

GROW SKY

Solo Player Mode



MARU.
Game Design



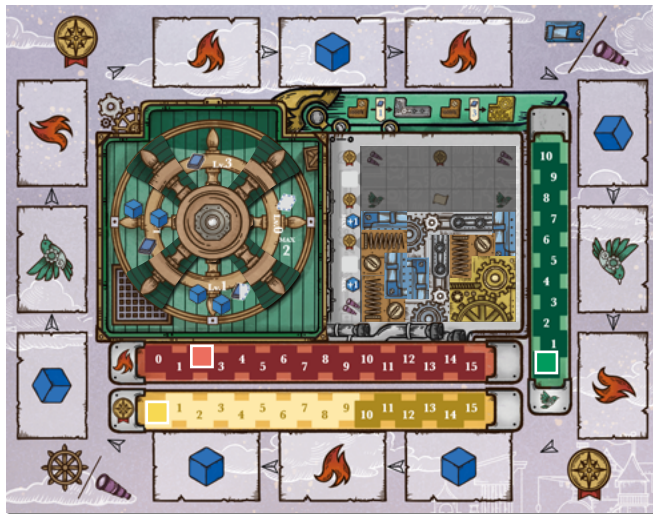
Original Game Design:
Maru.
Original Artwork:
SORAGAME STUDIO

Game Developer: **Anthony Perone**
Editor & Producer:
Daryl Choo & Maxime Gaillard
Graphic Designer: **Irene Tam**

Solo Mode Setup

Set up the game in the same way for 2 players, except with the following changes:

- 1 The player is always the 1st Player.
- 2 (🟩, 🟨, 🟦) are placed the same as in normal play. 🟥 for both the player and opponent is placed at 2.
- 3 Do not provide Route Tiles for initial placement.
- 4 For the opponent only, fill in the area of the Engine Room at the start.
The opponent will be treated as having the 2nd/5th row filled and the starts with the Lv.0 Rudder space maxed out. Although Row 1/3/4 are also filled, the Row Bonus for these 3 columns will not trigger. Similarly, bonuses for this space that are already filled with not trigger.



Opponent Board Setup Example

Solo Mode Round Progression

The Progression of a round is similar to when playing in a 2 player game, but the 1st Player is always the player.



Rounds will be played in the order above, and game will proceed to the next round after the Cleanup Phase.

The player will take their turn as per normal. The opponent takes their turn according to the following rules:

- 1 When the same Die as the 1 previously selected by the player remains in the Dice Pool > The same Die as the player is placed on the same **Dice Action**. Example: If player chooses the Flight Action, the opponent chooses the same. If the Player chooses the Develop Action, the opponent chooses the same.
- 2 If there are no remaining **Die** in the **Dice Pool** that match the value of the Die the player selected, take the Die depicted at the bottom of the Development List (right image) in a Dice Action different from the player's choice.
- 3 If there are no vacant Dice Action on the side that the opponent should choose in 1 and 2 > Place it in any available Dice Action.



Dice must always be placed in the leftmost available space of the Dice Action.

List of Opponent Actions

Opponent Flight Action

Move the **Airship Token** and activate the bonuses of Route Spaces, **Checkpoints**, and **Route Tiles**.

- The opponent does not consume fuel when flying.
- The opponent does not perform “Boost.”



Checkpoint & Route Tile:

- When the opponent passes through these **Checkpoints**, they activate both bonuses instead of choosing 1. The placement of the **Part Tiles** is decided by the player.
- When the opponent's Airship Token stops or passes through a Route Space or Tile, they will carry out the same process as a player.
- Route Tiles listed below will have Opponent Specific bonuses.

Opponent Specific



Boost is not performed and instead gain 🔥 🔥.



The player can freely place them in the opponent's Engine Room.

Opponent Develop Action

Other than what is stated, Opponent Develop Actions are done in the same way as a player.



The bottom-most Route Tile in the left and right column of the Route Tile Market are placed face-up in the 2 spaces in front of the opponent's Airship Token in the order of the player's choice.

If there are no tiles in that column, the opponent will not gain tiles from that column.

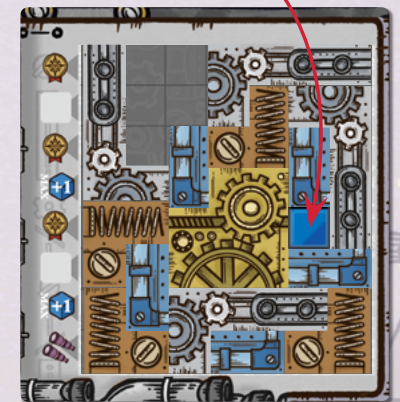


Place in the front 2 spaces of the opponent's Airship Token. If a Tile is already placed there, place it on top. When a ⚡ tile is placed, an immediate bonus will be activated. The opponent does not upgrade a Route Tile.



Placement of Parts Tiles are up to the player. Spaces and row bonuses still activate. The opponent does not upgrade Parts. As soon as a single empty space appears, use a  from the supply to immediately fill it.

From Supply 



Convert Opponent Resources

When the opponent's 🐦 🔥 🧊 resources reach the maximum number, they are immediately consumed and converted into 🏆. If the opponent's gains resources exceeding their gauge value, it will not be discarded.



If the opponent gains 3 🔥 while having 14, it will bring the Grow Gauge to 15 and immediately be converted into 🏆. Then the remaining 2 🔥 will set the Fuel Gauge to 2.

Cleanup Phase

The process is the same as in a 2 player game, except that the 2 Route Tiles to be discarded from the Market are placed on the opponent's Route Space instead, following opponent's Placement rules.

Final Round

The game is played in the same way as a 2 player game, but if the opponent triggers the Final Round, the player will be the 1st Player for the Final Round.

End of the Game

Victory:

- If the player has more 🏆 than the opponent, the player wins.
- If they are tied, the player wins only if their **Airship Token** has advanced farther from the starting position than the opponent; otherwise, the opponent wins.
- If the positions of the **Airship Token** are tied, the opponent wins.

The Instant Win Rule do not occur in solo play.



Credits

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Solo Rulebook v1.0

Original Game Design:



Original Artwork:



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