



This solo mode was created by Effen for the Mini DiverCity online game on iOS and Android (minidivercity.com) but is playable with the board game. It is different from the rulebook solo mode.

Goal

Save 7 Species.

Don't let Corporations eliminate 5 Species or flip the 6 Island cards to their Hotel side.

Feel free to change these goals to make the game easier... or the opposite :-)

Setup

The setup for Scale cards, tokens, Corporations deck and Island cards is the same as the standard rules.

Keep **3 Diver cards** at random and place them face up.

Shuffle the deck of 60 Species cards.

Place **2 cards face up** on the left in front of you, these will be the "**Lagoon**" cards. They will always be face up.

Then place **3 cards face down** to the right in front of you, these will be the "**Ocean**" cards. They can be turned face up according to certain actions.

All 5 cards form your hand.

Corporations Phase

Draw the card on top of the Corporations deck and resolve its effects as by standard rules.

For **Oil Platforms**, the card to play can be chosen from your entire hand. You can choose a Lagoon card to lower or even eliminate a Species that you no longer can't (or intend to) save.

However, if you discard a **Lagoon** card of a Species that has already been **saved or eliminated** (so that the Oil Platform has no effect), you must discard **2 other cards** from your entire hand. In the game's universe, this represents the additional efforts for the divers to prevent the Corporations' project!

The previous rule does not apply if you chose an Ocean card (face up or not) and it turns out to be of a Species that's already out of play. In this case, only that Ocean card is discarded.

Always replace all discarded cards from left to right, starting with the Lagoon cards.

When you draw a new Lagoon card, it immediately comes face up.

When you draw a new Ocean card, it comes face down unless a Special Action turned it face up on top of the Species deck before it was drawn. A face up card will remain as such for the rest of the game.

Divers Phase - Beginning

Following the Corporations phase, two options (**A and B**) are available to you before the Main Action. You may do one or the other, or both, in the order of your choice.

A) Diver Special Action: Perform the special action of a Diver that has not yet been used. Some actions have been modified for this solo mode.

- **Captain:** draw up to 2 cards from the top of the Species deck and look at them. Discard one to improve the token of the corresponding Species by one space on the Scale. Return the other card face up to the top of the Species deck.

- **Environmentalist:** flip a Hotel card to its Island side. Then, if desired, swap a Lagoon card with an Ocean card (see Main action – Close a hotel).

- **Explorer:** turn over all unexplored Ocean cards to their face up side.

- **Swimmer:** play an additional card to improve the position of a token on the ladder by one space. The card must come from the Ocean side, whether it is face up or not.

- **Communications Specialist:** turn 2 unexplored Ocean cards face up. Then turn the next card on top of the Species deck face up.

- **Endurance Specialist and Diving Specialist:** Move a token, as by standard rules.

- **Visionary:** draw the next 4 cards from the Corporations deck and put them back in the order of your choice. Then turn 2 unexplored Ocean cards face up.

When you have completed the Special Action, turn over the Diver's card to indicate that it has been used for the game. You will not be able to take another Special Action during this turn.

Then, if desired, turn over the card on top of the Corporations deck. Performing the Special Action of a Diver therefore allows you to see what the next Corporations card will be.

B) Quick Exploration: You can do a quick exploration of your Ocean cards before your Main Action, for a cost.

Quick Exploration is possible under these conditions:

- There is at least 1 Diver whose special action has not been used;
- There is at least 1 unexplored Ocean card (face down);
- There are 2 Lagoon cards. Which is necessarily the case, except towards the end of the game when the Species deck is exhausted.

Pay the cost of the Quick Exploration by discarding your 2 Lagoon cards, which are replaced immediately from the Species deck.

Then turn your Ocean cards face up.

Although Quick Exploration requires at least one Diver to be unused, it does not consume any Special Action.

Divers Phase - Main Action

Perform **one** of the following Main Actions.

1- Explore (Walkie-Talkie): turn your Ocean cards face up.

2- Close a Hotel: discard any card from your hand to flip a Hotel card to its Island side. You can use a Lagoon card to do this without additional cost. Immediately replace the discarded card from the Species deck.

Closing a Hotel allows species to “travel” between sectors: swap, if desired, a Lagoon card with an Ocean card. At the end of this exchange, the two cards will be face up.

3- Identify (improve) a Species: discard any card from your hand to improve the token of the corresponding Species by one position.

If you use a **Lagoon** card to do this, regardless of the position of the token, you will have to discard **2 additional cards** from your hand. You can do this even if the Species is out of play, in order to “refresh” your hand more quickly!

Next turn

After the Main Action, immediately move on to the next turn with a new Corporations phase. Note that you cannot do Special Actions or a Quick Exploration after the Main Action.

Additional rules

You can look at the discard piles of the Species and Corporation cards **one time** each. Rotate the discard pile 45 degrees to remind yourself that you have done so.

If the Corporations deck is empty and you need to draw a new card, shuffle the discard and make a new deck, as in the standard game.

If the Species deck is empty, the game continues if you believe that it is still possible to save 7 species:

- You no longer draw new cards after playing;
- Quick Exploration is no longer possible if you do not have 2 Lagoon cards (or you have used all your Divers);
- If an action would normally force you to discard 2 additional cards and you do not have those 2 cards, discard 1 additional card if possible. You can still do the action;
- After closing a Hotel, you can only swap cards if there is at least 1 remaining on each side. i.e. it is not possible to send a Lagoon card to an “empty space” on the Ocean side or vice-versa;
- To resolve Dynamite Fishers, draw a card at random from the Species discard pile.

Links

Website: www.minidivercity.com

New solo mode and standard game examples: <https://www.youtube.com/@minidivercity>

Standard game rules + official solo mode: https://minidivercity.com/minidivercity_rules.pdf