

# PLUTOCRACY: PASSENGERS SOLO

In Plutocracy: Passengers Solo you play alone with a reduced set of rules and material.

**Important:** In these rules the term *planet* always includes Earth.

## SETUP

1) Choose one of the following scenarios, they are ordered from easy to difficult. Place the Planet disks on the hexes featuring a bright star and move them the indicated number of positions in clockwise order on their orbit.

<u>Scenario</u>	<u>E,M,J,S,U,N</u>
Orion	0,1,0,6,2,3
Vela	1,0,0,6,3,4
Canis Major	1,0,0,2,4,4
Pegasus	1,0,1,4,7,8
Late snake	0,0,2,5,1,2
Gamma	1,1,3,5,2,3
Snake	0,1,2,1,2,1
Carina	0,0,2,6,1,4
Überholmanöver	1,2,4,6,0,10
Mission Impossible	0,2,3,5,4,10

2) Place the ROTATE token on field 10, the PRICES token on field 20 and the THE END token on field 45 of the time track (this marks 120 time units).

3) Place the Boards of Earth, Mars,... face down above the Main Board. The Price tokens are not used.

4) Shuffle the 18 Passenger and form a face down Passenger deck. You will form a discard pile during the game.

5) Perform the event NEW PASSENGERS once (see below), without moving the PRICES token afterwards.

6) Choose a color and place your Time disk on field 0 of the time track and your Spaceship on a Planet of your choice. Place the 4 Seats in front of you.

## LOSING & WINNING THE GAME

You immediately lose the game if - during the NEW PASSENGERS event - you have to place a 4th Passenger on a Planet or you cannot place a Passenger because the Passenger deck and discard pile are empty.

You win the game if you have performed the NEW PASSENGERS event one last time at time unit 120, - the PRICES token is on top of the THE END token - without meeting the losing conditions.

## YOUR TURN

According to the main rules of the game, it is always either your turn or the "turn" of an event depending on who has spent the least time.

Depending on your location, you may perform the following actions in the given order.

### 1) DISCARD PASSENGERS

If you are on a planet, you may discard all Passengers matching this planet from your Seats to the discard pile.

### 2) PICK UP PASSENGERS

If you are on a planet, you may take any number of Passengers from the planet and place them to your empty Seats. Passengers with a First Class sign must be placed on a First Class Seat, others may be placed on any empty Seat.

**Important:** Once seated, Passengers may not change Seats.

### 3) TRAVEL

Move your Spaceship according to the main rules of the game. Travel is mandatory at the end of your turn.

**Important:** You are allowed to move your Time disk past the THE END token.

## NEW PASSENGER EVENT

When it is the "turn" of the PRICES token, draw a Passenger for each planet and place it on the Planet Board. Discard and redraw if the Passenger matches the planet. If the Passenger deck is empty, shuffle the discard pile and form a new deck.

Then move the PRICES token 20 fields forward on the time track.

**Important:** If you cannot draw a Passenger for a planet because there are only Passengers left that match this planet, do not place a Passenger on that planet.

## TIME TRACK & ROTATION

Since you play for more than 75 time units, you use the time track multiple times. For instance, when you are on field 70 and spend 6 time units for traveling, you place your time disk on field 1 of the time track.

The event ROTATE is executed according to the main rules of the game, but you move the ROTATE token from field 70 to field 5 instead of removing it from the game. Accordingly, you move the token PRICES from field 60 to field 5.

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