

AFTER US SOLO mode

In this game mode, you must score 80 victory points faster than the **King of the Apes**, an automa player.

Most of the rules and setup are identical to the multiplayer game. These rules will explain the differences, as well as the behavior of the King.

SETUP

- Choose a color for the King of the Apes, and give him all the components in that color: a player board, starting cards, and action discs.
- Place 1 player token of his color on space 0 of the score track on the main board, and 1 on space 0 of the rage track on his player board.
- Shuffle his action discs face down and randomly reveal 3, in a row from left to right above his player board. Return the 4th disc to the box: he will not be using it.
- Give the King 2 resources of the color that corresponds to his leftmost action disc, by placing them below that disc. If it's a Chimpanzee, give him 2 resources of the type that corresponds to the missing ape.
- Shuffle the King's draw pile and place it near his player board.

If the computer isn't among the 3 objects you revealed during setup, give it to the King. Only he will be able to use it during the game.



GAMEPLAY

The King of the Apes plays each phase before you.

PHASE 1 | ASSEMBLING THE TRIBE

Give the King 3 **flowers**, 3 **fruits**, 3 **grains** and 2 **energy**. Place these resources next to his action discs of the corresponding color. If he has a Chimpanzee disc, place the resources that correspond to the missing ape below it.



*Since the Mandrill is not in play, the 3 **flowers** are placed below the Chimpanzee.*

The King of the Apes never arranges his cards. Instead, he collects resources, victory points and special abilities based on the cards he reveals.

Reveal the top 4 cards of his draw pile and place them below his player board.

- Each revealed Tamarin immediately gives him the resource indicated by the rage symbol in the top right corner of the card.
- Each ape of level 1 immediately scores him 3 victory points.
- Each ape of level 2 immediately scores him 6 victory points.

The King also receives the bonuses specific to each type of ape, for each revealed ape, and regardless of its level.

- Each Gorilla gives him 2 rage points.
- Each Orangutan gives him 2 **energy**.
- Each Mandrill scores him 2 victory points.
- Each Chimpanzee gives him the resources indicated by the rage symbol of all the Tamarins revealed in the same round.



... PHASE 1: CONTINUED



These 4 cards provide the King of the Apes with 2 rage points and 9 victory points, as well as 2 **flowers** and 2 **grains**. Place these resources in his personal supply.

Now it's your turn to carry out phase 1. The phase is carried out as normal, with one exception. Take the resources you collect from the King's personal supply. Do this for all types of resources, no matter how you obtain them. If you need to take a resource and the King doesn't have it, take it from the general supply instead.



Thanks to the top row of her Primate Assembly, Maggie collects 3 **fruits**, 1 **grain** and 2 **energy** from the King of the Apes. She takes the 3rd and 4th **energy** from the general supply, because the King no longer has any.

She'll also collect **energy** from the general supply when she resolves the bottom row of her Primate Assembly.

PHASE 2 | ATTRACTING NEW APES

From the 3 action discs above his player board, the King of the Apes always chooses the one that allows him to attract the ape of the highest possible level. If there's a tie between several discs, he chooses the one furthest to the left.

If he doesn't have enough resources to attract an ape, he chooses the leftmost disc.



The King of the Apes has 5 **flowers** and 4 **grains**. He may use them to attract a Chimpanzee or a Gorilla of level 1. Because ties favor the disc that's furthest to the left, the King chooses his Chimpanzee disc.

Once the King has chosen his disc, he immediately applies its effect just like in a multiplayer game. If he chooses the Chimpanzee, he collects the resources indicated by the rage symbols of all the Tamarins he revealed in phase 1. The King then attracts a card (highest possible level) of the type indicated by the disc he selected, placing it on top of his draw pile. He returns the corresponding resources to the general supply.



By playing his Chimpanzee disc, the King of the Apes immediately collects the resources shown on the 2 Tamarins he revealed during the previous phase: 1 **flower** and 1 **grain**. He now has 6 **flowers** and 5 **grains**, and attracts a level 2 Chimpanzee by spending 6 **flowers**.

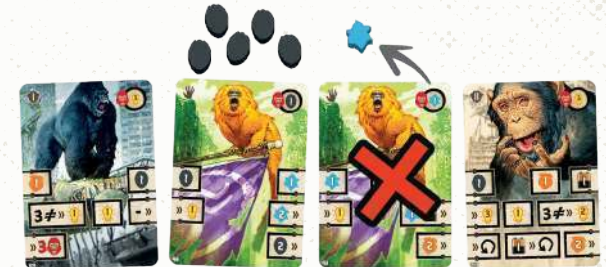
During phase 2, you have the option of copying the effect on the disc played by the King of the Apes, by spending 2 identical resources just like in a multiplayer game. As before, if you collect resources during this phase, prioritize taking them from the King's personal supply.

PHASE 3 | RESTING

If the King has 4 or more rage points, he uses them to remove 1 of his cards from the game for each complete set of 4 rage points. Return these cards to the box. The King of the Apes immediately receives the corresponding rage bonus(es): resources or victory points.

The King will prioritize removing Tamarins, then apes of level 1, and finally apes of level 2. If he has to choose between several apes of the same level, he always removes the last one he drew.

Next, if the King has 5 or more **energy**, he spends them immediately to use the computer and score 5 victory points. Just like in a multiplayer game, he may only use the computer once per round.



The King of the Apes has 4 rage points and gets to remove a card. He must remove the last Tamarin he drew, and collects 1 **flower**. He doesn't have any **energy**, and therefore doesn't activate the computer.

Finally, place the King's cards on his discard pile. A new round begins after you've carried out your phase 3.