

# 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.

Scenario	E,M,J,S,U,N
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

Scenario	E,M,J,S,U,N
Gamma	1,1,3,5,2,3
Snake	0,1,2,1,2,1
Carina	0,0,2,6,1,4
Takeover	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 cards 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 after-wards.

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 Seat cards with the side showing only the seat 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 if 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 dis-card all Passengers matching this planet from your Seats to the dis-card 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 emp-ty Seats. Passengers with a 1st Class sign must be placed on a 1st 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 multi-ple 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 ac-cording 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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