 1/2/3/4+ sets of four different Element types, it gains 8/17/27/38 Fame.

If you have more Fame than Auptolemy, you win. If you have less than or the same amount of Fame as Auptolemy (or you didn't reach Final Scoring because the loss condition was reached), then you lose.

DIFFICULTY MODIFIERS

You may pick or randomly choose which modifiers you use.

FOR AN EASIER SOLO OPPONENT:

- 1 In Step 5 of the solo setup, instead of removing 3 cards showing 7 or fewer stars, remove 3 cards with the Water Element that have exactly 14 stars.
- 2 Auptolemy starts with 0 Fame.
- 3 Auptolemy never collects Telescope tokens.
- 4 Play with the top card of Auptolemy's deck face up.
- 5 If Auptolemy's deck runs out, shuffle the Library Discard pile to form a new deck. (Therefore, there is no automatic loss condition.)
- 6 You start with 10 Stardust instead of the usual 8.

FOR A MORE CHALLENGING SOLO OPPONENT:

- 1 Auptolemy starts the game with 20 Fame.
- 2 Auptolemy collects a Telescope token every time you discover a Constellation.
- 3 Auptolemy gains a face-down Final Scoring card during setup. During Final Scoring, it adds one to its Element total if the type has an X on the card.
- 4 Auptolemy starts the game with 6 Stardust and receives 6 Stardust each time it takes a Rest action (instead of the usual 5 for both).
- 5 Keep the right (single) card of Auptolemy's Library face down.
- 6 In Step 5 of the solo setup, remove an additional card showing 7 or fewer stars of the three indicated Elements.

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