COMMAND OF NATURE

OF

NATURE

CLOCKWORK RULE BOOK

"CLOCKWORK SAGE" SOLO VARIANT

This game variant is compatible with the **Command of Nature Base Game** with the addition of 9 Clockwork cards and the Clockwork Sage board. A typical game takes 15-30 minutes to play.

WHAT DO YOU NEED?

▶ This ruleset

▶ The **Command of Nature Base Game**

▶ The "Clockwork Printable Components.pdf"

When setting up the solo variant for Command of Nature, first follow the 2-player steps listed in your **Command of Nature Base Game** rule book to set up your play area, the Markets, and the token piles. Then repeat steps 1-10 for your "automated opponent's" play area with the following modifications:

▶ During Steps 1 and 2 of setup, choose your opponents Sage and prepare the corresponding Sage board and Sage pack. (You will cover the Sage board with the Clockwork Sage in the next step, but you'll still use the corresponding Sage pack to set up your opponent's Formation and Champions.)

▶ After Step 2, place the Clockwork Sage board (the one you printed out) directly on top of the Sage board in your opponent's play area. Rotate the board to face you for easy reading.

▶ During Step 3, don't forget to take the Clockwork Sage's level tracker token and place it on level 1 of the level tracker on the Clockwork Sage board.

▶ After Step 4, select your desired difficulty by placing the difficulty token (the one you printed out) on the corresponding difficulty listed on the Clockwork Sage board. Add gold to the Clockwork Sage based on the difficulty you chose.

▶ During Step 8, when setting up Row III of your opponent's formation, randomize the 2 Elemental Warriors that are placed face up on the left and right side of the Sage.

▶ During Step 9, also shuffle the 9 Clockwork Command cards into your opponent's deck.

▶ After Step 10, make sure to leave space for your opponent's Instant pile. *Note: The Instant pile will contain no cards at the start of the game.*

▶ Finally, rotate the cards in your opponent's formation to face you.

Your opponent's Sage, deck, and discard pile will be referred to as the Clockwork Sage, Clockwork deck, and Clockwork discard pile going forward.

The player that is the most human goes first.

Once you have completed setup, the play area should look something like this:

Your turn remains unchanged from standard Command of Nature gameplay.

However, there are some important rules to keep in mind for your automated opponent:

▶ Should the Clockwork Sage ever have to "choose" between multiple options, you get to choose what it does. *(Hint: Be merciless and exploit this freedom to the best of your ability. The Clockwork Sage will have no mercy on you!)*

- Should the Clockwork Sage's formation need an adjustment (for example, if one of its Elementals has been defeated), you get to choose which Elementals are moved as the formation is shifted.

▶ Triggered effects (🔁) of Elementals in the Clockwork formation must be used in response to specific occurrences throughout the game. Each triggered effect notes when it is used it in its card text.

▶ The Clockwork Sage does not have a hand of cards!

- If the Clockwork Sage would DRAW a card, it collects 1 gold instead.

- If any effect would require a card to be returned or added to the Clockwork Sage's hand, move that card to the top of the Clockwork deck and the Clockwork Sage collects 1 gold.

▶ If the Clockwork Sage would DISCARD cards from its hand, consider the DISCARD effect resolved without discarding any cards.

- If the Clockwork Sage would DISCARD multiple cards, trigger the effect as if the maximum number of cards has been discarded.

▶ Each time you play a card, check the Instant pile of the Clockwork Sage. Throughout the game, this pile may contain any number of Instant Commands. If the card you played would trigger the effect of the top Instant Command in the Instant pile, resolve the effect of that Instant Command, then move it to the Clockwork Sage's discard pile; repeat this step until the top card's effect is not triggered or the Instant pile is empty, then finish resolving your card.

▶ The Clockwork Sage levels up just like any other Sage: move its level tracker token up by 1 level each time it defeats one of your Elementals! Don't forget to move the Clockwork Sage's Elemental Champions to its discard pile when it reaches levels 4, 6, and 8. However, instead of unlocking faction actions, the Clockwork Sage unlocks daybreak (⚅) effects that grant additional gold at the start of its turn.

THE CLOCKWORK SAGE'S TURN

After you have taken your turn, it will be the Clockwork Sage's time to shine! The Clockwork Sage does not have a hand of cards. Instead, it will perform automated actions controlled by a simple card flip and a handful of rules.

I. If any Elementals in the Clockwork formation have daybreak effects, use those effects during this step.

II. Move 1 gold from the Clockwork Sage's wallet to the gold pile.

III. Reveal the top card of the Clockwork deck **and carefully examine it.**

    A. If it is an Elemental, summon the Elemental into the Clockwork formation. If there is no room for the Elemental in the formation, move it to the Clockwork discard pile and deal 2 DMG to your Row I Elemental instead.

    B. If it is an Instant Command, place it face up on the top of the Clockwork Instant pile instead of discarding it.

    C. If it is a Utility Command, use the card's effect and move it into the Clockwork discard pile.

    D. If it is an Attack Command, first choose an Elemental from a corresponding row, then use the card's effect before discarding it. *Note: Each Elemental may only attack once per turn.*

        • If each Elemental in the corresponding row(s) has already attacked, perform Swap actions with an Elemental in the nearest row that has not yet attacked. Once the Elemental is in postion, use the attack with that Elemental.

        • If all Elementals in the Clockwork formation have already attacked, discard the Attack Command, and deal 2 DMG to your Row I Elemental instead.
Note: DMG dealt this way cannot be reduced by the effect of an Instant Command.

    E. If there are no remaining cards in the Clockwork deck, shuffle the Clockwork discard pile and place it face down to form a new deck before continuing.

VI. Repeat steps II-IV until the Clockwork Sage has no gold left, and then your next turn begins!

In addition to these simple rules, the Clockwork deck includes special Clockwork Command cards.

Buy Strike (Melee Attack Command) [Row I]
Deal DMG equal to the attacking Elemental's STR to an Elemental in your Row I. Move the highest cost card from the Elemental Market to the Clockwork discard pile.

Burn Strike (Melee Attack Command) [Row I]
Deal DMG equal to the attacking Elemental's STR to an Elemental in your Row I. Move the highest and lowest cost cards from the Command Market to the game box.

Buy Shot (Ranged Attack Command) [Row I & II]
The Elemental with the highest STR in Row I or Row II of the Clockwork formation deals DMG equal to their STR to an Elemental in your formation. Move the highest cost card from the Command Market to the Clockwork discard pile.

Burn Shot (Ranged Attack Command) [Row I & II]
The Elemental with the highest STR in Row I or Row II of the Clockwork formation deals DMG equal to their STR to an Elemental in your formation. Move the highest and lowest cost cards from the Elemental Market to the game box.

Direct Summon (Utility Command)
Summon the highest cost card from the Elemental Market to the Clockwork formation. If the Clockwork formation is full, move the Elemental to the game box and deal 2 DMG to an Elemental in your Row I instead.

Safe Distance (Utility Command)
Swap the positions of the Clockwork Sage and another Elemental in the Clockwork formation that has the highest HP. Add 3 shields to both of them.

Fortified Lines (Utility Command)
Add 1 shield to each Elemental in the Clockwork formation's Row I and Row II.

Aggression (Utility Command)
Add 1 boost to each Elemental in the Clockwork formation's Row II and Row III.

Rapid Refresh (Utility Command)
Shuffle the Clockwork discard pile into the Clockwork deck, then flip cards from the top of that deck into the discard pile (without using those effects) until you reveal a non-Clockwork Command card. Move that card to the game box.

HOW TO WIN

Defeat the Clockwork Sage to win the game! The next time you play the Clockwork solo variant, consider increasing the difficulty to really put your elemental mastery to the test!