




# SOLO MODE

## GAME OBJECTIVE

You must create a path from an entrance volcano to the center of the Earth, and from there to the three exit volcanoes. Unlike the normal game, the more exit volcanoes you reach, the more points you score.

## SET UP THE GAME

Same setup than for the normal game, but you must write **+4**, **+3** and **+2** on the exit volcanoes instead of the icons , , and .

## SPECIAL RULES

**1- When the exploration deck runs out**, rotate 90° one of the volcano cards and cross out the +3 speed bonus for reaching the center of the Earth. Next time the deck runs out, rotate another volcano card and cross out the +2 bonus. When the deck runs out a third time, the end of the game is triggered.



**2- When a danger card is drawn, ignore the coordinate** on the exploration card and fill **a cell adjacent to the last cell your marked**. Like the normal game, you cannot draw in shaded cells.

- **Note:** If there is not a valid cell to fill (because they are already drawn or are shaded), fill a cell adjacent to the previously marked cell (you can take a look to the cards in the discard pile whenever you want). If the danger card is the first drawn card in the game, fill a cell adjacent to the entrance crossing.

**3- When you reach the center of the Earth**, circle the +3 bonus and the highest available speed bonus. **When you reach a volcano**, circle its bonus. If you manage to reach all 3 exit volcanoes, in addition to the volcano bonuses, also circle the +7 bonus.

## END OF THE GAME

You lose the game if you can not consume a water point when the tunnel deck runs out or when the last volcano card is rotated and you were not able to connect the center of the Earth with any exit volcano. If you have connected one or more exit volcanoes, calculate the points like in the normal game and check your result:

- **0-35** Hiker
- **36-55** Amateur speleologist
- **56-70** Geology student
- **71-85** Mineralogy master
- **86+** Vernian disciple