

# Master of the Galaxy

## SOLO RULES

# *The Weavers*



## Story

Torn up by endless rivalry of species, each vying for their own supremacy, the galaxy is now in ruin. Once glorious factions are now either gone in the mist of time or shut in their homeworlds. There could not be worse time for invasion of mysterious Weavers. Their Swarms are coming from another plane to enveil and reave whole star systems. Millions of small spacecrafts weave the network of uncanny glimmering constructions. Once their work is done, stars and planets vanish from our universe without a trace. Then Weavers Swarms move on and on, consuming whole clusters on their way. Your only hope is to unite what species remain in the galaxy and banish Weavers before they can complete their sinister webbing.

## Preparations

Pick any species you want and any starting system. Put your starting base in that system. Like in the usual game, you will need all decks of cards and basic win conditions will also stay the same.

Shuffle 5 Weaver cards and draw 2 of them. Put these on starting systems nearest to yours, one to the left and the other to the right. Farthest Starting system will remain unoccupied and you can try to capture it.





### *Proliferation Project*

This project advances when you have 2 of the same resources in your hand. In this case, take

1 cube of the same color as the project from the reserve and put it on any empty slot of this project.

When all slots are filled, draw another Weaver card and put it on the system targeted by this swarm. Then both cards should be rotated towards new targets and all cubes are removed from this card (including cubes that may be on other projects).



### *Morphing Project*

This project advances when you have exactly 1 resource cube of the particular color (marked as cube in circle). In this case, take a cube of that color from the reserve and put in on any empty slot of this project.

When all slots are filled, remove all cubes from this Weaver card and put it on the bottom of the deck, then draw a new Weaver card and place it on the same system. New swarm immediately chooses new target.



### *Collecting Resources*

After Weavers Span has been resolved, player continue their turn with Phase 2, allocating resources and completing projects. If, during his turn, player gained a supremacy symbol listed on a Weaver card, take 2 cubes of the indicated colors from the reserve and put them on that swarm's respective projects.



### *Engulfment Project*

This project advances when neither Proliferation nor Morphing project of this swarm advanced after Phase 1. In this case, take a cube of that project's color from the reserve and put it on any empty slot of this project.

When all slots are filled, move the swarm to its targeted system and put a black hole token on the system that the swarm leaved. Player must remove all of their bases from the engulfed system, and return to the bag all of the resources from all connected routes. Resource cubes used to settle a planet are returned to reserve.

Then, the swarm should be rotated towards a new target and all resources are removed from it (including resources that may be on other projects).

***Proliferation and Morphing project cannot be completed if Weavers deck is already empty. In such cases, they are both treated as Engulfment projects instead.***

# Conflicts against Weavers

Player can initiate conflict against any system occupied by Weavers. If they win in that conflict, player take same rewards as in the conflict against neutral system.

However, initiated conflict always becomes priority project for Weavers. When any swarm on the board getting a resource from the reserve and one of the initiated conflict has empty slots on their side, you must put it on that conflict card instead, if the resource has an appropriate color. Project on the Weavers card will not advance as a result.

Weavers will immediately win in a conflict when their side is filled with suitable resources. When they do, player must discard that conflict card and also discard all rewards that he would lose to a living opponent. Player may continue his turn after that.

A conflict can also be cancelled, as per usual rules, if the status of any involved system has changed. Swarm leaving the system, capturing player's system or player destroying the swarm in a different conflict can all result in conflict cancellation. Morphing a swarm, however, won't change status of the system and won't cancel the conflict.

# Winning and Losing

Player can win the game by fulfilling the usual victory conditions. That is ,placing their 9th base, collecting five identical supremacy symbols or conquering a second starting system. Player also wins if there is no Weavers cards left on the board.

At the end of the player's turn, the game can end in player's loss and Weavers victory in two cases:

1. Player doesn't have a base in his starting system.
2. All 9 black hole tokens are placed on the game board.

# Credits



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