

SPACECORP VENTURES

Solo Rulebook

Introduction



Note—This set of rules is used only when playing the game solo. If you have 2 or more players, put this booklet back in the box: you won't be using it. Instead, use the "Multiplayer Rulebook."

SpaceCorp: Ventures is an expansion to *SpaceCorp*, and requires the base *SpaceCorp* game to play. *SpaceCorp: Ventures* adds 10 unique HQ, new contracts, several new cards, and 4 devious new competition HQ to the solo *SpaceCorp* game. It is recommended that you be familiar with *SpaceCorp* before playing *SpaceCorp: Ventures*.

The included double-sided solo rules summary replaces the Solo Player Aid from *SpaceCorp* when playing *SpaceCorp: Ventures*. It may also be used with the base *SpaceCorp* game.

Unless superseded by a new rule in this rulebook or the *SpaceCorp: Ventures* Solo Player Aid, all rules in the basic game Solo Rulebook apply to *SpaceCorp: Ventures*.

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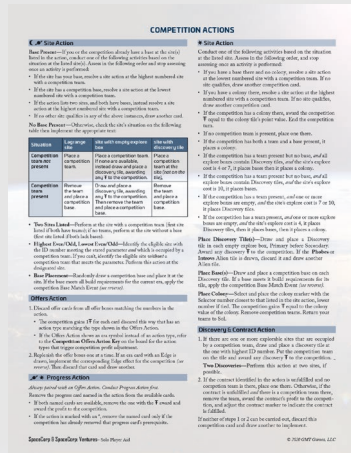
Game Components

Playing Pieces

One additional **contract fulfilled** disc is included for use with the Contract Cards.


Updated Player Aid

A double-sided solo rules summary is provided for you to use in place of the original *SpaceCorp* Solitaire Player Aid. It includes adjustments to the competition site action and solo Edge effects for the new Action Cards. It is fully compatible for use when playing *SpaceCorp* without *SpaceCorp: Ventures*, for a greater challenge.



10 Unique HQ

Each HQ represents a different Earth-based faction exploring the galaxy, each with their own motives, advantages, and disadvantages. The side of the HQ marked “1P” is used when playing solo. Each HQ has several new features:

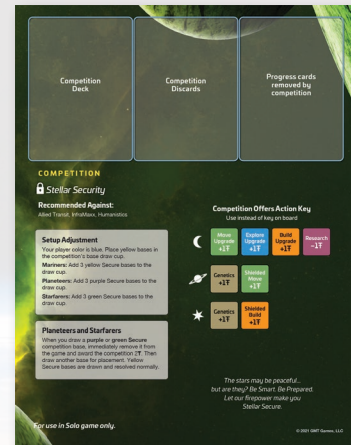
- A name and an updated abbreviated Sequence of Play with faction-specific instructions.
- Faction-specific powers, some of which apply for the entire game, and some which take effect starting in the *Planeteers* or *Starfarers* era.
- Faction-specific starting card and team assignments for each era.
- Some HQ have faction-specific limitations marked with an  icon.
- Some HQ have limitations on the number and type of bases available to that faction.



4 Competition HQ

Four HQ are printed with a competition HQ on one side. Each **competition** HQ is recommended for play against different player HQ. These HQ include several new features:

- Spaces for the competition deck, discard pile, and removed progress cards.
- Player HQ matchups that are recommended.
- Setup adjustments and special powers for one or more eras.
- A competition Offers Action Key which replaces the one printed on the board for all eras.



Cards

Several new cards are included, some of which replace cards from *SpaceCorp*.

New Action Cards

Three new **Action Cards** are included which are used when playing *SpaceCorp* and *SpaceCorp: Ventures*. The solo Edge effects for these cards are printed in the updated Solitaire Player Aid.

Make the following permanent changes to the Era decks.

- ➊ Remove the original card M43 (**Salvage**) from the *Marians* deck and replace it with the new card M43a of the same name. You may throw away the original card M43.
- ➋ Add new card P59 (**Salvage**) to the *Planeteers* deck.
- ➌ Add new card S77 (**Negotiations**) to the *Starfarers* deck.



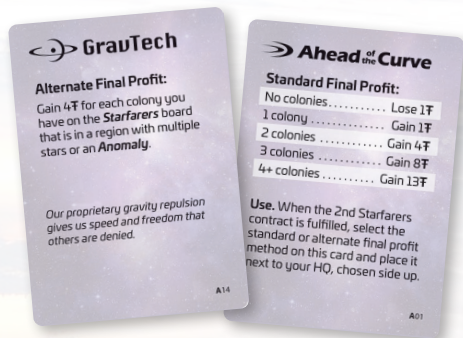
New Contract Cards

Nine new **Contract Cards** are used at the beginning of each era to select an eighth contract for that era. Each Contract Card is double-ended, showing a different possible contract and the **TF** awarded for completing that contract. Only the end indicated for “1-4 players” is used when playing solo.



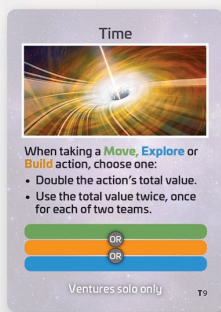
Starfarers Scoring Cards

10 double-sided cards are used to indicate your selected **Starfarers Final Profit** option (the four cards belonging to HQ printed with a competition HQ on the reverse are not used when playing solo).



Additional Time Card

The additional **Time Card** is used whenever your HQ sets up with a **Time** card at the start of an era.



Setting Up Era 1: Mariners

The lettered setup steps in this rulebook correspond to the setup diagram provided in the SpaceCorp Solo Rulebook.

A Boards—Place the **Mariners** board on the table. Place the **Business Display** next to the board with the “1-2 Players” side face-up.

B Contracts—Place seven orange **contract fulfilled** markers in their circles on the **Business Display**. Then, select an eighth contract for the era as follows (see illustration on page 5):

1. Mix the three *SpaceCorp: Ventures* Contract Cards for the **Mariners** era and draw one at random.
2. Tuck the card under the **Business Display** directly beneath the **Mariners** column so that only the contract indicated for “1-4 players” is visible.
3. Place the eighth contract fulfilled marker on the left edge of the card.

C Discovery Tiles—Shuffle the six **Ce1** Discovery tiles face-down, then stack them to form a draw pile in the matching space on the board. Do the same for the three **Ce2** Discovery tiles.

D Beyond Marker—Place the 1st **Beyond** marker on the board at the “Asteroid Belt” site. (*The 2nd Beyond marker is not used in the solo game; keep it in the box.*)

E HQ—Return the basic *SpaceCorp* HQ to the box; they are not used when playing *SpaceCorp: Ventures*.

1. Select one of the player HQ from among the ten *SpaceCorp: Ventures* HQ available for one player.
2. From among the four competition HQ, select the one recommended for use against your HQ. (Optionally, you may select any competition HQ.)
3. Take the solo player aid included with *SpaceCorp: Ventures* and one of the quick reference sheets from the basic game.

F Player Color—Select one of the four player colors and gather up all wooden cubes and round **base** markers of that color. (*If Stellar Security is the competition HQ, your player color is blue.*) Place these in the space provided on your HQ. Stack bases by type. If your HQ indicates that you do not receive certain bases, place those bases back in the box.

G Player Teams—Take the number of your **teams** indicated for the **Mariners** era on your HQ, and place them on the board at the “Earth” site. *These are your starting teams; the competition doesn't begin with any on Earth.* Place your other teams on your HQ. (*If D.P. Roberts Ltd. is the competition HQ, place a competition team on contract 6; if SpaceCorp is the competition HQ, place a competition team on a Lagrange Point site of your choice.*)

H Competition Colors—

- Place all twelve cubes belonging to the three unused player colors in the “Competition Box” on the board.
- Take all bases belonging to any one of those colors (*yellow if **Stellar Security** is the competition HQ*) and set aside the Secure, Exploiter and Shield Factory bases for now (*these will be added at the start of the **Planeteers** era*). Put the remaining bases of that color into any type of opaque container (such as a coffee mug) to form a “draw cup”. (*If **Stellar Security** is the competition HQ, add 3 yellow Secure bases to the draw cup.*)

I Progress Markers—Place one tan cube and one black cube in the “start” space of the Progress Wheel on your HQ. If your HQ indicates that you do not get either cube, put that cube back in the box.

J Profits—Stack your like-colored Profit marker—along with the one matching the competition’s bases—on the “0” space of the Profit Track (with its “+50” side face-down). (*If **Nova Capital** is the competition HQ, place its Profit marker on the “2” space instead.*)

K Your Era Deck & Starting Hand—

- Grab the **Mariners** deck. Remove the twelve cards marked “Start”, shuffle them and place them face down. Do not add any **Time** cards to the **Mariners** deck.
- For your starting hand, take the cards indicated for the **Mariners** era on your HQ. This may include randomly drawn **Mariners** era Start cards, the *SpaceCorp: Ventures* solo **Time** card, or no cards at all.
- Shuffle the remaining **Mariners** deck and set it face-down next to the board to form your “era deck” draw pile. Place the remaining **Mariners** era Start cards face-down atop the era deck. (*This is the deck that you will use during the **Mariners** era.*)

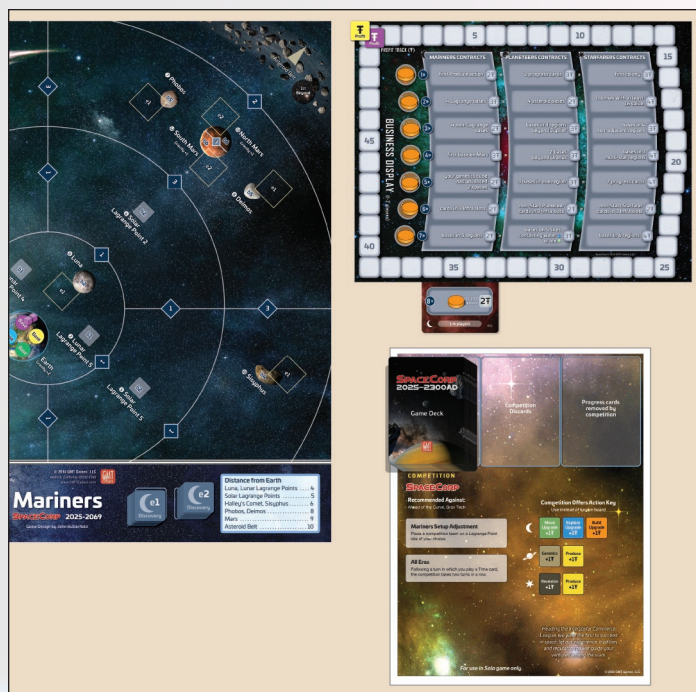
L Card Offers—Draw the top four cards of your **Mariners** era deck and place them face-up in the four offer boxes on the board.

M The Competition Deck—

- Grab the **Planeteers** deck. Remove the twelve cards marked “Start,” shuffle them, and set six aside face-down. Return the other six to the **Planeteers** deck, shuffle it, and set it face-down on the competition HQ where indicated to form the “competition deck” draw pile. (*This is the deck that the competition will use during the **Mariners** era.*)
- Place the six shuffled Start cards you previously set aside face-down atop the competition deck.

*So there will be two distinct draw piles: an “era deck” made up of the **Mariners** cards from which you will draw for your hand and for the offers, and a “competition deck” made up of the **Planeteers** cards that the competition will use during its turns.*

What About Everything Else?—Keep the rest of the cards, boards and markers in the box for now; most of them will enter play in later eras.



Set the competition HQ near the map and place the shuffled competition deck in the indicated space on the competition HQ.

All Systems Go For Launch—The competition begins the game by taking the first turn.

Using the New HQ

Each custom HQ functions like a basic HQ, and adds the special rules and adjustments shown on the HQ. Where a special rule on an HQ contradicts the rulebook, the HQ takes precedence.

- Adjustments to the “On Your Turn” steps, unique to each HQ, are highlighted in yellow. They apply to all three eras.
- Special rules in the “All Eras” section of the HQ apply to all eras unless specifically limited to the **Mariners** era.
- Special rules in the “Planeteers and Starfarers only” section of the HQ apply to the **Planeteers** and **Starfarers** eras, unless stated otherwise.
- Special rules in the “Starfarers only” section apply to the **Starfarers** era only.

The Eighth Contract

Each era has eight contracts available to be fulfilled. Contract 8 works like the other seven. That is, when you fulfill the contract or it is completed by the competition, its profit is awarded and the contract fulfilled marker is shifted to the right. If contract 8 is not fulfilled in the era, its profit award is added to the next era's contract award. *As in the basic game, the end of an era is triggered when six contracts are fulfilled.*



Example: You take a Move action and claim the 1st Beyond marker. Because you have already built two bases, you slide the orange marker from the left edge of the Contract Card to the right side of the card and gain 2F. That contract can't be claimed again for the rest of the game.

Using the Competition HQ

Each competition HQ adds special rules and adjustments shown on the HQ. Where a special rule on a competition HQ contradicts the rulebook, the HQ takes precedence.

- Setup Adjustments apply to their specified eras.
- The Competition Offers Action Key replaces the one printed on the board for all eras.
- Each competition HQ has a special power which applies to the eras indicated.
- Place the competition deck and competition deck discards where indicated, as well as any removed progress cards.

Adjustments to Competition Site Actions in Mariners and Planeteers

In *Mariners* or *Planeteers*, Competition site actions are conducted as described in the basic rules, **unless** the site named on the card already has a base. In that case, instead of drawing another card, you will conduct the site action at a different site, determined as follows:

- If the site has your base, resolve a site action at the highest numbered site with a competition team.
- If the site has a competition base, resolve a site action at the lowest numbered site with a competition team.
- If the action lists two sites and both have bases, instead resolve a site action at the highest numbered site with a competition team.
- If no other site qualifies in any of the above instances, draw another card.

These adjustments are summarized on the *SpaceCorp: Ventures* Solo Play Aid (and can be used when playing *SpaceCorp* solo without *SpaceCorp: Ventures*).

Setting Up Era 2: Planeteers

A Discovery Tiles—Shuffle the six **e1** Discovery tiles face-down, then stack them to form a draw pile in the matching space on the board. Do the same for the fourteen **e2** (creating two stacks), then the eight **e3** tiles.

B Teams—

- Place the twelve competition teams into the “Competition Box” on the *Planeteers* board.
- Take the number of your teams indicated for the *Planeteers* era on your HQ, and place them at your base in the “Inner Solar System” region of the *Planeteers* board.

C 1st Beyond Marker—

- If you hold the 1st Beyond marker from the *Mariners* era, you may instead set up one of your teams at the “Ceres” asteroid site. If you do, draw and place a **e1** Discovery tile there, taking any immediate awards for the tile, then claiming the Discovery.
- If the competition holds the 1st Beyond marker, it will start the *Planeteers* era by taking three consecutive turns before your first turn.
- Place the 1st Beyond marker on the board at the “Oort Cloud” site.

D Competition Bases—Add the previously set aside Secure, Shield Factory and Exploiter bases to the competition's other bases (the ones they used in the *Mariners* era), then put all competition bases into the draw cup. (If *Stellar Security* is the competition HQ, add 3 purple Secure bases to the draw cup.)

E Your Era Deck & Starting Hand—

- Grab the **Planeteers** deck. Remove the twelve cards marked “Start”, shuffle them and place them face-down. Do not add any **Time** cards to the **Planeteers** deck.
- For your starting hand, take the cards indicated for the **Planeteers** era on your HQ. This may include randomly drawn **Planeteers** era Start cards, the solo **Time** card, or no cards at all.
- Shuffle the remaining **Planeteers** deck and set it face-down next to the board to form your “era deck” draw pile. Place the remaining **Planeteers** era Start cards you set aside face-down atop the era deck. (*This is the deck that you will use during the Planeteers era.*)

F The Competition Deck—

- Grab the **Starfarers** deck. Remove the twelve cards marked “Start,” shuffle them, and set six aside face-down. Return the other six to the **Starfarers** deck, shuffle it, and set it face-down on the competition HQ where indicated to form the “competition deck” draw pile. (*This is the deck that the competition will use during the Planeteers era.*)
- Place the six shuffled Start cards you set aside face-down atop the competition deck.

Once again there will be two draw piles: an “era deck” made up of the Planeteers cards that you will draw from for your hand and for the offers, and a “competition deck” made up of the Starfarers cards that the competition will use during its turns.

- **G Offers**—Draw the top four cards of your era deck and place them face-up in the four offer boxes on the board.

H Progress Cards—The Cooperative Empathy progress cards are not used in the solo game: keep them in the box. Place the other 14 Adaptation and Breakthrough cards marked with the **Planeteers** symbol face-up in their allotted spaces in the upper left section of the Sideboard. Stack cards with the same name together, with the card having the profit award (for example: “1F”) atop the one without.

The right side of the Sideboard will remain empty until the Starfarers era. You can also ignore everything on the bottom portion of the Sideboard until then.

- **I Progress Wheel**—If during the **Mariners** era your genetics cube advanced around the wheel and into or beyond the “start” space of your Progress Wheel, you gain an Adaptation card.

J Contract 8 New Step!—

- Select an 8th **Planeteers** contract:
1. Mix the three *SpaceCorp: Ventures* Contract Cards for the **Planeteers** era and draw one at random.
 2. Tuck the card under the Business Display directly beneath the **Planeteers** column so only the contract indicated for “1-4 players” is visible.
 3. Do not adjust the position of the contract fulfilled marker.

All Systems Go For Launch—The competition takes the first turn of this era (or the first three turns if they had control of the 1st Beyond marker at the end of the **Mariners** era).

Setting Up Era 3: Starfarers

- **A Discovery Tiles**—Shuffle the 16 **Primary** Discovery tiles face-down, then stack them to form two draw piles of eight each in the matching spaces on the board. Do the same for the twelve **Secondary** tiles (in two stacks of six), then the five **Alien** tiles.

B Teams—

- Place the twelve competition teams into the “Competition Box” on the **Starfarers** board.
- Take the number of your teams indicated for the **Starfarers** era on your HQ, and place them at your base in the central “Sol” region of the **Starfarers** board.

C 1st Beyond—

- If you hold the **1st Beyond** marker from the **Planeteers** era, take one of your teams from Sol and place it on the “Alpha Centauri” star, then place a competition team on the “Luhman 16” stars.
- If neither side holds the **1st Beyond** marker, place one competition team on each of the “Alpha Centauri” and “Luhman 16” stars.
- If the competition holds the **1st Beyond** marker, place one competition team on each of the “Alpha Centauri” and “Luhman 16” stars, and it will start the **Starfarers** era by taking three consecutive turns before your first turn.
- Remove the **1st Beyond** marker from the game.

- **D Competition Bases**—Put all competition bases back in the draw cup. (*If Stellar Security is the competition HQ, add 3 green Secure bases to the draw cup.*)

E Your Era Deck & Starting Hand—

- Grab the **Starfarers** deck. Remove the twelve cards marked “Start”, shuffle them and place them face-down. Do not add any **Time** cards to the **Starfarers** deck.
- For your starting hand, take the cards indicated for the **Starfarers** era on your HQ. This may include randomly drawn **Starfarers** era Start cards, the solo **Time** card or no cards at all.
- Shuffle the remaining **Starfarers** deck and set it face-down next to the board to form your “era deck” draw pile. Place the remaining **Starfarers** era Start cards face-down atop the era deck. (*This is the deck that you will use during the Starfarers era.*)
- Place your **Starfarers** Scoring card beside the Business Display as a reminder to choose a final profit option after the second contract is fulfilled.

F The Competition Deck—

- Grab the *Mariners* deck as well as the eight **Time** cards from the basic game. Remove the twelve cards marked “Start” from the *Mariners* deck, shuffle them, and set six aside face-down. Return the other six along with the **Time** cards to the rest of the *Mariners* deck, shuffle, and set it face-down on the competition HQ where indicated to form the “competition deck” draw pile. (*This is the deck that the competition will use during the **Starfarers** era.*)
- Place the six shuffled Start cards you previously set aside face-down atop the competition deck.

G Offers—Deal the top four cards of your era deck face-up to the four offer boxes on the board.

H Progress Cards—[Remember: all unclaimed progress cards from the *Planeteers* era should still be on the Sideboard.] The **Matter Shifting** and **Silent Partnering** progress cards are not used in the solo game; keep them in the box. Place the other 12 **Adaptation** and **Breakthrough** cards marked with the *Starfarers* symbol face-up in their allotted spaces of the Sideboard. Stack cards with the same name together, with the card having the profit award (for example: “2**F**”) atop the one without.

I Colony Tiles—Gather the eleven colony tiles that have the number “1” marked along their left hand side. Place these tiles face-up in their allotted spaces of the Sideboard. Keep the remaining colony tiles in the box.

J Contract 8 New Step!—Select an 8th *Starfarers* contract:

1. Mix the three *SpaceCorp: Ventures* Contract Cards for the *Starfarers* era and draw one at random.
2. Tuck the card under the Business Display directly beneath the *Starfarers* column so that only the “1-4 players” side of the contract is visible.
3. Do not adjust the position of the contract fulfilled marker.

All Systems Go For Launch—The competition takes the first turn of this era (or the first three turns if they had control of the 1st Beyond marker at the end of the *Planeteers* era).

Adjustments to Competition Site Actions in *Starfarers*

Competition site actions in *Starfarers* are conducted as described in the basic rules, page 27. However, Situations 1 and 2 in the numbered sequence of activities on that page are replaced with the following:

1a. If you have a base there and no colony, resolve a site action at the lowest numbered site with a competition team. If no site qualifies, draw another competition card.

1b. If you have a colony there, resolve a site action at the highest numbered site with a competition team. If no site qualifies, draw another competition card.

2. If the competition has a colony there, award the competition **F** equal to the colony tile’s point value. End the competition turn.

These adjustments are summarized in the *SpaceCorp: Ventures* Solo Play Aid (and can be used when playing *SpaceCorp* solo without *SpaceCorp: Ventures*).

Starfarers Final Profit Option

Your HQ has a corresponding card which lists an alternative final profit adjustment that you may apply at the end of the *Starfarers* era, instead of applying the standard final profit bonus for number of colonies.

You must choose the standard or your HQ’s alternative final profit option at the end of the turn (yours or the competition’s) in which the second *Starfarers* contract is fulfilled. At the end of that turn, take your *Starfarers* Scoring card from beside the Business Display and make your choice by placing your scoring card on the selected side next to your HQ as a reminder.

Once you choose a final profit option, you can’t change your choice.

Using Era Situations with *SpaceCorp: Ventures*

You can play solo *SpaceCorp: Ventures* using the optional Era Situations from the basic game. If you do, do not use the *SpaceCorp: Ventures* competition HQ. Simply select a HQ from among the 10 solo HQ for you to use and skip any instructions referencing the competition HQ.

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