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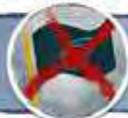
THOMAS
VANDE GINSTE

WOLF
PLANCKE

PERSEVERANCE

CASTAWAY CHRONICLES

THE DISSENTERS



EPISODES

1 & 2

SOLO RULEBOOK

SOLO MODE DESIGNED BY
DÁVID TURCZI WITH JOHN ALBERTSON

WARNING: PLAY AFTER EPISODES 1&2

SOLO RULES FOR PERSEVERANCE EPISODE 1 AND 2

This rulebook assumes that you are familiar with the core rules of *Episode 1* and *Episode 2* respectively. In these rules, “you” will refer to the lone human player, while “the Dissenters” or “they” will refer to the automated opponents, which control a total of two Player colors. When it is necessary to emphasize only one of the two opponent colors, “one Dissenter” or “the active/other Dissenter” will be used.

As in the multiplayer game, the solo mode of *Episode 2* is easier to learn if you’re already familiar with *Episode 1*, as it builds on its concepts and provides more detailed behavior and options for the solo opponents.

SEEKING THEIR APPROVAL



To convince the folks of Perseverance to follow your lead is harder than ever. Not only do you need to gather Followers, you have to make sure your general level of Acceptance is high enough for your leadership to be accepted. The Dissenters will be doing everything in their power to make you look ineffective and direct votes and support away from you during the Assemblies. To win, both your Follower and your Acceptance count need to be high enough, and so, you will have a second tracker, the Acceptance dial, to record the latter.



Rules in blue boxes and pages apply to *Episode 1* solo only.

Rules in purple boxes and pages apply to *Episode 2* solo only.

Rules written with light blue in *Episode 2* solo rules are consistent with *Episode 1*, while important rule changes are marked with a **!** and purple background. Otherwise, all rules apply to both. Rules of the multiplayer game apply unless explicitly noted differently.

ADDITIONAL SOLO COMPONENTS

SOLO COMPONENTS USED IN ALL EPISODES



1x Acceptance Dial



1x Dissenter board (double-sided)

**SOLO COMPONENTS
USED ONLY IN EPISODE 1**



15x Episode 1 Dissenter Action cards



2x Episode 1 Ambition cards
(double-sided)

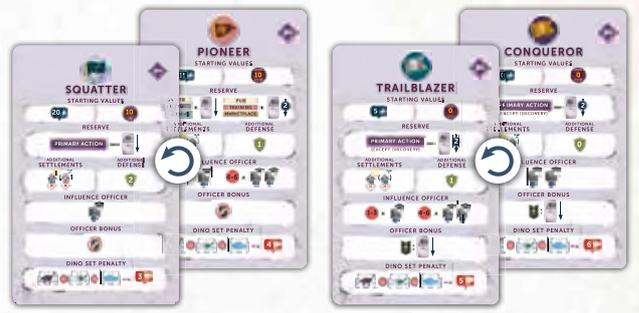


2x Episode 1 Dissenter Leader standees

**SOLO COMPONENTS
USED ONLY IN EPISODE 2**



15x Episode 2 Dissenter Action cards



2x Episode 2 Ambition cards
(double-sided)



2x Episode 2 Dissenter Leader standees



5x Episode 2 Dissenter Agenda cards
(double-sided)

EPISODE 1 DISSENTER SETUP

Components used



1 Choose your Player color then assign a Player color to each Dissenter. For the purpose of this rulebook, we will refer to as Narek and as Camilla and as you. Place the Dissenter board with its Episode 1 side up on the table (1A).

Place their Settlements, their available dice, 18 of their Influence cubes each, their Soldiers, and their Walls in a supply near the Dissenter board. Also place their Leaders onto the Leader icons on the Dissenter board. Flip all their Traps face-down, and shuffle them to create a draw pile (1B).

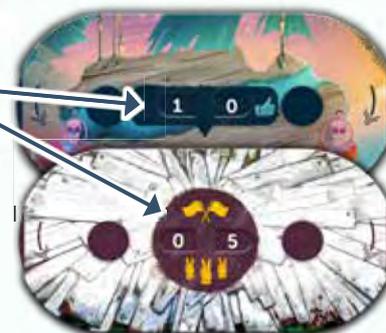
! The Dissenters do not use a Player board nor a Follower dial or a Stage marker. They do not gain any resources, nor gather Votes, Valor, or Safeguard.

2 Set up the main play area in most regard as if playing a 3-player game, including creating a dice pool with 8 Neutral dice and 3 Player dice, 1 for you and 1 for each Dissenter. **Return the Assembly board, Assembly Scoring tiles, and Assembly Reward tiles to the box; they will not be used.**

3 Take the Episode 1 Dissenter cards and Ambition cards out of the box and set them aside for now.

4 Set the level of Difficulty as follows:

4A Choose a "Readiness" for each Dissenter by placing an unused Influence cube corresponding to their



assigned colors onto the Readiness chart at the bottom of the Dissenter board. The further to the right you place the cube, the more "ready" the Dissenter will be and, therefore, the easier it will be to defend against attacks.

NOTE: For your first game, we recommend using the middle Readiness for both Dissenters.

4B Then, choose your level of difficulty (Squatter, Pioneer, Trailblazer, or Conqueror), and tuck the corresponding Ambition card below the Dissenter board so that the Victory Conditions corresponding to the chosen difficulty are visible. Return the other Ambition card to the box.

NOTE: For your first game, we recommend using the "Pioneer" Ambition card. See page 17 for details on how to set the level of difficulty.

5 Take the Acceptance dial, and place it next to your Follower dial. Set your own Follower dial to 10 and your Acceptance dial to 5.

EPISODE 2 DISSENTER SETUP

in both Episodes



1 Choose your Player color then assign a Player color to each Dissenter. For the purpose of this rulebook, we will refer to as Narek and as Camilla and as you. Place the Dissenter board with its Episode 2 side up on the table (1A).

Place their Settlements, their available dice, 18 of their Influence cubes each, Camps, 3 Watchtowers each, and their Breach token in a supply near the Dissenter board. Also place their Leaders onto the Leader icons on the Dissenter board (1B).

! The Dissenters do not use a Player board nor a Follower dial or a Stage marker. They do not gain any resources, nor gather Votes, or Valor.

2 Set up the main play area in most regard as if playing a 3-player game, including creating a dice pool with 8 Neutral dice and 3 Player dice, 1 for you and 1 for each Dissenter. Return the Assembly board, Assembly Scoring tiles, and Assembly Reward tiles to the box; they will not be used.

3 Take the Episode 2 Dissenter cards and Ambition cards out of the box and set them aside for now.

4 Set the level of Difficulty as follows:

4A Place an unused Influence cube of each Dissenter's color on the zero space of their Reserve track.

4B Then, choose your level of difficulty (Squatter, Pioneer, Trailblazer, or Conqueror), and place the corresponding Ambition card to the side. Return the other Ambition card to the box.

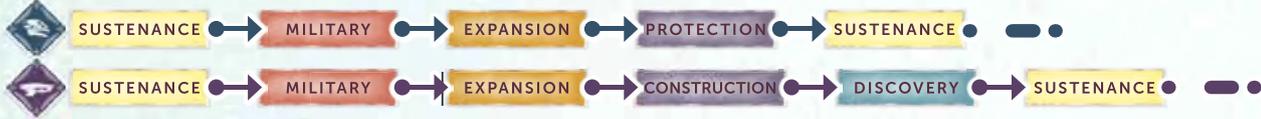
NOTE: For your first game, we recommend using the Squatter Ambition card. (See page 31 for further details on how to set the level of difficulty.)

5 Take the Acceptance dial, and place it next to your Follower dial. Set your Follower dial and your Acceptance dial to the value shown on your Ambition card.

NOTE: If playing on Squatter Ambition, this is 20 Followers and 10 Acceptance.

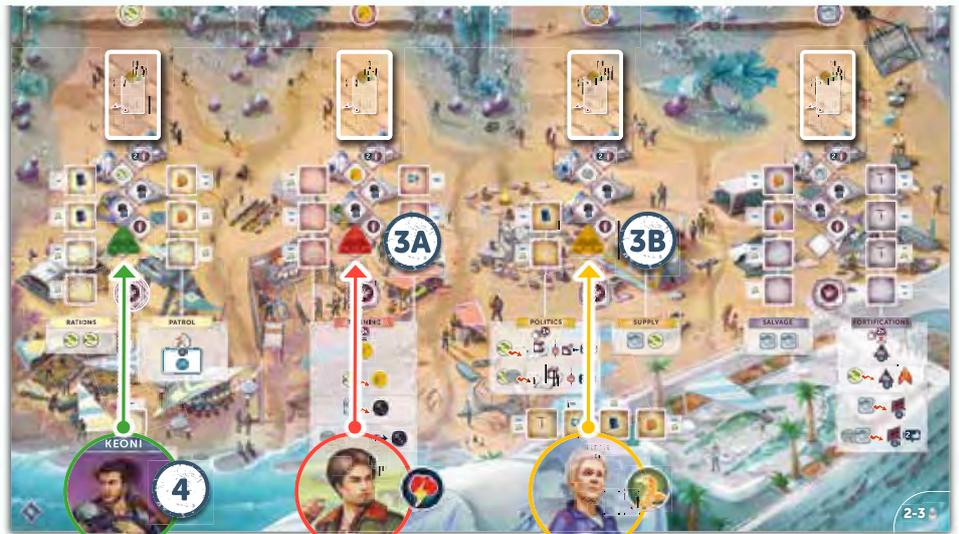
A NOTE CONCERNING ZONES

NOTE: When an effect instructs you to select “the next zone (in left-to-right order),” proceed along the following loop until a suitable zone is found:



EPISODE 1 MAIN AREA SETUP

- 1 Create the Dissenter Action card deck as follows then place the deck face-down above the Dissenter board:
 - Find the Dissenter Action card with the Reshuffle icon and put it aside.
 - Shuffle all remaining Dissenter Action cards to form the Dissenter Action card deck.
 - Take two cards randomly from the deck, and shuffle them together with the Reshuffle card.
 - Place these three cards on the bottom of the (face-down) Dissenter Action card deck.
- 2 Reveal three cards, and place them in a row to the left of the deck. This will be referred to as the "Action Row."
- 3 Select the starting Zones and Officers for both Dissenters:
 - 3A Place a Settlement for Narek in the Zone shown on the leftmost revealed Dissenter Action card of the Action Row and 1 Influence cube on the Officer corresponding to that Zone.
 - 3B Place a Settlement for Camilla in the Zone shown on the rightmost revealed Dissenter Action card of the Action Row and 1 Influence cube on the Officer corresponding to that Zone. If this would select the same Zone as the previous one, select the next Zone instead.
- 4 Choose your starting Zone from the remaining zones, placing your Settlement and Influence cube the same way as you do in a multiplayer game.
- 5 You are now ready to play, and you are the first player.



EPISODE 2 MAIN AREA SETUP



2B Choose one of the remaining three Agenda cards, and tuck it face-down underneath the Dissenter board so that only the 3 Victory Conditions are visible.

NOTE: For your first game, we recommend using the "Herder" and the "Negotiator" Agendas (instead of selecting randomly), and out of the remaining ones, select the Victory condition showing 90 Followers and 55 Acceptance (on the back of the "Explorer" Agenda).

2C Place the fourth (unused) Breach token on the 0 space on the Rampage track below the visible Victory Conditions. This marker will be referred to as the "Rampage marker."

3 Select the starting Zones and Officers for both Dissenters:

- Place a Settlement for Narek in the Zone shown on the leftmost revealed Dissenter Action card of the Action Row, and 1 Influence cube on the Officer corresponding to that Zone.

If the Zone in question is Discovery, place a Camp on the left, empty Camp space instead.

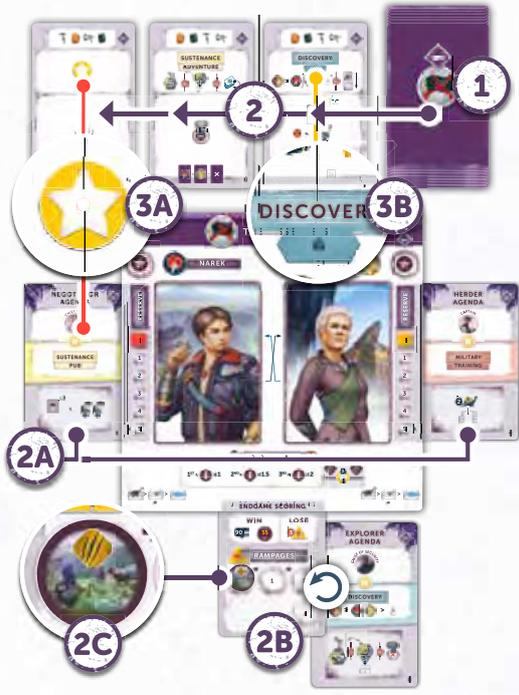
If the card shows an Agenda icon , resolve it as the Zone shown on the left Agenda card (3A).

- Place a Settlement for Camilla in the Zone shown on the rightmost revealed Dissenter Action card of the Action Row and 1 Influence cube on the Officer corresponding to that Zone. If this would select the same Zone as the previous one, select the next Zone instead.

If the Zone in question is Discovery, place a Camp on the left, empty Camp space instead (3B). If the card shows an Agenda icon , resolve it as the Zone shown on the right Agenda card.

4 Choose your starting Zone from the remaining Zones the same way as you do in a multiplayer game.

5 You are now ready to play, and you are the first player.



1 Create the Dissenter Action card deck as follows then place the deck face-down above the Dissenter board:

- Find the Dissenter Action card with the Reshuffle icon  and put it aside.
- Shuffle all remaining Dissenter Action cards to form the Dissenter Action card deck.
- Take two cards randomly from the deck, and shuffle them together with the Reshuffle card.
- Place these three cards on the bottom of the (face-down) Dissenter Action card deck.

2 Reveal three cards, and place them in a row to the left of the deck. This will be referred to as the "Action Row."

2A Shuffle all five Dissenter Agenda cards. Place a random one to the left and another random one to the right of the Dissenter board, face up, so the cards align with the Dissenters' respective Reserve tracks.

GENERAL RULES OF PLAYING SOLO

YOUR TURN

You play your turn normally. If you place a die belonging to either Dissenter, you lose 2 Followers.

DISSENTERS' TURNS

This section outlines the general steps for resolving the Dissenters' turns in both Episode 1 and Episode 2. Some steps have a specific modification that only applies to one of the Episodes.

- 1 After finishing your turn, flip the top card of the Dissenter Action card deck face up, but leave it on top of the deck. The bottom of the card shows three card icons: two marked with one of the Dissenter symbols (🔥, 🌿), and one marked with an "X". These icons correspond to the three cards in the Action Row (1A).
- 2 Determine which card in the Action Row corresponds to Narek's 🔥 position on the revealed card, and place it on Narek's space on the Dissenter board (2A). Then place the card of the Action Row corresponding to Camilla's 🌿 position on the revealed card on her space (2B).
- 3 Fully resolve the card on Narek's 🔥 space, using his components. (See the "Primary Actions" section of the Episode you are playing for details, page 10 for Episode 1 and page 20 for Episode 2.)
 - ↳ If a Dissenter has 5 Reserve after completely resolving their card, immediately perform the Bonus Action shown on their Agenda card (see page 26).
 - ↳ If the Dissenter has at least one set of 3 different Dinosaurs, it spends them losing you Followers (see page 20).
- 4 Check for (and resolve, if necessary) a Dino Attack and/or Assembly following the normal procedures.
- 5 Fully resolve the card on Camilla's 🌿 space, using her components. (See the "Primary Actions" section of the Episode you are playing for details, page 10 for Episode 1 and page 20 for Episode 2.)
 - ↳ If a Dissenter has 5 Reserve after completely card (5A on Figure 1), immediately perform the Bonus Action shown on their Agenda card (See "Bonus Action" section on page 26 for details).
 - ↳ If the Dissenter has at least one set of 3 different Dinosaurs, it spends them losing you Followers (See "Collecting Dinosaurs" section on page 20 for details.)

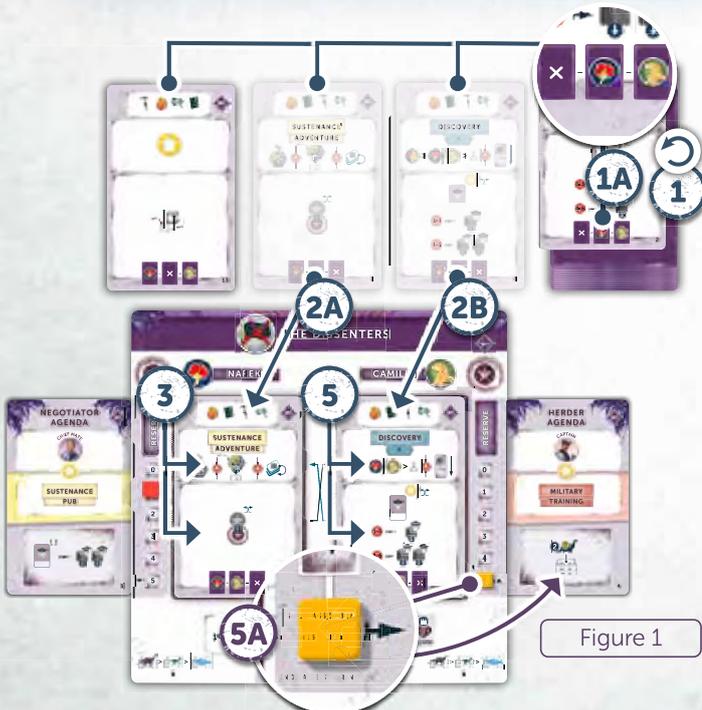


Figure 1

↳ If a Dissenter has 5 Reserve after completely card (5A on Figure 1), immediately perform the Bonus Action shown on their Agenda card (See "Bonus Action" section on page 26 for details).

↳ If the Dissenter has at least one set of 3 different Dinosaurs, it spends them losing you Followers (See "Collecting Dinosaurs" section on page 20 for details.)



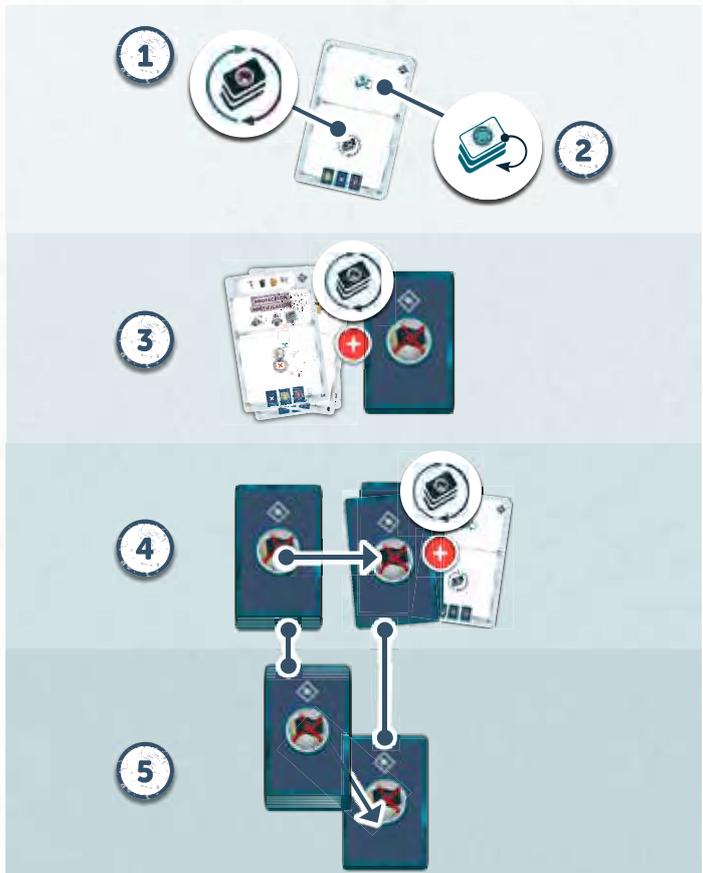
Figure 2

- 6 Check for (and resolve, if necessary) a Dino Attack and/or Assembly following the normal procedures.
- 7 Discard both cards from the Dissenter board (7A) to a discard pile, but leave the card remaining in the Action Row in its place (7B).
- 8 Place the face-up card that is on top of the Dissenter Action deck into the leftmost empty space of the Action Row without moving the already present card.

- 8A) If this card shows the Reshuffle icon , immediately perform the Reshuffle procedure (see below) before continuing to the next step.
- 9) Place the top (face-down) card of the Dissenter Action deck face up into the remaining empty space of the Action Row.
- 9A) If this card shows the Reshuffle icon , immediately perform the Reshuffle procedure (see below) before continuing with the next step.
- 10) Proceed with your next turn.

RESHUFFLE PROCEDURE

- 1) Place the card with the Reshuffle icon  to the side.
- 2) Perform the special Effect at the top of this card:
 -  Randomly place one of the visible Patrol cards to the bottom of the deck, replacing it with a new one.
 -  Both Dissenters gain 1 Reserve.
- 3) Shuffle the Dissenter Action cards in the discard pile with those remaining in the deck if any to form a new deck. Do **not** include the card(s) in the Action Row.
- 4) Take two cards randomly from the deck and shuffle them together with the Reshuffle card.
- 5) Place these three cards face-down at the bottom of the deck.



NOTE: The Reshuffle card (Card 15) is never placed on the Dissenter board to be resolved.

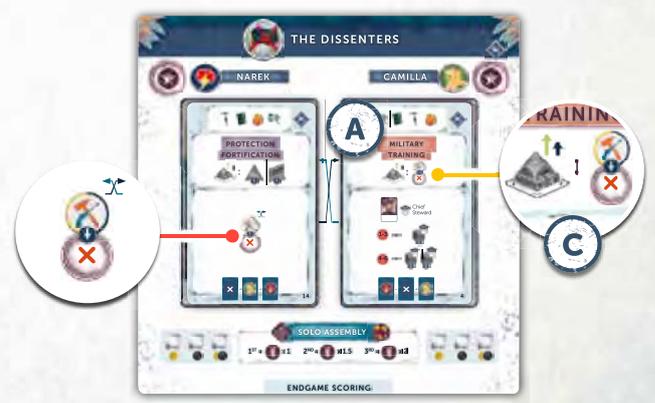
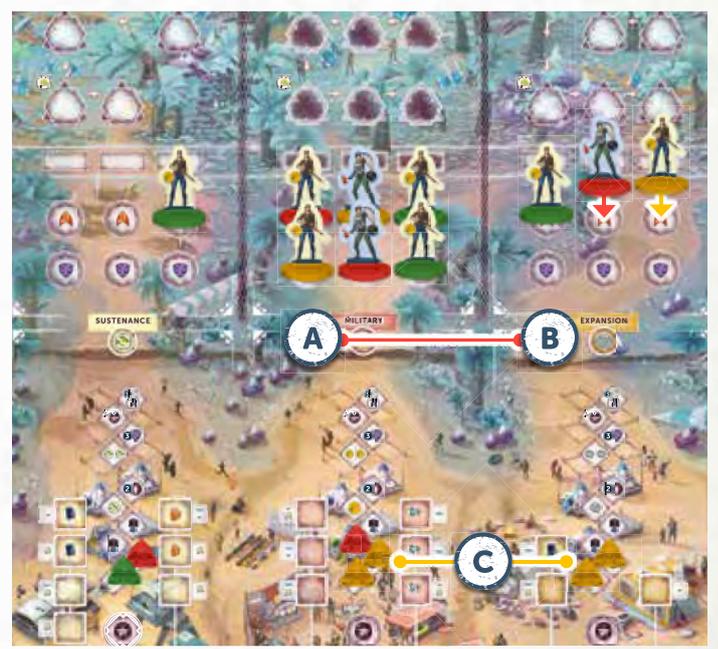
SELECTING A ZONE OR AN OFFICER

Specific Zones or Officers are sometimes the target of the Dissenters' Effects/Actions, either through a condition or by targeting the opposite Zone, while others are excluded by some benefits.

- ! For clarity, "active Dissenter" refers to the Dissenter whose turn you are currently resolving.
- ! The "next Zone" is defined as the Zone that is to the right of the Zone currently being considered/specified, proceeding in a loop to the Sustenance Zone if necessary, until a suitable Zone is found, as shown on the top of page 6.
- ! The **opposite Zone** is defined as the Zone shown on the Dissenter Action card placed on the other Dissenter's space.

Whenever an Action's condition results in a tie, use the following procedure to select a Zone: start with the opposite Zone (A) and continue to the next Zone(s) until a Zone, that both meets the condition and is a legal target is found (B). This process is also used as a tiebreaker for Primary Action Effects, such as "most Settlements of that Dissenter" (C).

In the unlikely event that no Zone both meets the condition and is a legal target, the Action/Effect is ignored.



Because each Officer is assigned to a Zone, this same process is used when selecting Officers.

RULES SPECIFIC TO EPISODE 1

DISSENTER TURN RESOLUTION PROCEDURE

During the Dissenters' Turn both Dissenters resolve a Primary Action and a Secondary Action, just like you. The Effects they are resolving and their Secondary Actions, however, are different, as described in the following sections.

PRIMARY ACTIONS

! From top to bottom, the top half of the Dissenter Action card shows the four Specialist icons in their order of preference, one of the Zones, and one Effect in that Zone.

1 Select an Effect for the Dissenter's die placement:

- If at least one die from the pool can be legally placed on **at least one space** of the Effect printed on the active Dissenter's Action card (1A), then this is the selected Effect. Otherwise, find the next Effect of the same Zone (clockwise if multiple options) where a die from the pool can be legally placed (1B).
- If no die can be legally placed in the Zone listed on the active Dissenter's Action card, proceed to the **top-leftmost** Effect of the **next Zone**. If a die from the pool cannot be legally placed on this Effect, follow the same procedure as above to cycle through the Effects of this Zone to find a legal placement. Continue repeating this process, moving to the subsequent next Zone, until a legal placement can be found.

2 Select a die:

Ignoring any dice in the pool that cannot be legally placed on any space of the selected Effect, select a die from the pool using the following priorities:

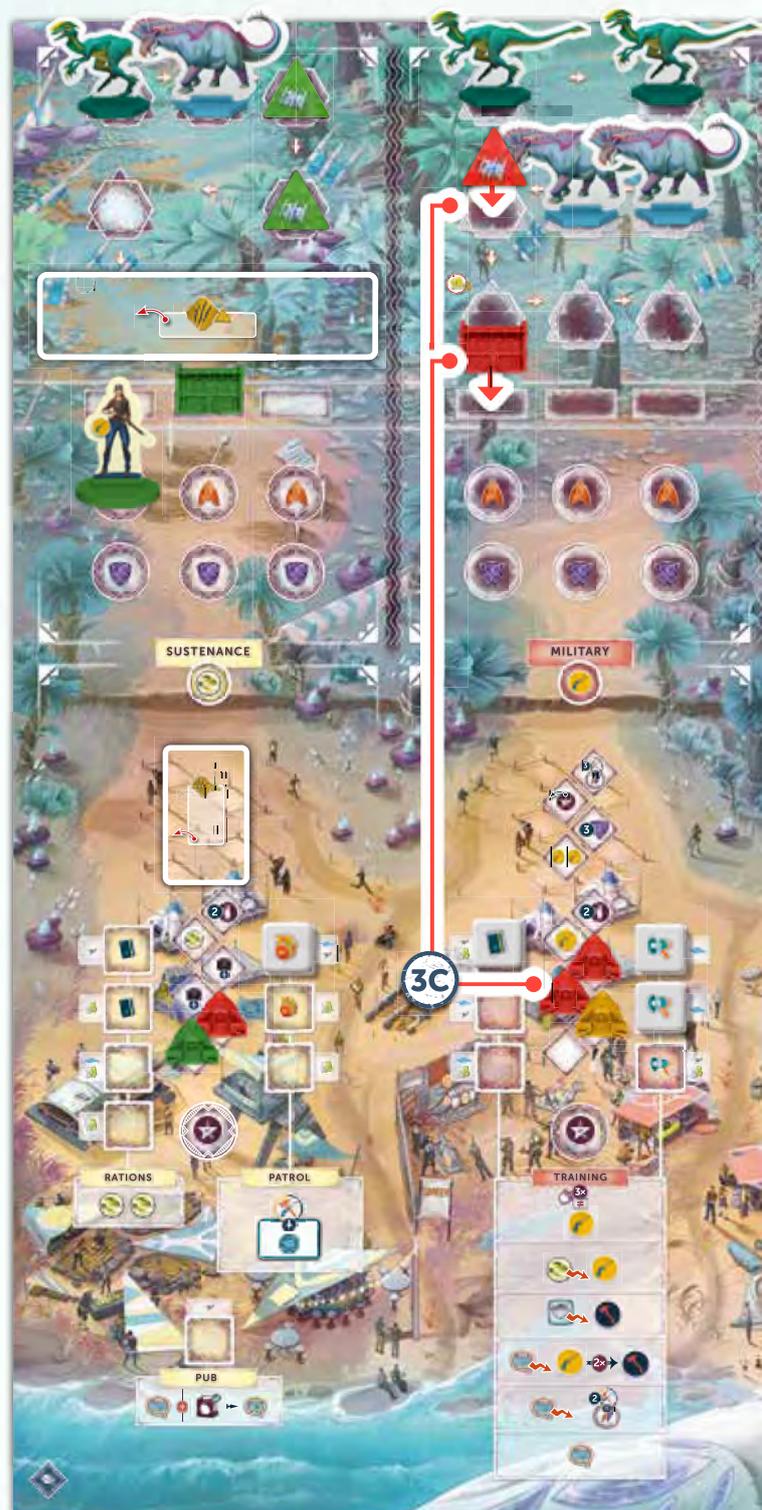
- If possible, the Dissenter chooses a Neutral die (2A).
- If no Neutral die can be placed, the active Dissenter prefers their own Player die before one of the other Dissenter's; the active Dissenter chooses your Player die last and only if no other Player die can be legally placed.

! If the Dissenter selects one of your dice, you gain 2 Followers.

- If multiple Players dice are available, the Dissenter chooses one with a Specialist icon that is earliest (in left to right order) on the active Dissenter Action card's priority order.

3 Resolve the Dissenter Action card's Effect:

- Place the selected die on the selected Effect. If multiple legal spaces are available, the Dissenter selects the top-leftmost space.
- Then, place Dinos following the usual rules.
- Next, **resolve the Effect** shown on the active Dissenter's



2A



Action card, **regardless** of the Effect on which the Dissenter placed their die. As described in the "Dissenter Effects" section on the next page.

- For the Dissenter's Secondary Action, resolve the bottom half of the active Dissenter's Action card—this may involve placing Influence cubes on an Officer, placing their Leader (without resolving an Effect), or some combination of these and other **benefits**. (See "Secondary Actions" section on page 14-15 for details.)



DEFENDED ZONES

A **Zone** is Defended if **all** the columns of its Defense area are Defended.

A **column** is Defended if the total number of Soldiers present (including both yours and those of the Dissenters) in the column is **equal to or greater** than the number of visible Dino spaces (independent of whether or not Dinosaurs are placed on the spaces).

When determining if a column or Zone is Defended (**and only when determining if it is Defended**), Heavy Soldiers and Leaders count as two Soldiers each; Walls and Traps do not factor into whether or not a column or Zone is Defended.

Example: A column of two Dino spaces is Defended if there is at least one Heavy Soldier/Leader or two Light Soldiers present. A column of three Dino spaces is Defended if one Heavy Soldier/Leader is present with at least one other Soldier of any type or Leader.

DISSENTER EFFECTS

Remember, the Dissenters always resolve the Effect that is shown on the active Dissenter's Action card, regardless of where they place their dice, which are only important for determining Dino placement. This is **contrary** to the Episode 2 solo rules.

SUSTENANCE ZONE

RATIONS

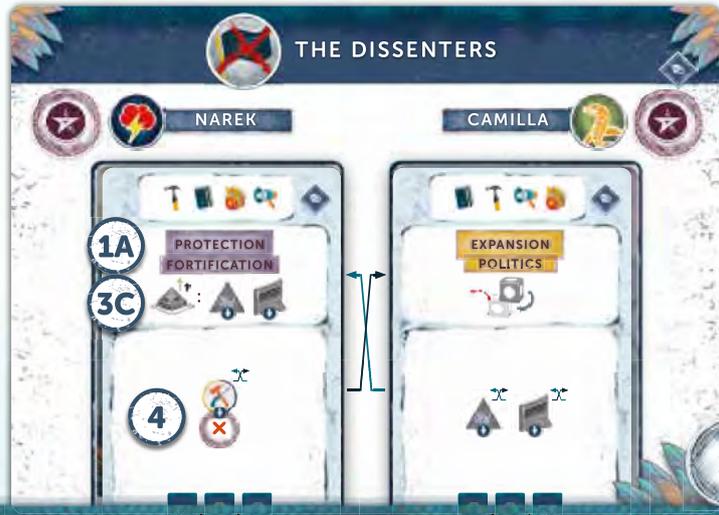


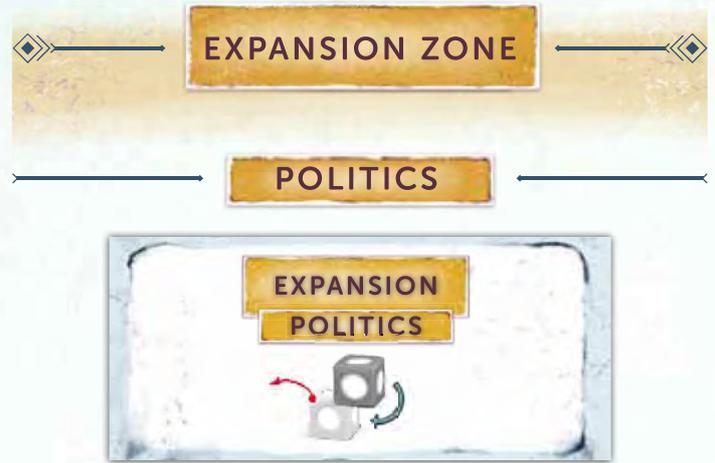
Cards 1, 2: The active Dissenter does nothing.

PATROL



Card 3: Put the available Patrol cards (i.e. Patrol cards not in front of **players**) to the bottom of the deck in a random order, and reveal 2 new ones.





Card 4, 5, 6, 7: The active Dissenter places Soldiers in the Defense area of the Zone where it has the most Settlements of its own color, following the procedure below. If tied, select the target Zone using the procedure outlined in the “Selecting a Zone or an Officer” section. Ignore Zones that are already Defended. (See “Defended Zones” section on top of page 11 for details.)

Card 8: The active Dissenter attempts to convert a die, using the following procedure:

- The Dissenter chooses one with a Specialist icon that is earliest (in left to right order) on the **other Dissenter's Action card**: if a Neutral die of that icon is in the dice pool exchange it for the active Dissenter's die.
- If there are no Neutral dice in the pool, check the opposite Zone for a Neutral die to exchange, then proceed to the next Zone until a Zone is found with a Neutral die.

SOLDIER PLACEMENT

The active Dissenter places Soldiers based on their Readiness (selected during Setup). On the left Readiness (X), they place 1 Light Soldier. On the middle Readiness (Y), they place 1 Heavy Soldier. On the right Readiness (Z), they place a Light Soldier first, then they place a Heavy Soldier after re-selecting the target Zone—in the event that placing the first Soldier makes the Zone Defended, the second Soldier is placed in a different Zone.



Use the following priority order (from the top to the bottom) to determine in which column the Dissenter will place a Soldier:

- 1 in a column with no other Soldier/Leader;
- 2 in a column with no Wall;
- 3 in a column with one Dino space, if placing a Light Soldier;
- 4 in a column with two Dino spots, if placing a Heavy Soldier;
- 5 in a column with three Dino spots (only possible in Dangerous Zones); or
- 6 in the leftmost column with a legal space.

The Dissenters place Heavy Soldiers in the bottom row before the top (A) and Light Soldiers in the top row (B) before the bottom row. They do **not** gain Valor or Safeguard for placing Soldiers.



In this example, Narek attempts to place a Heavy Soldier in the Expansion zone. The middle column already has a Soldier and a Wall (1 & 2), so it is ignored (if there are other options). They prefer placing Heavy Soldiers to columns with two Dino spaces (3 & 4), as opposed to three spaces (5), therefore the Heavy Soldier is placed on the first column. Since both rows are available, it is placed on the bottom row. Later, Camilla attempts to place a Light Soldier in the Protection Zone. No Soldier is placed in any column yet (1), but the middle column is ignored since there is a Wall present while other options are available (2), despite the Dissenters preferring to place Light Soldiers in columns with only one Dino space (3). The first and the third column both have same amount of empty spaces and no other distinguishing features, so the Light Soldier is placed in the leftmost one (6). Since both rows are available, the Light Soldier is placed on the top row.

- If there are multiple Neutral dice in the same zone, the Dissenter **exchanges** the one with the leftmost icon shown on the opposite card (just as in the previous step). If there are multiple dice of the same icon in the Zone, the Dissenter exchanges the top-leftmost one.
- If there are no Neutral dice in the pool nor on the Main board, or the active Dissenter has all five of their dice already in play, this Effect is ignored.

SETTLE



Cards 9, 10: The active Dissenter places 2 Settlements:

- one in the zone where they have the most Settlements **of their own**, and
- one in the **opposite** Zone. If the first Settlement was already placed there, proceed to the next one.

The Dissenters always place their Settlements on the bottommost empty space and ignore the Settlement bonus. In the unlikely case that there are no more empty Settlement spaces in the target Zone, proceed to the next Zone until a valid space can be found.

! If the Dissenter's (preferred) Zone will have a Dino Attack resolution on their turn, then they do not place a Settlement in that Zone, proceed to the next one instead.

SUPPLY



Card 11: The active Dissenter does nothing.

PROTECTION ZONE

SALVAGE



Card 12: The active Dissenter does nothing.

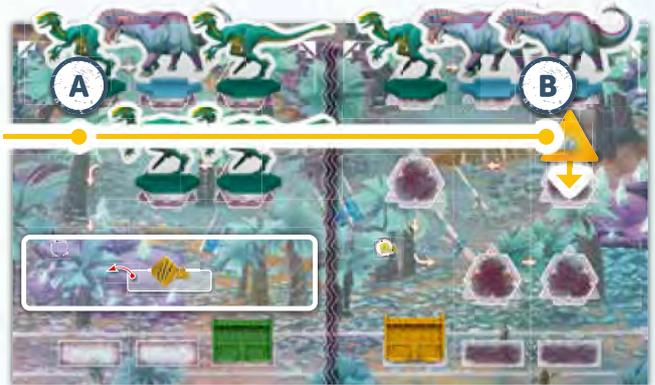
FORTIFICATIONS



Cards 13, 14: The active Dissenter places 1 Trap and 1 Wall (See details below) in the Zone where they have the most Settlements of their own color.

WALL AND TRAP PLACEMENT

When placing Traps, the active Dissenter places one of their Traps at random (without looking at its face-down side) on the Dino space that is next to be filled. If there are no empty Dino spaces in the target Zone (and, therefore, a Dino Attack is about to trigger)(A), place it in the next Zone instead (B).



When placing Walls, the active Dissenter places one of their Walls on the leftmost available Wall space of the Zone (A). If the Zone has no unoccupied Wall space, place it in the next Zone instead.



SECONDARY ACTIONS

CONVERT A DIE



Cards 1, 6: The active Dissenter converts a die, as explained under "Expansion Zone: **Politics** on page 12" (without placing a die).

PLACE LEADER IN A COMMUNITY AREA



❗ If their Leader has already been placed, skip this Secondary Action.

Cards 1, 5: The active Dissenter places their Leader from the Dissenter board in the opposite Zone. If that Zone's Leader Space is already occupied, proceed to the next one until an empty Leader space is found. The active Dissenter does **not** resolve any Effect when their Leader is placed.

DEPLOY SOLDIERS



Cards 2, 14: These have the same effect as explained under "Training Zone: **Military**," but the active Dissenter places the Soldier(s) in the opposite Zone instead. If the opposite Zone is already **Defended** (See "Defended Zones" on page 11 for details.), proceed to the next one until a legal target is found.

INFLUENCE OFFICER

① **The active Dissenter influences an Officer:**



1-3

4-6



• **Cards 3, 7, 8, 13** show a particular Officer. Select the Officer shown on the Action card and proceed to step 2.



of own

1-3

4-6



• **Card 9:** Select the Officer where the active Dissenter has the fewest Influence cubes (including zero, compared to other Officers). If tied, use the procedure explained under "Selecting a Zone or an Officer" on page 9.



of own

1-3

4-6



• **Card 11:** Select the Officer where the active Dissenter has the most Influence cubes (compared to other Officers). If tied, use the procedure explained under "Selecting a Zone or an Officer on page 9."

② **Roll the Threat die:**

- If 1-3 is rolled, the active Dissenter places **1 of their Influence cube** on the selected Officer.
- If 4-6 is rolled, the active Dissenter places **2 of their Influence cubes** on the selected Officer.

❗ This placement might trigger an Officer Bonus. The Dissenters ignore any bonus they would receive, but you may gain them as usual.

DEPLOY FORTIFICATIONS



Cards 8, 10: These have the same effect as explained under "Protection Zone: **Fortifications**," but the active Dissenter places the Trap and the Wall in the opposite Zone instead.

RAPID SETTLEMENT



Cards 6, 12: The active Dissenter places 1 Settlement in the Zone with the lowest total number of Settlements. The Dissenters always place their Settlements on the bottommost empty space and ignore the Settlement bonus.

PLACE LEADER IN A DEFENSE AREA



! If the active Dissenter's Leader has already been placed from the Dissenter's board, skip this Secondary Action.

Card 9, 11, 12: Select the Zone with the fewest empty Dino spaces. Ignore any Zones with no empty Soldier spaces, and also ignore Zones with three or more empty Dino spaces. In the case of a tie, the active Dissenter selects the Zone with the most of their Settlements; resolve any further ties using the procedure explained in the "Selecting a Zone or an Officer" section on page 9. Place the active Dissenter's Leader in the selected Zone, even if it is already Defended, as if it was a Heavy Soldier (see page 12). If no Zones meet the above criteria, treat this Secondary Action as if it was a "Place Leader in a Community area" Secondary Action.

CYCLE PATROLS



Card 5: This has the same effect as described under "Sustenance Zone: Patrol", but without placing a die.

RESOLVING DINO ATTACKS

A Dino Attack may be triggered at the end of your turn or after the resolution of either Dissenter Action card, using the usual conditions. It is possible to have a Dino Attack between two Dissenter turn resolutions, in which case after the Attack, simply continue with the next step (Step 5) of the Dissenter's resolution procedure.

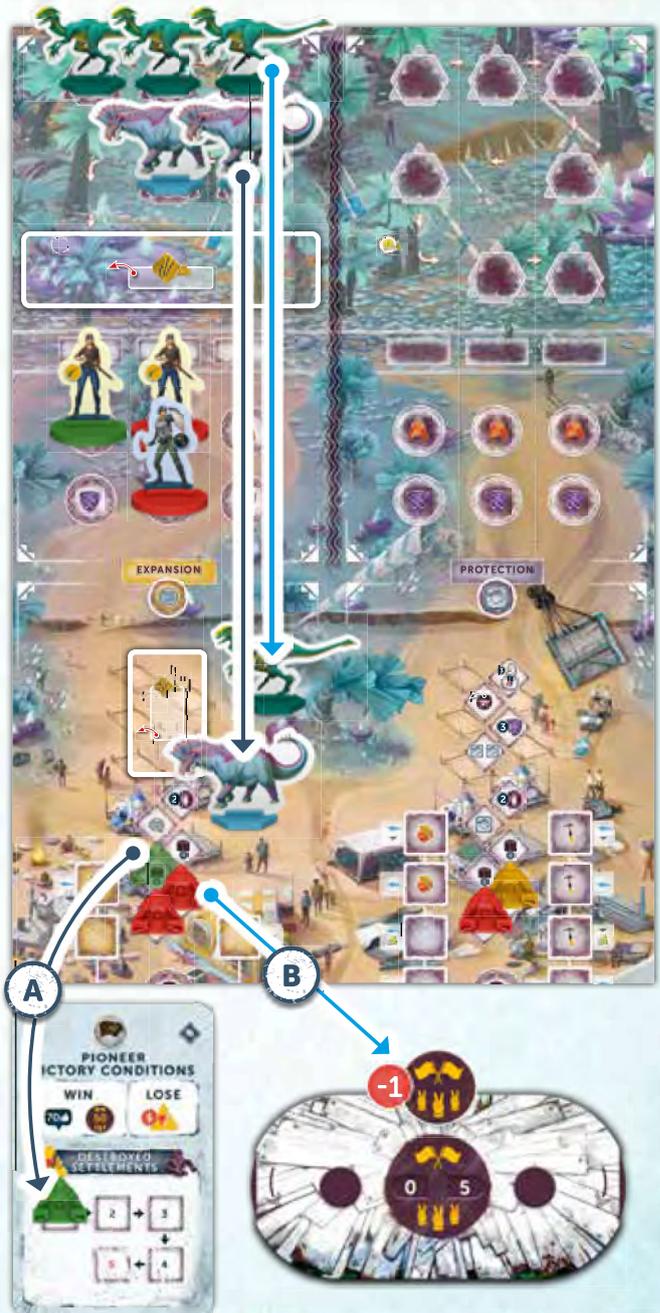
Dino Attacks are resolved **mostly same** way as described in the multiplayer rules with some small changes. Dissenter Walls, Traps, Soldiers, and Leaders contribute to the fight the same way as yours, but the Dissenters do not collect any rewards (Safeguard, Followers, etc.). In the Combat Rewards phase, you choose rewards according to your Contribution the usual way, and you may repeat a pick if you had more (**not equal**) Contributions than each Dissenter separately (i.e. you're in the sole majority).

During the Retrieve phase of the Dino Attack, return all Dissenter Soldiers to the supply and Leaders (if present) to the Dissenter board, regardless of whether they survived the attack or not.

RESOLVING A BREACH

In case of a Breach, any Settlement destroyed by Trampers (whether yours or a Dissenter's) is placed on the tucked Ambition card below the Dissenter board on the first empty space of the Destroyed Settlements track (A). If the last space of the Destroyed Settlements track is filled, you **immediately lose the game**. Your Settlements attacked by Raptors each cause you to lose 2 Followers the same way as they would in the multiplayer game. Dissenter Settlements attacked by Raptors **each lose you 1 Acceptance** instead (B) (if you have any). You **still lose 2 Followers per breaching Dino** in a Dino Attack triggered at the end of your turn.

! No Follower penalty is suffered for breaching Dinosaurs triggered at the end of the Dissenters' turns.





ASSEMBLY

Assemblies are triggered when the dice pool is empty, either at the end of your turn or after resolving either Dissenter card. It is possible to have an Assembly between two Dissenter resolutions, in which case after the Assembly, simply continue with the next step (Step 5) of the Dissenter turn resolution procedure. Assemblies are resolved **mostly same** way as in the multiplayer game with some small changes. Notably, instead of striving for majority with your Votes, you will convert them directly into **Acceptance**.

Reminder:

Population: The Population of a Zone is 2 plus the total number of Settlements, of any color, in that Zone.

Presence: A player's Presence in a Zone is equal to the number of pieces in that player's color present in that Zone's Community area (**ignore** pieces in the **Defense area**). Count each Dissenter's Presence independently.

Production: Each Zone produces a certain type of asset. From left to right, these are: Food, Light Soldier, Story and Scrap. This is printed on the Main board and also shown on the other face of each Zone's Assembly Reward tile.

1 Assembly Rewards:

1A In each Zone you have a majority of Presence in, you can choose between receiving either

- Votes equal to the Zone's Population or



- the Zone's Production twice.



Either way, the Dissenters receive nothing.

NOTE: These rewards are equivalent to the two sides of the Assembly Reward tiles used in the multiplayer rules.

- 1B In each zone you're tied with at least one Dissenter, you receive Votes equal to half of the Zone's Population (rounded down). The Dissenters receive nothing.
- 1C In each Zone you're second behind a single Dissenter and not tied with the other, you receive a single Production of **theZone**, as if your opponent chose Votes in a multiplayer game.
- 1D In every other Zone (including ones where you're tied with both Dissenters), you receive nothing.

2 **Converting Votes to Acceptance:** Gain Acceptance as follows:

- 2A First Assembly: Equal to the Votes you gained.
- 2B Second Assembly: Equal to one and a half times the Votes you gained (rounded down). I.e. if you have 11 Votes, you gain 11+5 = 16 Acceptance.
- 2C Third Assembly: Twice the Votes you gained.

SOLO ASSEMBLY

1ST = x 1 2ND = x 1.5 3RD = x 2

3 **Officer Scoring:** For each Officer tile on which you have most Influence (or are tied with a single Dissenter), receive Followers based on the scoring condition. For each Officer tile where only one Dissenter has more Influence than you OR both Dissenters are tied ahead of you (i.e. you're second), receive **half** the Followers (rounded down) based on the scoring condition. You do not score anything for Officer tiles you have no Influence on.

The Dissenters do not gain anything.

4 Wrap up:

- 4A Retrieve **all Leaders** in Community areas (yours to your Player board, Dissenters' to their board).
- 4B Collect **all dice** from the Main board, and reroll them to **recreate the dice pool**.
- 4C Put the available **Patrol cards** (i.e. Patrol cards not in front of you) to the bottom of the deck in a random order, and reveal 2 new ones.
- 4D Reset your Vote tracker to zero.
- 4E Continue the game with the next player's turn as normal.



END OF THE GAME

The game ends immediately after the third Assembly. Then, perform Final Scoring:

FINAL SCORING

- 1 **Walls and Traps:** If you have more Walls plus (unresolved) Traps in Defense areas (across all Zones), than one of the Dissenters, gain **2 Followers**. If you have more Walls plus (unresolved) Traps in Defense areas (across all Zones) than both of the Dissenters (separately), gain **5 Followers** instead.
- 2 **Soldiers:** Add up the number of Soldiers you and each Dissenter have across all Defense areas. If you have more Soldiers in Defense areas (across all Zones) than one of the Dissenters, gain **2 Followers**. If you have more Soldiers in Defense areas (across all Zones) than both Dissenters (separately), gain **5 Followers** instead.

	 >  / 	 <  > 
		
		

- 3 You gain **1 Follower for each Food, Scrap, Story, 2 Light Soldiers, 1 Heavy Soldier, and pair of 1 Safeguard and 1 Valor** that is either on your Player board, in any Defense area, or on an unfinished Patrol card.

 → 	 → 	 → 
 → 	 → 	 → 

Your target of Followers and Acceptance are shown on the Ambition card tucked below the Dissenter board. If you have reached or exceeded **both** these values (on your Follower dial and Acceptance dial respectively), you have **won the game**. Otherwise, or if at any time during the game you have filled the last space of your Destroyed Settlements track, you have **lost the game**. We encourage you to keep track of your winning scores against a particular Victory Condition and attempt to do better next time.

MERITS

You may gain special Merits in the game to signify additional challenges you completed:

- **Savior:** Allow no Settlements to be destroyed.
- **Builder:** You have built all your Settlements (i.e., they are on the Main board or on the Destroyed Settlements track).
- **Orator:** Receive more Acceptance than Followers.
- **Hoarder:** End the game with 10 or more total Food and/or Scraps on your Player board.
- **Storyteller:** End the game with 6 or more Stories on your Player board.
- **Influencer:** Have at least 3 Influence cubes on each Officer.
- **Guardian:** Every Wall space has a Wall on it (yours or the Dissenters').
- **Unbelievable:** You won the game on "Conqueror" difficulty with both Dissenters on the leftmost Readiness.

ADJUSTING THE DIFFICULTY

The difficulty of *Episode 1* can be adjusted in 2 ways:

- The **Ambition** you choose during Setup. It determines the target Followers and Acceptance you have to reach, and how many Settlements can be destroyed during Dino Attacks. The higher the difficulty, the more Followers and Acceptance you need to gain and the less Settlements can be destroyed. We recommend choosing the **Pioneer Ambition** for your first game.
- The **Readiness** you set for each Dissenter on the Dissenter board during Setup. The more Soldiers the Dissenters place, the easier it is to defend against Dino Attacks, thus avoiding destroyed Settlements, but the harder it will be to have the highest Contribution in Defense areas. We suggest setting the **middle** readiness for each Dissenter (where they place a single Heavy Soldier) for your first game.

RULES SPECIFIC TO EPISODE 2

DISSENTERS' RESERVES

Notably, the Dissenters each have a track to manage their Reserve, which allows them to change a die's face when selecting it. When a Dissenter gains or spends Reserve through an Effect, move the Influence cube on their respective Reserve track up or down by the required amount. They can never spend Reserve in a way that would drop it below 0, and they can never gain more than 5. Any Reserve gained above 5 is ignored.

DISSENTER TURN RESOLUTION PROCEDURE

During the Dissenters' Turn both Dissenters resolve a Primary Action and a Secondary Action, just like you. The Effects they are resolving and their Secondary Actions, however, are different, as described in the following sections.

PRIMARY ACTIONS

From top to bottom, the top half of the Dissenter Action card shows the four Specialist icons in their order of preference, one of the Zones, and one Effects in that Zone.

1 Choose an Effect for the Dissenter's die placement:

1A If at least one die from the pool can be legally placed on **at least one space** of the Effect printed on the active Dissenter's Action card or the active Dissenter has at least 1 Reserve, then this is the selected Effect. Otherwise, find the next Effect of the same Zone (clockwise if multiple options) where one of these conditions is met.

! If the active Dissenter has at least 1 Reserve, they can spend it to change the face of one die in the pool in order to be able to place it.

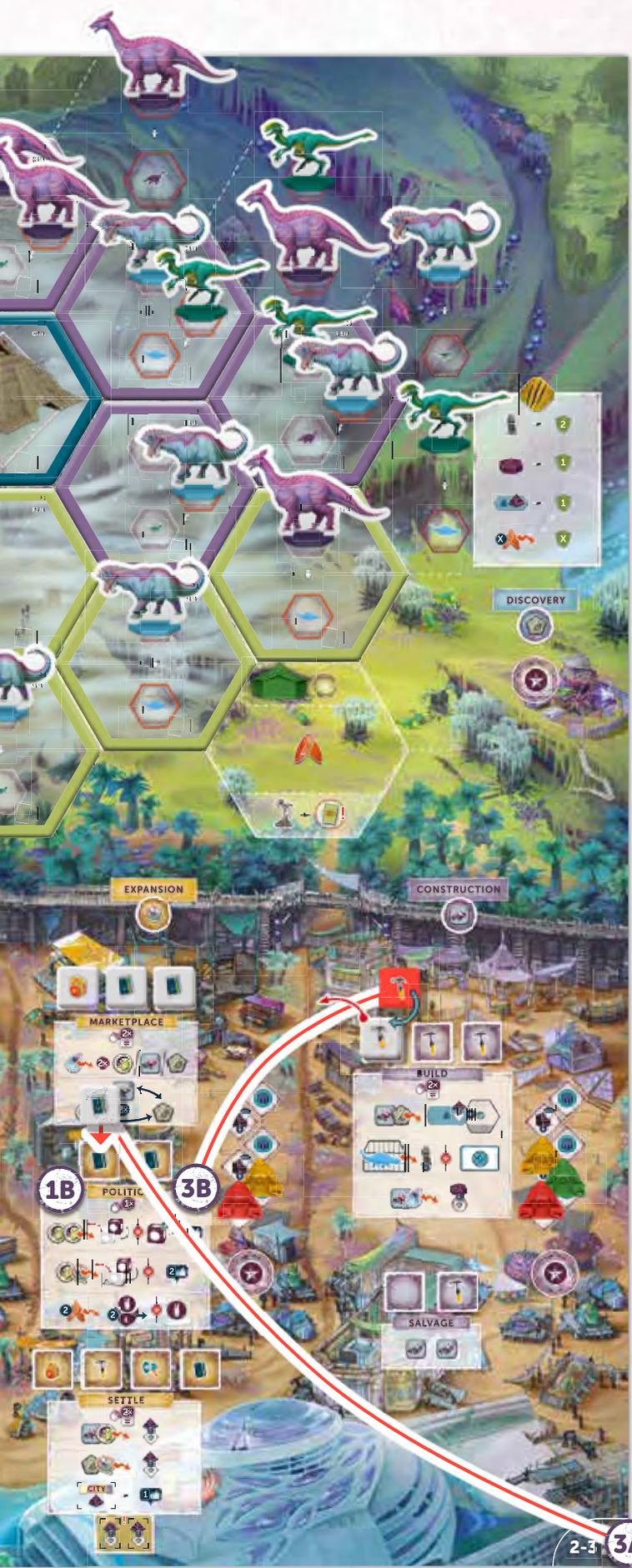
1B If no die can be legally placed in the Zone listed on the active Dissenter's Action card, proceed to the **top-leftmost** Effect of the **next Zone**. If a die from the pool cannot be legally placed on this Effect, follow the same procedure as above to cycle through the Effects of this Zone to find a legal placement. Continue repeating this process, moving to the subsequent next Zone, until a legal placement can be found.

2 Select a die:

Ignoring any dice in the pool that cannot be legally placed on any space of the selected Effect, select a die from the pool using the following priorities:

- If possible, the Dissenter chooses a Neutral die.
- If no Neutral die can be placed, the active Dissenter prefers their own Player die before one of the other Dissenter's; the active Dissenter chooses your Player die last and only if no other Player die can be legally placed.





- ! If the Dissenter selects one of your dice, you gain 2 Followers.
- If multiple Players dice are available, the active Dissenter selects one with a Specialist icon that is earliest (2A) (in left to right order) on the active Dissenter Action card's priority order. If no die can be legally placed on this Effect, the Dissenter selects any die using the above priorities (2B). Then, they spend 1 Reserve to change the die to a face that can be legally placed (2C). (If multiple such faces exist, select the leftmost icon on the active Dissenter Action card.)

3 Resolve the selected Effect:

- 3A Place the selected die on the selected Effect. If multiple legal spaces are available, the Dissenter selects the top-leftmost space.
- 3B Then, resolve the Effect where the Dissenter placed their die.
- ! Unlike in Episode 1, the active Dissenter resolves the Dissenter Effect they placed their die onto, regardless of what is shown on their Dissenter Action card.

- 4 For the Dissenter's Secondary Action, resolve the bottom half of the active Dissenter's Action card—this may involve placing Influence cubes on an Officer, placing their Leader (without resolving an Effect), or some combination of these and other benefits. (See "Secondary Actions" section on page 24-26 for details.)



DISSENTER EFFECTS

POSITIONING IN THE DISCOVERY ZONE

Several actions will instruct you to find the most or least desired location in the Discovery Zone. See the image below (also to be found on the back of this rulebook), that assigns a value to each hex. (Note that this is different to the reference numbers on the hexes used at setup.) The **lower** the number is, the **more desired** a location will be. In case of ties, select randomly.



OPPOSITE ZONES AND AGENDAS

The rule of using the opposite Zone to determine the Dissenters' preference among Officers/Zones still applies (as described on page 9). Note that if the other Dissenter's Action card (used to determine the opposite Zone) shows an Agenda icon and no Zone (A), it selects the Zone shown on the other Dissenter's Agenda card (B).



COLLECTING DINOS

If at the end of their turn a Dissenter has at least one of each Dino type, return an equal number of each type to the supply, and you **lose 3 to 6 Followers** depending on your chosen Ambition.

! Each Dissenter keeps their own collection of Dinosaurs and only returns them to the supply when a set exists in their **own** collection, not combined with the other Dissenter's.

Whenever a Dissenter is given a choice of what Dino to gain, it chooses whichever it has the fewest of. In case of ties, it picks accordingly: **Shieldhead** > **Raptor** > **Trampler**.

DISSENTER EFFECTS

! Remember, unlike in *Episode 1*, a Dissenter resolves the Dissenter Effect where they place their die, regardless of what is on their Dissenter Action card.

SUSTENANCE ZONE

ADVENTURE



Card 1: If there are no Camps on the Map that have a Map hex tile adjacent to them, the active Dissenter builds a Camp on a Cleared Area with an empty Camp space in the **most desired** location (See "Positioning in the Discovery Zone" section) and gains 1 Reserve. They then skip the remainder of this Effect.

If there is at least one Camp with a Map hex tile adjacent to it, resolve the following steps, **in order**:

- 1 Ignoring Camps with Breach markers under them, use the following priority order to determine which Camp the active Dissenter selects:
 - 1A One of their own. If multiple such Camps exist, they select the one in the most desired location.
 - 1B One of the other Dissenter's. If multiple such Camps exist, they select the one in the most desired location.
 - 1C One of yours. If multiple such Camps exist, they select the one in the most desired location.

- 2 Of the Map hex tiles adjacent to the selected Camp, the Dissenter selects the hex tile with the most Dinos on it (select randomly if multiple such tiles exist). Remove all Dinos from it. The Dissenter gains 1 Dino from those removed; place it below the Dissenter board on the active Dissenter's side. Return the rest to the supply.
- 3 Remove the Map hex tile the Dinos have just been removed from.

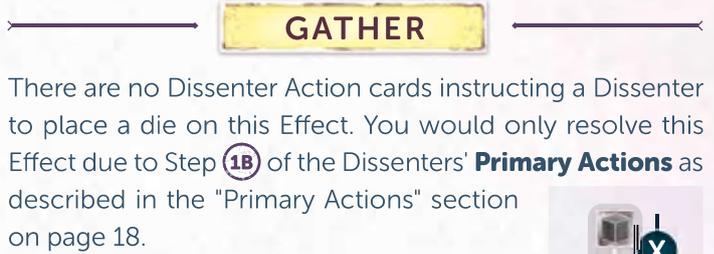
NOTE: In the unlikely case there are no Dinos on any Map hex tiles adjacent to Camps, remove the adjacent Map hex tile at the most desired location.

- 4 Put a random available Plains and Canyon Adventure card to the bottom of their respective decks and reveal a new one of each type.
- 5 Resolve a Dino Attack for the activated Camp (see pages 27 and 28).

In this example, Narek is resolving an Adventure action. While they have a Camp, it is not adjacent to any Map hex tiles (A). Therefore (following Step (1B) of the Adventure Effect), they select a Camp belonging to Camilla. Out of Camilla's two camps, the one on the right side (C) is on a more desired location than the one on the left (B), therefore, the Rally marker is placed there. The Dissenter always ignores the printed hexes, on the edge of the Map, but there are two Map hex tiles with plenty of Dinos to select from. They select the one above the Camp (D), as it has 3 Dinos, while the one on the left only has 2. (If the top one only had 2 as well, they would have chosen the top-left one instead, as it is the more desired location.) Since they already have one Shieldhead (E), they can take either a Raptor or a Trampler, and using the preference shown in the "Collecting Dinos" section on page 20, they choose a Raptor (F). As a final step, resolve a Dino Attack against the other Dissenter's Camp (See page 27-28 for details on how to resolve a Dino Attack).



Card 2: The active Dissenter gains 1 or 2 Reserve, as indicated on your chosen Ambition card.



There are no Dissenter Action cards instructing a Dissenter to place a die on this Effect. You would only resolve this Effect due to Step (1B) of the Dissenters' **Primary Actions** as described in the "Primary Actions" section on page 18.

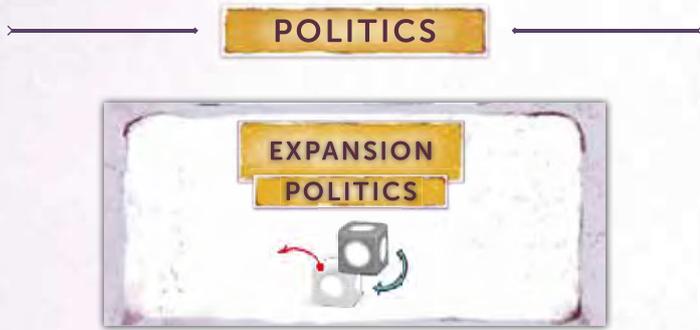


Cards 5, 6: The active Dissenter gains 1 or 2 Reserve, as indicated on your chosen Ambition card.



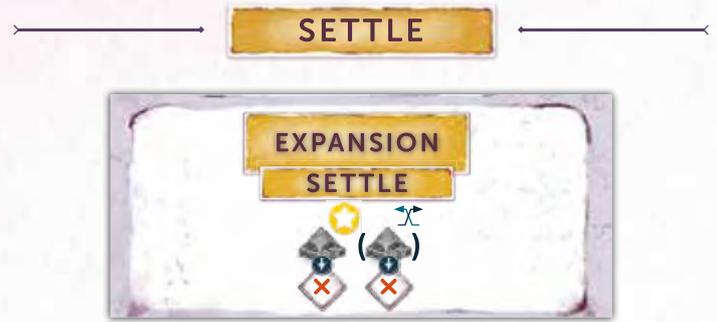


Card 11: The active Dissenter gains 1 or 2 Reserve, as indicated on your chosen Ambition card.



Card 9: The active Dissenter attempts to convert a die, using the following procedure:

- The Dissenter selects one with a Specialist icon that is earliest (in left to right order) on the **other Dissenter's Action card**: if a Neutral die of that icon is in the dice pool exchange it for the active Dissenter's die.
- If there are no Neutral dice in the pool, check the opposite Zone for a Neutral die to exchange, then proceed to the next Zone until a Zone is found with a Neutral die.
- If there are multiple Neutral dice in the same Zone, the Dissenter exchanges the one with the leftmost icon shown on the opposite card (just as in the previous step). If there are multiple dice of the same icon in the Zone, the Dissenter exchanges the top-leftmost one.
- If there are no Neutral dice in the pool nor on the Main board, or the active Dissenter has all five of their dice already in play, this Effect is ignored.



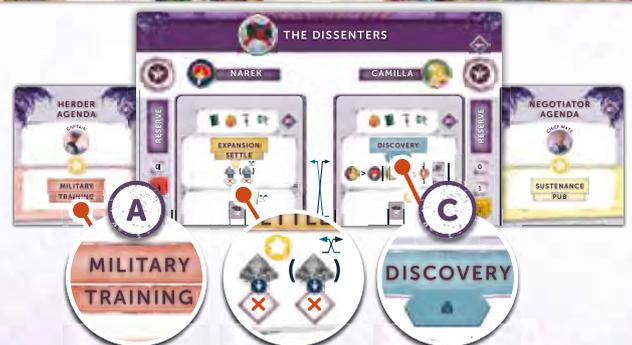
Card 10: The active Dissenter places 2 Settlements:

- one in the Zone where they have the most Settlements **of their own**, and
- one in the **opposite** Zone. If the first Settlement was already placed there, proceed to the next one.

The Dissenters always place their Settlements on the bottommost empty space and ignore the Settlement bonus. In the unlikely case that there are no more empty Settlement spaces in the target Zone, proceed to the next Zone until a valid space can be found.

! Ignoring the other Dissenter, if there are no more empty Settlement spaces in the target Zone **or** if the active Dissenter already has **at least 2 more** Settlements than you in the target Zone (A), proceed to the next Zone (B). Ignore this condition if the active Dissenter has 2 more Settlements than you in **every** Zone.

! If the Zone in question is the Discovery Zone, **follow the same procedure**, but treating Settlements as Camps and Settlement Spaces as Camp spaces (C).





Cards 7, 8: If there are no Cleared Areas with an empty Outpost or Camp space on the Map, the active Dissenter removes a Map hex tile that's adjacent to any Camp (if multiple such Map hex tiles exist, they choose the one on the most desired location). Return all removed Dinosaurs from the Map hex tile to the supply (the Dissenter does **not** collect them). Then they gain 1 Reserve and skip the remainder of this Effect. No Rally marker is placed due to this action, nor does it trigger a Dino Attack..

Otherwise, perform the first **two** possible options from the following list:

- 1 If the active Dissenter has no Camps in play and there is at least one Cleared Area with an empty Camp space, they place 1 of their Camps.
- 2 If there is at least one Cleared Area with an empty Outpost space and the active Dissenter has at least 1 Settlement remaining, randomly select 1 Outpost on offer to place there, and place one of the active Dissenter's Settlements on it.
- 3 If there is at least one Cleared Area with an empty Watchtower space but with at least 1 Outpost or 1 Camp belonging to the active Dissenter on it, and they haven't built all 3 of their Watchtowers yet, build 1 of their Watchtowers there.
- 4 If there is at least one Cleared Area with an empty Camp space and the active Dissenter hasn't built all 6 of their Camps yet, place 1 Camp there.
- 5 Do nothing.

If there are multiple possible Cleared Areas where something can be built, they build in the most desired location. The Dissenters ignore the rewards their Outpost or Camp placement covers.

SALVAGE

There are no Dissenter Action cards instructing a Dissenter to place a die on this Effect. You would only resolve this Effect due to Step **1B** of the Dissenters' **Primary Actions** as described in the "Primary Actions" section on page 18.

The Dissenter gains 1 or 2 Reserve, as indicated by your chosen Ambition card.



Cards 3, 4: If no Outposts have been built yet, the active Dissenter builds a random Outpost from the offer on the empty Outpost space in the **least** desired location (ignoring the reward). Place the chosen die on the newly built Outpost, and skip the remainder of this Effect. This does not trigger a Dino Attack nor provides any further benefit to the Dissenter.

Otherwise, use the following priority order to determine which **Outpost with an empty Outpost space** the active Dissenter selects to place the die and Rally marker on:

- 1 One of their own. If multiple such Outposts exist, they select the one in the most desired location.
- 2 One of the other Dissenter's. If multiple such Outposts exist, they select the one in the most desired location.
- 3 One of yours. If multiple such Outposts exist, they select the one in the most desired location.

Regardless of which Outpost was selected, the active Dissenter ignores its bonus and gains 1 Reserve instead. Then, resolve a Dino Attack as described on pages 27-28.

If at least one Outpost has been built but none are available, proceed to finding a different Effect instead as described in Step **1B** of the Dissenters' **Primary Actions** (See page 18 for detailed resolution.).





Cards 12, 13, 14: Treat this card as if it had the same action printed on it as indicated on the active Dissenter's Agenda card.

Agenda	Effects to select
Negotiator	
Herder	
Populist	
Architect	
Explorer	

SECONDARY ACTIONS

NOTE: When a card shows multiple Secondary Actions, resolve all of them, one after another, from left to right.

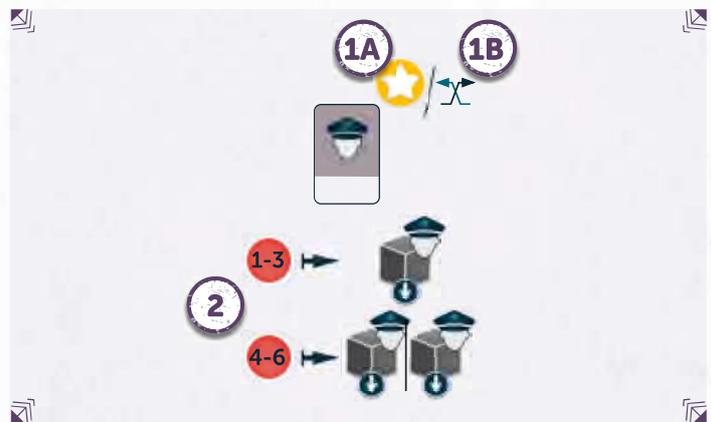
PLACE LEADER



! If their Leader has already been placed, skip this Secondary Action.

Cards 1, 3, 5, 7, 11: The active Dissenter places their Leader from the Dissenter board in the opposite Zone. If that Zone's Leader Space is already occupied, proceed to the next one until an empty Leader space is found. No Effects are performed in the target Zone.

INFLUENCE OFFICER



Cards 2, 4, 6, 8, 10: The active Dissenter influences an Officer.

- Select the Officer shown on the active Dissenter's Agenda card (1A).
 - If the active Dissenter already has at least 2 more Influence than you on the Officer shown on the Agenda, select the opposite Officer instead (1B).
 - If the active Dissenter already has at least 2 more Influence than you on the opposite Officer as well, proceed to the next Officer (starting from the opposite Officer) until one is found where they do not have at least 2 more Influence than you.
 - In the unlikely case of the active Dissenter having at least 2 more Influence than you on all five Officers, select the Officer shown on their Agenda card.

2 Roll the Threat die:

- If 1-3 is rolled, the active Dissenter places **1 of their Influence cubes** on the selected Officer.
- If 4-6 is rolled, the active Dissenter places **2 of their Influence cubes** on the selected Officer.

On the lowest and the highest difficulties, do not roll the Threat die. The active Dissenter just places 1 or 2 Influence cubes as shown on your Ambition card.

! This placement might trigger an Officer Bonus. The Dissenters ignore any bonus they would receive, but you may gain them as usual.



As shown on your Ambition card, whenever a Dissenter would gain an Officer bonus, they gain 1 Reserve instead.

ADDITIONAL SETTLEMENTS



Cards 5, 7, 11: The active Dissenter resolves the Effect described on page 22 under "Expansion Zone: Settle". When playing on Squatter Ambition, note that the active Dissenter doesn't place the second Settlements (in brackets), as shown on the Ambition card.

GAIN RESERVE



Cards 9, 12: The active Dissenter gains 1 Reserve.

COUNTERATTACK



Cards 9, 12: Use the following priority order to determine which ongoing Dino Attack the active Dissenter selects:

- A** Their own.
- B** The other Dissenter's.
- C** Yours. If the active Dissenter chooses your ongoing Dino Attack, you **lose 3 to 5 Followers**, equal to the Savior Bonus of your Dino Attack card. (Ignore the Valor or Glowberry part of the Savior Bonus.)

In these examples, Narek is the active Dissenter.

A

B

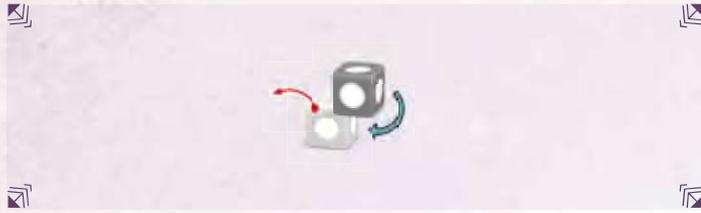
C

The Dissenter gains **every** Dino from the selected Dino Attack. Place the Dino(s) below the Dissenter board (on the active Dissenter's side). Discard the Dino Attack card, and remove the Breach marker from the corresponding Outpost or Camp.

If there are no ongoing Dino Attacks, this Secondary Action is ignored.

Remember, if the active Dissenter ends their turn with one or more sets of 3 different Dinosaurs, they will return them to the supply, losing you Followers (See "Collecting Dinosaurs" section on page 20. for details.)

CONVERT A DIE



Card 13: The active Dissenter converts a die, as explained under "Expansion Zone: Politics" on page 22.

ADVENTURE CARD



Card 14: This has the same effect as described under "Sustenance Zone: Adventure" on page 20-21.

BONUS ACTION

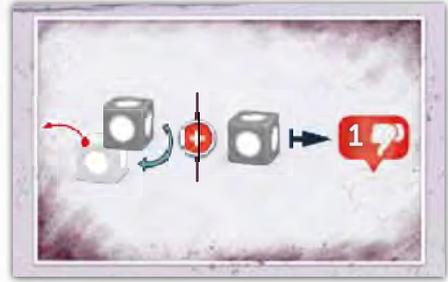
The active Dissenter resolves a Bonus Action if they have 5 Reserve after resolving their Secondary Action. Then, reset the Reserve track to zero, and resolve the Bonus Action as indicated on the bottom half of the Dissenter's Agenda card.

EXPLORER AGENDA



This has the same effect as described under "Sustenance Zone: Adventure" on page 20-21. However, after cycling the Adventure card offer (Step 4), if they have at least 1 Camp remaining, they immediately build 1 of their Camps on the new Cleared Area.

POPULIST AGENDA



- The active Dissenter converts a die, as explained under "Expansion Zone: Politics" on page 22.
- Then, for each die the active Dissenter has in play (on the Main board or in the pool) you **lose 1 Follower** up to a maximum of 5; this happens even if the active Dissenter had no die to convert in the previous step.

ARCHITECT AGENDA



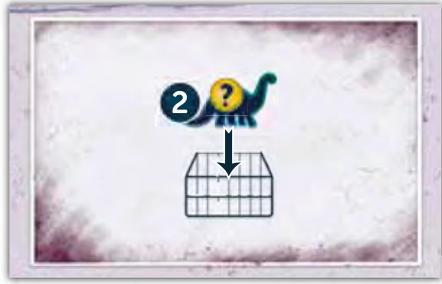
This has the same effect as described under "Construction Zone: Build" on page 23.

Then, select a Zone, ignoring the Discovery Zone:

- If possible, select a Zone where you have more Settlements than the active Dissenter and there is at least one empty Settlement space.
- If multiple (or no) such Zones exist, select the one where the **difference** between the active Dissenter and yourself is the **smallest**. If multiple Zones are tied, use the procedure explained under "Selecting a Zone or an Officer" on page 9.

The Dissenters always place their Settlements on the bottommost empty space and ignore the Settlement bonus.

HERDER AGENDA



Using the procedure explained under "Collecting Dinosaurs" on page 20, the active Dissenter selects 2 Dinosaurs from the general supply and puts them in their Enclosure.

NEGOTIATOR AGENDA



The active Dissenter influences an Officer. Select an Officer:

- Ignoring the other Dissenter, they select the Officer where **you have more** Influence cubes (compared to other Officers).
- If multiple (or no) such Officers exist, they select the Officer where the **difference** between the active Dissenter and yourself is the **smallest**. If tied, use the procedure explained under "Selecting a Zone or an Officer" on page 9.

The Dissenter places 2 Influence cubes on the selected Officer (regardless of the chosen Ambition).

- ! This placement might trigger an Officer Bonus. The Dissenters ignore any bonus they would receive. As shown on your Ambition card, they gain 1 Reserve instead. You may gain the Officer bonus as usual.



RESOLVING DINO ATTACKS

You may use the Dissenters' Camps and Outposts as well as yours, and the Dissenters may also use either their own or yours.

When a Rally marker is placed on a Camp or Outpost, flip the top card of the Dino Attack deck corresponding to the Camp or Outpost's terrain type (Canyon or Plains), just as in the multiplayer game. Then, determine the Defense value as follows:

- (A) A Camp (A1) and an Outpost (A2) on the hex each add 1 to the Defense value (regardless of ownership).
- (B) A Watchtower on the hex adds 2 to the Defense value.
- (C) You may spend Valor to increase the Defense Value the same way as explained in the multiplayer rules, and you may do so **even if the Camp/Outpost belongs to a Dissenter**. This means that you **may** choose to help a Dissenter avoid a Breach.
- (D) If the used Camp/Outpost belongs to a Dissenter, the area automatically gains 2/1/0 more Defense, as indicated on your Ambition card.

Example: It is your turn and you've resolved an "Adventure" effect, placing a Rally marker near Narek's Camp.





- If the total Defense Value is equal to or greater than the card's Defense Threshold (1A), the Defense is successful. If you are the owner of the attacked Camp/Outpost, gain the Success reward on the card as normal. If the Camp/Outpost is owned by a Dissenter, the corresponding Dissenter gains **2 Reserve** (1B). Discard the card.
- If the Defense value is lower (2A), the attack results in a **Breach**. If you are the owner, receive the Fail reward on the card as normal. If the Camp/Outpost is owned by a Dissenter, the corresponding Dissenter gains **1 Reserve** (2B). Remove the Rally marker from the Cleared Area, as normal.



Breaches are resolved in the same way as described in the multiplayer game.

Each Dissenter can have a separate ongoing Breach; indicate this by placing the Dino Attack card below their respective Agenda cards on their side of the Dissenter board. At the end of the active Dissenter's turn—remove 1 Dino (chosen randomly) from their Dino Attack card (if any) if there are at least 2 Dinosaurs on it. **No Followers are lost**, as the Dissenters do not collect them.

! Resolve an ongoing Breach on your turn as usual, including losing your Followers.

NOTE: You can Counterattack a Dissenter's ongoing Dino Attack the same way you would in a multiplayer game, and you still receive the Savior Bonus for doing so.

RESOLVING A RAMPAGE

If you or a Dissenter ever have to discard the Dino Attack card of an ongoing Breach (A) because of a new Breach, a **Rampage** takes place. Immediately advance the Rampage marker one space (B). When discarding your own Dino Attack card this way, you still **lose 1 Follower per Dino** returned to the supply (C), **but** you receive no such penalty for returning Dinosaurs from a Dissenter's Dino Attack card during a Rampage. If the last space of the Rampage track is reached (D), **you immediately lose the game**. The number of spaces on the Rampage track depends on the Agenda card chosen during setup.

In this example, you suffer a Rampage yourself.



ASSEMBLY

Assemblies are triggered when the dice pool is empty, either at the end of your turn or after resolving either Dissenter card. It is possible to have an Assembly between two Dissenter resolutions, in which case after the Assembly, simply continue with the next step (Step 5) of the Dissenter turn resolution procedure. Assemblies are resolved mostly the same way as in the multiplayer game with some small changes. Notably, instead of striving for majority with your Votes, you will convert them directly into **Acceptance**.

Reminder:

Population: The same applies as in *Episode 1* (see page 16), plus the following:

- For the Discovery Zone: The Population of the Discovery Zone is equal to **2 plus the total number of Outposts of any color**. This is shown on one face of the Discovery Zone's Assembly Reward tile.

Presence: The same applies as in *Episode 1* (see page 16), plus the following:

- For the Discovery Zone, these are Player dice, Outposts, Camps, and the Leader.

Production: The same applies as in *Episode 1* (see page 16), plus the following:

- The Discovery Zone produces Island Resources.

1 Assembly Rewards:

1A In each Zone you have a majority of Presence in, you can choose between receiving either

- Votes equal to the Zone's Population, or



- the Zone's production and 2 Followers.



Either way, the Dissenters receive nothing.

NOTE: These rewards are equivalent to the two sides of the Assembly Reward tiles used in the multiplayer rules.

1B In each zone you're tied with at least one Dissenter, you receive Votes equal to half of the Zone's Population (rounded down). The Dissenters receive nothing.

1C In each Zone you're second behind a single Dissenter and not tied with the other, you receive a single Production of the Zone or 2 Followers, as if your opponent chose Votes in a multiplayer game. Essentially, the **Dissenters always select receiving Votes**.

1D In every other Zone (including ones where you're tied with both Dissenters), you receive nothing.

2 Converting Votes to Acceptance: Gain Acceptance as follows:

- First Assembly: Equal to the Votes you gained.
- Second Assembly: Equal to one and a half times the Votes you gained (rounded down). I.e. if you have 11 Votes, you gain 11+5 = 16 Acceptance.
- Third Assembly: Twice the Votes you gained.

SOLO ASSEMBLY

1ST = [dice icon] x 1 2ND = [dice icon] x 1.5 3RD = [dice icon] x 2

2A 2B 2C 4A

3 Officer Scoring: Resolve Officer Scoring for yourself as described in the multiplayer rules. The Dissenters do not gain anything.

4 Wrap up:

- Retrieve all **Leaders** from the Main board (yours to your Player board, the Dissenters' to their board).
- Collect all dice from the Main board, implement the following changes, then roll all dice to re-create the dice pool. **Changes to the dice pool:** If this was the second Assembly, add 3 Neutral dice to the pool (4A).
- Put the face-up Outpost tiles on the offer board to the bottom of the stack, and draw three new ones.
- Put the available Adventure cards to the bottom of their respective decks in a random order, and reveal two new ones for each type.
- Reset your Vote tracker to your Permanent Vote value.
- For each Map hex tile and printed hex on the edge of the Map, that is **adjacent to** at least one **Cleared Area:** **Place one Dino** on the first (following the arrows) empty Dino space (if any), matching the icon shown on the space in question (4B).
- Continue the game with the next step as normal.



END OF THE GAME

The game ends immediately after the third Assembly. Then, perform Final Scoring:

- 1 **Leftover assets:** You gain 1 Follower for each Food, Scrap, Island Resource, Story, Heavy Soldier (on your Player board or on an unfinished Adventure card), and Adventure card remaining in your hand. You also gain 1 Follower for every 2 Glowberries, every 2 Valor, and every two Light Soldiers.



- 2 **Captured Dinos:** You gain Followers for **each matching set** of Dinos remaining in your Enclosure the same way you would in multiplayer (each Dino only counts towards one set):

- 2A **Tramplers:** Score 3 Followers for each set of two and 5 Followers for sets of three.

- 2B **Raptors:** Score 4 Followers for each set of two and 7 Followers for sets of three.

- 2C **Shieldheads:** Score 5 Followers for each set of two and 8 Followers for sets of three.



- 3 **Dissenters' Dinos:** Lose 1 Follower for each Dino either Dissenter has.

Your target values for Followers and Acceptance are shown on the Victory Condition section on the Agenda card tucked below the Dissenter board. If you have reached or exceeded **both** these values (on your Follower dial and Acceptance dial respectively), you have **won the game**. Otherwise, or if at any time during the game you have reached the last space of your Rampage track, you have **lost the game**. We encourage you to keep track of your winning scores against a particular Victory Condition and Ambition level and attempt to do better next time.)



MERITS

You may gain special Merits in the game to signify further challenges you completed:

- **Savior:** Allow no Rampages.
- **Constructor:** Build all your Settlement pieces (i.e., they are on the Main board).
- **Populist:** Receive more Acceptance than Followers.
- **Hoarder:** End the game with 10 or more total Food and/or Scraps on your Player board.
- **Storyteller:** End the game with 6 or more Stories on your Player board.
- **Influencer:** Have at least 3 Influence cubes each on 4 of the 5 Officers.
- **Treasure Hunter:** Start your Temple Adventure before the second Assembly.
- **Frontiersman:** Own 2 Outposts on Canyon hexes.
- **Skillful:** Have 13 or more Perks at the end of the game.
- **Unbelievable:** Win the game on Conqueror difficulty against a Populist and an Architect.

ADJUSTING THE DIFFICULTY

The difficulty of Episode 2 can be adjusted in 2 ways:

- The **Agenda cards** you draw for the Dissenters during Setup. Depending on whether you find it easier for you to get majorities for the Assemblies or create the best combinations to gain the most possible Followers, you can choose the appropriate Agenda cards for an easier or more challenging game.
- The **Ambition** you select during Setup. It determines the target Followers and Acceptance you have to reach, as well as some other variables as depicted in the following table:

Level	 SQUATTER	 PIONEER	 TRAILBLAZER	 CONQUEROR
Starting Dial values	20 Followers 10 Acceptance	15 Followers 10 Acceptance	5 Followers 0 Acceptance	0 Followers 0 Acceptance
Reserve gains	+1 during each of their Primary Actions	+1 during the Gather, Salvage and Discovery Effects; +2 during the Pub, Training and Marketplace Effects	+2 during each of their Primary Actions except the Discovery Effect	
Additional Settlement placement for active Dissenter	Agenda Zone only	Agenda Zone and opposite Zone		
Influence Officer for active Dissenter	Place 1 Influence cube <i>(i.e. always place 1 Influence)</i>	Roll the Threat die	Place 2 Influence cubes <i>(i.e. always place 2 Influence)</i>	
Officer Bonus	Ignored		1 Reserve	
Defense Value	+2*	+1*		0*
Loss for each Dissenter Dino set returned	Lose 3 Followers	Lose 4 Followers	Lose 5 Followers	Lose 6 Followers

* (if attacked Camp/Outpost belongs to a Dissenter)

ICON GLOSSARY

For icons also used in *Episode 1* and *Episode 2*, please refer to the back of those rulebooks.

	DISSENTERS		CYCLE PATROL OR ADVENTURE		SMALLEST DIFFERENCE
	ACTIVE DISSENTER		ACCEPTANCE		GAIN RESERVE
	AGENDA		RESHUFFLE DISSENTER ACTION CARD DECK		MOST OF
	OPPOSITE		GAME LOSS CONDITION		LEAST OF

ADDITIONAL DISSENTER COMPONENTS

	DISSENTER SETTLEMENT		DISSENTER CAMP		DISSENTER TRAP		DISSENTER WALL
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POSITIONING IN DISCOVERY



PRIMARY ACTION EFFECTS EPISODE 2

ADVENTURE	SETTLE
	
BUILD	POLITICS
	
DISCOVERY	PUB GATHER
	TRAINING MARKETPLACE
	SALVAGE
	

CREDITS

For credits, please refer to the final pages of the *Episode 2* rulebook.

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