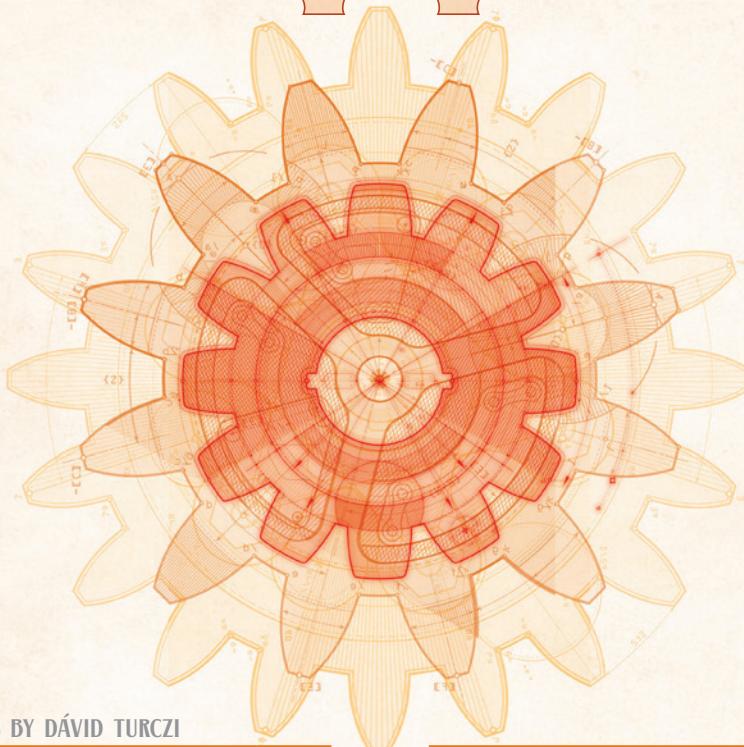


WEATHER MACHINE



SOLITAIRE RULES BY DÁVID TURCZI

THE SABOTEURS

Kydarkovia Inc. is out to destroy Lightning Technologies! They are sending two of their top corporate spies, known as Agent White and Agent Pink, to steal information and to disrupt Lativ's work. Their plan is to embarrass him in front of the government and ensure

Kydarkovia will be awarded the weather control contracts in the future. Unfortunately, company security is too busy managing the chaos Lativ's initial experiments have caused, so you'll have to complete your work while suffering the interference from those pesky Saboteurs!

In these rules “them” or “Saboteurs” refer to your automated opponent, alternatively controlling two player pieces, but playing as one opponent. “You” refers to the lone human player.

COMPONENTS



2 Saboteurs (Agent Pink, Agent White)



20 Security Report cards



12 Challenge cards



Priority aid



Hideout board

SETUP

Set up the game for 2 players with the following changes:

- Do not block the rightmost action space in each Main Location (2,3,4).
- **Prepare the Goal tiles:**
 1. Remove all Goal tiles that show a majority icon in the top right. Also remove the tile that requires you to have 3 Award tokens.A purple Goal tile with a red 'X' in the top right corner, indicating it is removed. The tile features a gold trophy icon and the number '3'.
 2. From the remaining Goal tiles choose 2 of each color at random. If you draw any 2 with the same icon in the middle of the tile, discard the second, and keep drawing until you get all different ones.
 3. Remove all remaining Goal tiles from the game. The Saboteurs do not use Goal tiles.

- Select another player color for the Saboteurs. The Saboteurs do not use a Laboratory or Voucher markers.
- Place the Saboteurs' Scoring marker on 35 CP. This is the initial Target Value.
- Place the Turn Order and Initiative markers (both yours and the Saboteurs') with yourself being first in turn order on both.
- Designate an area near the Main board as the Saboteurs' Hideout.
 - Place the Saboteur's Bots in the Hideout.
 - Select 2 different Chemicals at random, take them from the leftmost spaces in the Supply, and place them in the Hideout.



• **Prepare the Security Report deck:**

1. Shuffle all of the Security Report cards into a deck and place it face down on the left side of the Hideout board.
2. One by one, reveal cards from the deck until you reveal a card depicting a Main Location. Place that card face up on the right side of the Hideout board, creating the Security Report discard pile.
3. Move the Research token from the board that matches the discarded card (Location and type of weather) to the Hideout.
4. Take the Saboteur depicted on the discarded card and place it on the middle action space of the Location depicted on the card.
5. Continue to reveal cards until you reveal a card depicting both a Main Location and the other Saboteur. Place that card face up on top of the Security Report discard pile.
6. Move the Research token from the board that matches the second discarded card (Location and type of weather) to the Hideout.

7. Take the Saboteur depicted on the discarded card and place it on the middle action space of the Location depicted on the card. If the space is occupied by the other Saboteur, place it on the rightmost action space.

8. Shuffle all Security Report cards except the 2 discarded ones together to form the Security Report deck, and return it to the left side of the Hideout board.

9. Reveal the top card of the Security Report deck and place it face up above the Hideout board. This card is the first Current Report. The card on top of the discard pile is known as the Previous Report.

If you wish to increase the difficulty, select (choose or at random) 1 or more Challenge cards to be in effect. The more you add, the harder the game will be. See page 13 for more details on these cards.

Example



If the discarded Security Report cards were the two depicted here, the Saboteurs would start with a Lab Snow Research token and an R&D Wind Research token.

Agent White would be placed on the middle action space of the Lab, and Agent Pink would be placed on the middle action space in R&D.

GENERAL RULES OF PLAY

- The Saboteurs do not gain CP, but they are able to raise your Target Value (the score you are trying to beat during the game). Whenever the Target Value is raised, advance the Saboteurs' Scoring marker on the CP track.
- The Saboteurs act as one player: Each round, only one Saboteur will move.
- Whenever Lativ moves, resolve his tasks as per the rules for a 2-player game.
- Saboteurs never gain or spend Vouchers or Machine Parts. They do not use Investment tiles, Subsidy tiles, or Citation tokens. Whenever they would gain an Investment tile, raise the Target Value by 5 instead.
- At the start of the game, you perform the Post-Setup Supply Round as normal; the Saboteurs do not. Then, you take the first turn in Round 1. The normal placement restrictions for Round 1 still apply to you. After your first turn, proceed to the Saboteurs' first turn.
- In subsequent Rounds, turns are taken based on the positions of the Turn Order markers as normal. This means that if the Saboteurs Take the Initiative, they will get two consecutive turns.
- You may look through the Security Report discard pile at any time, but you may not rearrange the cards in it. You may count how many cards remain in the Security Report deck, but not look at or rearrange the deck.
- Newly discarded cards are always placed on the top of the Security Report discard pile.

THE GAME CAN END IN 3 WAYS:

You restore the good name of Lightning Technologies:

To do this, you must meet all of the following conditions at the beginning of your turn:



- Your CP is higher than the Target value.
- You are currently meeting the conditions for at least 4 of your Goal tiles on the Goal spaces of your Laboratory.
- At least 2 of your Funding markers are on or beyond the 5th space of their Funding track (The space where your marker starts is the 0th space).

If this happens, you win the game immediately.

Time runs out and the Government steps in:

This happens if the game end is triggered due to any of the regular end game conditions:

- You gain the Nobel Prize.
- The last Experiment tile is placed in the display.
- The Government Machine is completed.
- All the Research spaces in R&D are occupied.

If this happens, play one more round as usual, then proceed to final scoring. After final scoring, if your CP is higher than the Target Value, you win the game.

The Saboteurs' Nefarious Plans are successful;

This happens if either of the following occurs:

2+

- At the end of your turn, there are 2 or more Level 3 Extreme Weather tiles on the board.



- At the beginning of the Saboteurs' turn, all Security Report cards are in the discard pile.

If this happens, you lose immediately. *We had such high hopes for you.*

YOUR TURN

You play your turn as normal, except there is a new free action available to you (Call Security). This can only be performed during step 3 of your own turn (Perform Actions) but it can be done any number of times in addition to any other actions you are carrying out on your turn, no matter which Location you are at.

CALL SECURITY

Pay 1 Voucher (of the type matching the Location where you are, or a science voucher) to draw 2 cards from the Security Report deck and place them face-up next to the Current Report. Out of these 3 cards, place 1 back on the top of the Security Report deck, discard 1, and leave the third as the Current Report.



SABOTEURS' TURN

On the Saboteurs' turn, follow these steps, in order:

- Place the depicted Saboteur in the Location



as indicated on the Current Report. If the Current Report depicts Lativ instead of a Location, move the Saboteur to Lativ's current Location.

For each Main Location, the Saboteur chooses an unoccupied action space in the following order of priority: leftmost space, rightmost, middle. For the Supply Location, they take the leftmost unoccupied space.

Saboteurs do not gain or spend Vouchers.

If the Saboteur cannot move to a Location (because all action spaces are full, the Saboteur is already at that Location, or because the Current Report depicts Lativ's Location and he's in his Office), move them to the next Main Location (in numeric order starting from the desired Location, looping around if necessary).

Note: A Saboteur only ever moves to the Supply if the Current Report instructs them to, or if they follow Lativ there.

- If the Saboteur moved to a Main Location, raise the Target Value by 1 for each piece (Lativ, your Scientist, or the other Saboteur) to the left of their action space.



2. If the Saboteur moved to a Main Location, raise the Target Value by 1 for each piece (Lativ, your Scientist, or the other Saboteur) to the left of their action space.

3. If a Saboteur moved to the same Location as Lativ, move Lativ to the next Location as usual. This also triggers Lativ's tasks, as explained in the 2-player rules.



4. The Saboteur performs their nefarious plan. See "The Saboteurs' Nefarious Plan" for the full details of this.



5. Discard the Current Report.

6. Reveal the top card of the Security Report deck and place it face-up on the top of the hideout board as the next Current Report, if able.



7. Check to see if the Saboteurs wreak havoc:



If they have a Set of Research tokens and the Citation space for that type of weather is still locked perform the following steps:



i. Remove that set of tokens from the game.



ii. Take the top Extreme Weather tile from the stack matching the type of weather and place it on the corresponding space in R&D, covering any tile already there. Any Breakthrough markers on the existing tile are returned to the box, and any Government markers are returned to the Government area.



iii. Discard the top card of the Security Report deck, if able.

iv. Remove from the game the Lock token from the corresponding Citation space.



If they have a set of Research tokens and the Citation space for that type of weather is unlocked, remove that set of



tokens from the game, and choose one of the following two options:



- Raise the Target Value by 5,

OR

- Discard the top card of the Security Report deck. If the Security Report deck is empty, you cannot choose this option.

If they can complete more than one set, they prioritize the ones that unlock new weather types first.

If the order within each matters (completing one makes another one impossible to complete), start with the weather depicted on the Previous Report and proceed from left to right (cycling from Snow to Rain if necessary).

Sets of Research tokens



If the Citation space for a type of weather is still locked, a Set of Research tokens means 1 Research token of each color of that type of weather.



If the Citation space for a type of weather is unlocked, a Set of Research tokens means 1 Research token of two different colors of that type of weather. This represents that the Saboteurs are citing a previous work.

In either case, if the Saboteurs have an Award token in their Hideout, it counts as any type of Research token to make up a set if needed.

THE SABOTEURS' NEFARIOUS PLANS

In step 4 of the Saboteurs' turn, they perform their nefarious plan based on the Location where the Saboteur just moved to. They are referred to as the current Saboteur.



Some effects refer to the 'Previous Report'. This is the Security Report card on top of the discard pile.

In the Main Locations, the Saboteurs choose a branch based on a set of criteria. One of those criteria is based on them gaining a Research token that helps them the most to complete a set. When resolving this criteria, use the order of priority listed here:

1. They will choose a branch whose Research token will complete a set (see previous section on what a completed set is).

2. They will choose a branch whose Research token has the same type of weather as a Research token they already have of another color.
3. They will choose a branch with any Research token.

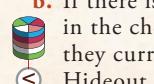


Priority indicator

The bottom half of each Security Report card depicts a Priority indicator which is used in various places to determine something the Saboteurs will do, or something they will take.

LOCATION 1: SUPPLY

1. Move the Saboteurs' Initiative marker to the leftmost space. If the marker was already on the first space, raise the Target Value by 2 instead.
2. The Saboteurs take 2 Chemicals from the Supply and place them in their Hideout. To determine which Chemical they take, follow this sequence twice:
 - a. They select a Chemical from the section that depicts the fewest number of Supply Vouchers.
 - b. If there is more than one type of Chemical in the cheapest section, they take the one they currently have the least of in their Hideout.



c. If still tied, they take the topmost or bottommost one from those tied (as determined by the Priority indicator on the Previous Report).

Example:

The Saboteurs first take a Calorium (Magenta) because it is the only remaining Chemical in the cheapest section, even though they already have a Calorium.



For the second Chemical, of the two types they do not have any of, Melgoth (White), and Radieu (Blue), they take the topmost one (Melgoth).

LOCATION 2: GOVERNMENT



If the current Saboteur is on an action space depicting the left symbol, start with step 1.



If the current Saboteur is on an action space depicting the left symbol, skip steps 1&2 and start with step 3.



1. The Saboteurs take 1 Chemical from the Supply (as described under Supply).
2. Flip a blue-side up Subsidy tile based on the weather and Priority indicator of the Previous Report. The weather determines which branch the tile is in, and the Priority indicator determines

whether the topmost or bottommost tile is flipped. If all of the tiles in that branch have been taken or are orange-side up, they flip a tile from the next branch in sequence (cycling through all branches if necessary).

3. Determine which branch the Saboteurs will interact with:
 - The Saboteurs ignore:
 - Branches where all the Bot spaces are occupied.
 - Branches where the Saboteurs have no Chemicals matching any of the available spaces.
 - Out of the remaining branches, the Saboteurs choose a branch which gains them a Research token that helps them the most to complete a set.
 - If there is a tie, they will choose the first tied branch in the weather sequence, starting with the weather depicted on the Previous Report and proceeding from left to right (cycling from Snow to Rain if necessary).

Example:

The Rain branch is ignored because it is full.

The Snow branch is ignored because the Saboteurs have no Chemicals in that branch's colors.

Out of the remaining branches, both the Wind and Sun branch would get them closer to completing a set.

The Previous Report shows Snow, so starting with that branch and proceeding right, the branch chosen is Wind.

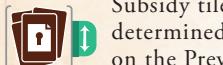
If the Saboteurs are unable to choose a branch (they do not have a Chemical matching any empty Bot space), discard the top card of the Security Report deck and the Saboteurs take 1 Chemical from Supply (as described earlier). Then, skip the rest of these steps.

4. Place a Bot from the Hideout onto an empty Bot space of the chosen branch for which the Saboteurs have a matching Chemical. If multiple spaces are possible, they choose the first one clockwise, starting from the left, then move the Chemical matching the space from the Hideout to the Supply, placing it on the rightmost empty space of the matching type.



spaces are possible, they choose the first one clockwise, starting from the left, then move the Chemical matching the space from the Hideout to the Supply, placing it on the rightmost empty space of the matching type.

5. Take the topmost or bottommost available Subsidy tile from the branch (as determined by the Priority indicator on the Previous Report), and remove it from the game. Replace it with the required Machine Part, taken from the reserve.



6. Move a Research token from the chosen branch to their Hideout. If there are no more Research tokens in the chosen branch, raise the Target Value by 5 instead. If all Bot spaces of the branch are now full, the Government activates that branch.



When the government activates a branch of their machine (whether on your

GOVERNMENT RUNS THEIR MACHINE



When the government activates a branch of their machine (whether on your

turn, or the Saboteurs'), raise the Target Value by 3 for each Saboteur Bot in that branch. Then carry out the same steps as in a multi-player game.

LOCATION 3: LATIV'S LAB

& If the current Saboteur is on an action space depicting the left symbol, start with step 1.

/ If the current Saboteur is on an action space depicting the left symbol, skip step 1 and start with step 2.

1. Place an Award token into their Hideout. The Saboteurs never collect the Nobel Prize, no matter how many Award tokens they have.

2. Determine which branch the Saboteurs interact with:

- The Saboteurs ignore:

- Branches that are full.
- Branches where the Saboteurs have no Chemicals matching any of the available spaces.
- Branches where there is no matching Experiment tile in the display.

- Out of the remaining branches, select the one with the most Bots (including Lativ's Bots).

- If there is a tie, the Saboteurs choose a tied branch which gains them a Research token that helps them the most to complete a set.

d. If there is still a tie, they will choose the first tied branch in the weather sequence, starting with the weather depicted on the Previous Report and proceeding from left to right (cycling from Snow to Rain if necessary).

If the Saboteurs are unable to choose a branch, they discard the top card of the Security Report deck and the Saboteurs take 1 Chemical from the Supply (as described earlier). Then, skip the rest of these steps.

3. Move one of the Saboteurs Bots from their Hideout to the topmost or bottommost available space in the branch (as determined by the Priority indicator on the Previous Report) that they have a matching Chemical for. As usual, spaces containing one of Lativ's Bots are considered available (Lativ's Bot is moved to another empty space of the same branch, or, if there is no other empty space, return it to the side of the Lab), then move the required Chemical from the Hideout to the rightmost empty matching space in Supply.

LOCATION 4: R&D

& If the current Saboteur is on an action space depicting the left symbol, start with step 1.

/ If the current Saboteur is on an action space depicting the left symbol, skip steps 1&2 and start with step 3.

1. Move one of the Saboteurs' Bots from their Hideout to a Research space based on the weather and Priority indicator of the Previous



Report. The weather determines which branch the Bot is placed in, and the Priority indicator determines whether the topmost or bottommost empty space in that branch. If there is no empty space in the indicated branch, they place a Bot into the next branch in sequence (cycling from Snow to Rain if necessary). The Saboteurs do not pay the additional cost if they place their Bot at the bottom space of the branch.

2. If the Saboteurs have a Chemical of the type depicted to the left of the chosen space, move it from their Hideout to that space. If they do this, move a Research token from the chosen branch to their

Hideout. If there are no more Research tokens in the chosen branch, raise the Target Value by 5 instead and remove the Lock token from the corresponding Citation space, if able.

Note: If the Saboteurs do not have a matching Chemical, they still place a Bot and can continue with the rest of the steps (they just don't get a Research token).

3. Select which space of which branch to interact with:

a. The Saboteurs ignore:

- Branches that are full.
- Branches where the Saboteur has no Chemicals matching any of the available spaces.

- b.** Out of the remaining branches, the Saboteurs choose a branch which gains them a Research token that helps them the most to complete a set.
- c.** If there is still a tie, they will choose the first tied branch in the weather sequence, starting with the weather depicted on the Previous Report and proceeding from left to right (cycling from Snow to Rain if necessary).

If the Saboteurs are unable to choose a branch, discard the top card of the Security Report deck and the Saboteurs take 1 Chemical from Supply (as described earlier). Then, skip the rest of these steps.

- 4.** Move one of the Saboteurs' Bots from their Hideout to the topmost or bottommost available space in the branch (as determined by the Priority indicator on the Previous Report) that they have a matching Chemical for. Move the required Chemical from the Hideout to the space to the left of the Bot. The Saboteurs do not pay the additional cost for placing on the bottom space.

 Priority indicator on the Previous Report) that they have a matching Chemical for. Move the required Chemical from the Hideout to the space to the left of the Bot. The Saboteurs do not pay the additional cost for placing on the bottom space.

- 5.** Move a Research token from the chosen branch to their Hideout. If there are no more Research tokens in the chosen branch, raise the Target Value by 5 instead and remove the Lock token from the corresponding Citation space, if able.



BREAKTHROUGH

 When you perform a Breakthrough action, for each Saboteur Bot that provides a part for you when building your prototype, raise the Target Value by 2. The Saboteurs themselves never make a Breakthrough; they don't care about fixing the weather, they just want to make you look bad.

RUNNING AN EXPERIMENT



When an experiment runs, both you and the Saboteurs resolve the steps in turn order as normal. You gain the usual rewards if you contributed. For each of the Saboteurs Bots in the active branch, return that Bot to the Hideout and raise the Target Value by the CP depicted on the Experiment tile. The Saboteurs do not pay Science Vouchers and ignore other rewards printed on the tile. They also take a Research token from the branch if there is still one available when they are performing their steps (only once, even if they have more than 1 Bot, as per normal rules). If none are available, they receive nothing (they ignore the Science Voucher).

After the experiment runs, place a new Extreme Weather tile as usual.



Exception: If an experiment does not run, but at least one Saboteur Bot was present in the branch, a new Extreme Weather tile is placed (as if the experiment had run). However, no rewards are given for the Experiment tile and it is discarded as normal. The Saboteurs' Bots stay in the branch.

FINAL SCORING

If you get to Final Scoring:

1. Resolve any remaining experiments as normal, but do not place new Extreme Weather tiles at this time.
2. Raise the Target Value by 30.
3. Perform Final Scoring for you only; do not score anything for the Saboteurs.

After this, if your CP exceeds the Target Value, you have won the game and saved the company. Otherwise, you join the rest of the unemployed scientists of the once great Lightning Technologies in updating your resume.

If you won, see if you meet any of these additional qualifications:

1. Terraformer

- » 120+ CP
- » Lowest Funding track is on at least the 4th space
- » Highest Funding track is on the last space
- » 6+ Workshop tiles
- » No more than 2 total Vouchers remaining

2. Climatologist

- » 110+ CP
- » Nobel Prize
- » 4+ Goal tiles met
- » All Bots unlocked

3. Meteorologist

- » 100+ CP
- » 3+ Papers published
- » 1+ Funding track on at least the 8th space
- » 3+ Goal tiles met
- » 2+ Awards

4. Forecaster

- » 3+ Papers published
- » 7+ Bots on the main board
- » 3+ Goals tiles met
- » 1+ Award

5. Stormchaser

- » 2+ Goal tiles met
- » 1+ Award

CREDITS

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CHALLENGE CARDS

For a greater challenge, when setting up the game, use 1 or more of the Challenge cards (either choose them yourself or at random). Place the chosen cards on the table. Their effects are listed here:



1. Fully Stocked Opponents: The Saboteurs start the game with 1 of each Chemical instead of 2 Chemicals.



2. Jamming Devices: During each income, increase the Target Value by 1 for each Saboteur Bot on the board.



3. Creative Accounting: The Saboteurs start the game with an Award token. During each income, move one of your Funding markers back one space on one of the tracks. You must choose a track where you are able to do this, if possible.



4. Nobel Laureate: The Saboteurs start the game with an additional Chemical chosen at random (it may be the same as one they already have). You cannot win the game unless you have the Nobel Prize.



5. Only Overachievers Apply: You cannot win the game unless you meet the conditions of at least 5 of your Goal tiles on the Goal spaces of your Laboratory.



6. The Clock is Ticking: After setup, remove the top 2 cards of the Security Report deck from play, placing them back in the box.



7. One Step Ahead: If, at the end of your turn, the Saboteurs' Initiative marker is in the leftmost position, raise the Target Value by 3.



8. Moral High Ground: When placing your Scientist in a Location, you do not gain additional Vouchers for Saboteurs to your left.



9. Peer Review: You cannot use Citation tokens when publishing a paper. When you unlock a Citation space, you cannot pay a Science Voucher to gain 3 CP.



10. Independent Prototypes: The Saboteurs start the game with an Award token. You cannot use the Saboteurs' Bots when building a prototype as part of a Breakthrough action.



11. Budget Cuts: The Saboteurs start the game with an additional Chemical chosen at random (it may be the same as one they already have). Whenever you receive funding from the Lab Funding track, treat the modifier below your marker as +0 (you still gain the benefits of the Government or R&D track).



12. Publish or Perish: Lower the starting Target Value by 5. Whenever the Saboteurs cause a Lock token to be removed from a Citation space, raise the Target Value by 5. You must win by immediate victory (restoring the good name of Lightning Technologies).

