

# DTYS

## SOLO VARIANT RULES

This variant for one player is played just like a two-player game, except for the following rules.

### SETUP

- Take a score marker of two unused colors and place them both on space “23” of the Score track (or space “22” for a more difficult game). These markers are now called the Timers.
- Take one resource of each color and place one on spaces “21”, “19”, “17” and “15” of the Score track (or spaces “20”, “18”, “16” and “14” if you placed the Timers on space “22”). The order in which you must place the different resources is based on the availability of each resource at the Store. See *example on the right*.
- Take one resource of each color and place them near the public contracts. After revealing two Contract cards and sorting them in ascending order of Prestige (from left to right), place 1 resource of the same color as the one on space “21” on the first card and 1 resource of the same color as the one on space “19” on the second card.

*Example: the Contract card on the left is worth 2 Prestige points, the one on the right is worth 3 Prestige points. Going back to the previous example, you must place 1 tech on the first card and 1 plant on the second.*

### PLAYING THE GAME

- At the end of your turn, move a Timer of your choice one space toward space “0” of the Score track.
- If one of the Timers moves to a space on which there is a resource, you must:
  - place this resource on the Store following the same rules that you would use if you were selling a resource (you do not gain Credits or Prestige points);
  - discard the Contract card on which the same resource is located (return that resource to the supply). Draw and reveal a new Contract card and immediately place a resource, if any are left, following the order of the resources on the Score track.

*Example: If one of the Timers reaches the space with a tech, you must then place this resource on the Store and discard the Contract card that has the same resource on it. Then place a metal on the newly revealed Contract card.*

#### Note:

- If you complete a public contract that has a resource on it, return that resource to the supply. When one of the Timers reaches the space with the same resource, do not discard a contract. Then draw and reveal a new Contract card and immediately place a resource, if any are left, following the order of the resources on the Score track.
- The Spy allows you to spend 1 Credit to get private contracts or move the Timer of your choice one space on the Score track. If the Spy is upgraded, you no longer spend 1 Credit to use either of these effects.

### END OF THE GAME

The first time your score marker reaches or passes one of the Timers when you gain Prestige points (in particular, after **each** completed contract), or the first time one of the Timers reaches your score marker at the end of your turn, discard that Timer. From now on, you can move only the remaining Timer. When either of those situations happens with the remaining Timer, the game ends immediately. Compare your score to the Colony Leader Board.



#### Example

*If the Store has 2 fuels, 1 metal and 1 plant, you must place 1 tech on space “21” of the Score track, 1 plant (or 1 metal) on space “19”, 1 metal (or 1 plant) on space “17” and 1 fuel on space “15”.*

### COLONY LEADER BOARD

- LESS THAN 17 PRESTIGE POINTS:  
ROOKIE, YOU LACK PRACTICE!
- 17–18 PRESTIGE POINTS:  
INTERMEDIATE, YOU STILL NEED TO PROVE YOURSELF!
- 19–20 PRESTIGE POINTS:  
ADVANCED, YOU DESERVE OUR RESPECT!
- MORE THAN 20 PRESTIGE POINTS:  
EXPERT, YOU ARE ADMIRIED BY ALL!

#### Example

*Pauline has 12 Prestige points and the second Timer is on space “14” (the first Timer was already discarded). She can complete either of the two contracts: the first one is worth 3 Prestige points while the second one is worth 5 Prestige points. She chooses to complete the second contract to have a total of 17 Prestige points. The game ends immediately because her marker passed the Timer on the score track (as such, she cannot complete the other contract).*