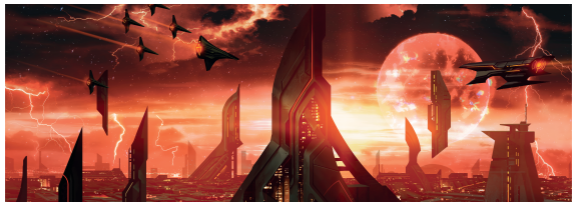


CORE WORLDS NEMESIS

Introduction

As you stand before your grand council, plotting to overthrow the waning Galactic Realm, a messenger rushes through the door and kneels at your feet with head bowed, a crystal tablet held up in his trembling hands. Careful to show no trace of apprehension, you seize the tablet and scan the latest report. But the news confirms your worst fears. The Nemesis Empire is on the move, and its ruler is just as eager as you are to claim the spoils of the fallen republic...



Core Worlds: Nemesis is the official solo version of the *Core Worlds* deck-building game. This expansion allows you to play against the A.I.-driven Nemesis Empire during your bid to conquer the Core Worlds. The Nemesis is represented by a special deck of cards that simulates play against a human player. You will have to summon all of your cunning to overcome this treacherous foe.

Components

NEMESIS CARDS (55)

During the Action Phase, you will draw the top card of the Nemesis Deck and review the listed **Nemesis Commands** to determine which one the Nemesis performs (see page 7). The other symbols are used during game prep (see page 3).



**NEMESIS
COMMANDS**

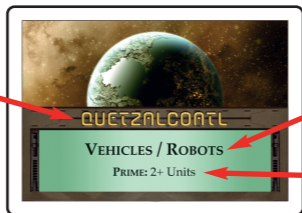
**CHALLENGE
MODE
SYMBOLS**

EPOCH

PRIME CARDS (9)

Prime Cards are placed in a horizontal row across the top of the play area. Whenever the Nemesis drafts a card, the drafted card is placed face up below the Prime Card that lists the drafted card's **Card Type** (see page 8). Prime Cards are used to determine which Core Worlds in the Central Zone are considered **Prime Core Worlds** (see page 10).

**CORE
WORLD
AFFILIATION**



**CARD
TYPES**

**PRIME
CONDITIONS**

Game Preparation

Before Set Up, you will need to prepare the Nemesis Deck based upon which *Core Worlds* expansions you are playing (if any), as well as your desired Challenge Mode (Standard, Advanced, or Expert).

Base Game / *Galactic Orders* Expansion:

If you are playing with just the base game or with just the base game and the *Galactic Orders* expansion, then remove all seven cards with the **Revolution Symbol** from the deck (see right).



**REVOLUTION
SYMBOL**




Revolution Expansion:

If you are playing with the *Revolution* expansion, then keep the cards with the Revolution Symbol and instead remove the six cards with the **Revolution Exclusion Symbol** from the deck (see right).



**REVOLUTION
EXCLUSION
SYMBOL**

Challenge Mode

You must choose a Challenge Mode before each solo game. No matter which Challenge Mode you choose, your success each game will rely primarily on the difficult decisions you make in response to the actions made by the Nemesis. However, we have included the **Standard** , **Advanced** , and **Expert**  Challenge Modes in order to modify the Nemesis Empire's behavior during key moments in the game.

Many cards are used in all three Challenge Modes and feature all three Challenge Mode Symbols (see right). Remove all cards from the Nemesis Deck that do not include the symbol that corresponds to your chosen Challenge Mode.



The card shown at right would be removed if you were playing the Standard Challenge Mode (Green) because it does not include a Green Symbol. However, this card would remain in the deck if you were playing either the Advanced (Yellow) or Expert (Red) Challenge Modes.



Set Up

During set up, assign the Nemesis a Home World, Starting Deck, and, if playing with the *Galactic Orders* expansion, a set of Faction Tokens. The Nemesis does not receive a Player Board or any other components.

1. Place the Prime Cards face up in a horizontal row across the top of the play area, leaving room for drafted cards to be placed below each Prime Card. Each Prime Card is affiliated with a different Core World. You can place the Prime Cards in any order, but it is recommended that you place “Ra” on the far left side and “Dagda” on the far right side, even if you are not playing with the *Revolution* expansion.
2. If you are playing with the *Galactic Orders* expansion, place the “Raven” and “Buono” Prime Cards above the other Prime Cards since you won’t be placing drafted cards below them. If you are playing without the *Galactic Orders* expansion, return “Raven” and “Buono” to the box.

3. Place the Nemesis Home World face up below the “Dagda” Prime Card, and keep its Starting Deck in a face down stack until the end of the game (see diagram below). Starting Deck Cards are *never* placed below Prime Cards.



PRIME CARD SET UP

4. Separate the Nemesis Deck into 2 different stacks according to the Epoch Numbers shown on the lower left face of each card. Shuffle each stack face down separately and then place the “Epoch 1” stack face down on top of the “Epoch 2” stack to form the finished Nemesis Deck.

5. Use the Home World Numbers to determine whether you or the Nemesis begins with the Destiny Marker. Perform the Pregame Draft by drawing 6 cards from the Sector 0 Deck and laying them face up on the table. When it is the Nemesis Empire’s turn to draft, shuffle the drawn cards face down and draft a card at random; do this twice in a row if the Nemesis goes second.

6. Place each of the Nemesis Empire’s drafted cards face up below the Prime Card that lists the drafted card’s Card Type. If a drafted card has two different Card Types, place the card below either of the matching Prime Cards and place a token on the other Prime Card to help you remember that the Nemesis owns a card with two Card Types.

Whenever the Nemesis drafts a card whose Card Type isn't listed on one of the Prime Cards (such as a Hero Card or a Prestige Card), place the card below Ra in a sideways orientation. The sideways orientation serves as a reminder that the card does not increase Ra's Prime Conditions (see page 10).

Playing the Solo Game

Core Worlds: Nemesis uses most of the same rules as a normal two player game of *Core Worlds*. Follow the instructions below during each phase of the game.

Draw Phase

You draw cards as normal during the Draw Phase. The Nemesis never draws a hand of cards during the game.

Energy Phase

You generate energy and use your special abilities as normal during the Energy Phase. When playing an Energy Surge, refer to the Nemesis Empire's World Cards and Advancements (see page 9) to determine whether you or the Nemesis generates more energy. The Nemesis never actually generates energy during the game.

Galactic Phase

Place cards face up in the Central Zone as normal for a two player game of *Core Worlds*. If you are playing with Event Cards, then you are the only player affected by most Event Cards. For exceptions to this rule, refer to the "Clarifications" on pages 12 - 13.

Action Phase

When it is the Nemesis Empire's turn to act, draw the top card of the **Nemesis Deck** and follow its instructions.

When you decide to pass, the Nemesis automatically passes on its next turn, although it might still conquer a world after doing so (see "Nemesis Passes" on page 11).

Discard Phase & End Phase

Perform all the normal steps during the Discard Phase and End Phase. You and the Nemesis pass the Destiny Marker back and forth as in a normal two player game.

Nemesis Deck

Each Nemesis Card includes one or more Nemesis Commands listed from top to bottom on the card (see diagram on page 2). The Nemesis attempts to complete the top Command, and if the Nemesis completes the Command successfully, then the Nemesis Turn ends and your next turn begins. If the Nemesis cannot complete the top Command, then it attempts to complete the Command beneath it, and so on until it completes a Command or runs out of Commands. After the Nemesis Turn ends, your next turn begins.

If the Nemesis runs out of Commands, then it does not act during its current turn, but it will continue to draw Nemesis Cards on each of its subsequent turns until you have chosen to pass, in which case it will follow suit on its next turn.

Drafting Cards

Whenever the Nemesis drafts a card, place the card face up below the Prime Card that lists its Card Type. If the Nemesis drafts a card with two Card Types or a card whose Card Type is not listed on one of the Prime Cards, then place the drafted card the same way that you would during the Pregame Draft (see pages 5 - 6, item #6).

If the Nemesis is instructed to draft its “most prevalent” or “least prevalent” Card Type, then refer to the cards that it has already drafted to make this determination. If the most or least prevalent Card Type is not present, then it drafts the second most or second least prevalent Card Type, and so on. Remember that Advancements are “built,” not drafted, so they are not considered for these purposes. Whenever there is a tie for which card the Nemesis will draft, then you decide which tied card the Nemesis drafts.

The Nemesis will *always* draft a card if any are available in the Central Zone. If there aren't any draftable cards left in the Central Zone (for example, if only World Cards remain), then the Nemesis is unable to complete the Command and moves on to the next one, if possible.

Placing Faction Tokens on Galactic Order Cards

If you are playing with the *Galactic Orders* expansion, then after the Nemesis drafts a card, it immediately places one or more Faction Tokens on the corresponding Galactic Order Card. If there are two different Galactic Orders shown on the drafted card, then you choose which of those Orders the Nemesis places its tokens on.

The number of Faction Tokens that the Nemesis places on the Galactic Order Card is listed as part of the Nemesis Command

PLACE FACTION TOKENS
BY SECTOR NUMBER:

I	II	III	IV	V
3	2	2	1	1

and is based upon the Sector that is currently occupied by the Round Marker. The earlier the Nemesis drafts a card, the more Faction Tokens it places on the Order Card.

Building Advancements

If you are playing with the *Revolution* expansion and the Nemesis is instructed to build the top Advancement, then it builds the top card in the Advancement Stack and places it below the Dagda Prime Card to help you keep track of the Nemesis Empire's total Energy Generation.

Conquering Worlds

If the Nemesis previously **targeted** a world in the Central Zone (see below) and is instructed to conquer a **Target World**, then it conquers the Target World and places it face up below the "Dagda" Prime Card. If there is no Target World, the Nemesis cannot complete this Command.

Targeting Worlds

If the Nemesis is instructed to target a world, then place one of its Revolution Tokens or Faction Tokens on top of the world in the Central Zone that best meets the specifications described in the corresponding Nemesis Command. This token marks the world as the Nemesis Empire's current Target World. If there is a tie for which world meets the Nemesis Command's specifications, then you choose the tied world that the Nemesis targets.

The Nemesis will *always* target a world if there are any worlds available in the Central Zone. If there aren't any worlds left in the Central Zone, then the Nemesis is unable to complete this Command.

Prime Core Worlds

As indicated on the Nemesis cards, the Nemesis must target a **Prime Core World** in the Central Zone before targeting another world. A Prime Core World is a Core World in the Central Zone whose affiliated Prime Card meets or exceeds its listed **Prime Conditions** (see diagram on page 2).

When the Nemesis is instructed to target a "Prime Core World," consult each of the Prime Cards to determine which Core Worlds in the Central Zone are considered to be Prime Core Worlds. A Core World becomes Prime when the number of face up drafted cards placed below its affiliated Prime Card equals or exceeds its Prime Conditions.

If there are multiple Prime Core Worlds in the Central Zone, the Nemesis targets the Core World whose Prime Card exceeds its Prime Conditions by the greatest number. In case of a tie among the Core Worlds in the Central Zone, you choose which Prime Core World the Nemesis targets. **Note:** Although Ra is always considered Prime, it is *never* considered to exceed its Prime Conditions.

For example, during Round 9 there are three Core Worlds in the Central Zone that qualify as Prime Core Worlds: Ra (which is always considered Prime), Wotan (whose Prime Card has 4 Infantry Units below it), and Zeus (whose Prime Card has

3 Starfighters below it). Because the Wotan Prime Card exceeds its Prime Conditions by the greatest number, the Nemesis must choose Wotan as its Target World (see diagram below).



Conquering the Nemesis Empire's Target World

If you conquer the Nemesis Empire's Target World, then remove the Nemesis Empire's token from that world. The Nemesis is no longer considered to have a Target World.

Nemesis Passes

After you pass, the Nemesis will automatically pass on its next turn, subject to the following limitations:

- If you go first during a round and choose to pass during your first player turn, then the Nemesis performs one player turn before passing.
- If the Nemesis passes when its current Target World has an Energy Token on it, then the Nemesis Empire immediately conquers that world before passing.
- At the end of Round 10, if the Nemesis passes when its current Target World is a Core World, then it immediately conquers that Core World before the game ends.

Winning the Game

If the Nemesis Deck is ever empty at the start of the Nemesis Turn, then the game ends immediately; proceed to final scoring. Otherwise, the game ends as normal after both you and the Nemesis pass on Round 10.

At the end of the game, the winner is determined the same way as in a normal two player game. The Nemesis receives the Bonus Empire Points listed on its Worlds and Advancements, but it does *not* receive the Bonus Empire Points listed on its Units (such as the "Worldship" and "Queen Alais"). Remember to include the cards in the Nemesis Empire's Starting Deck when calculating its Bonus Empire Points.

Clarifications

The Argo: If the Nemesis drafts this Unit, place its Faction Tokens on 1 Galactic Order Card of your choice.

Assassin Unit: If the Nemesis drafts this Unit, lose Faction Tokens of your choice equal to the number indicated on the Nemesis Command's Sector Chart.

Champion of Ra: The Nemesis can always draft this Prestige Card.

Conversion (The Prophet): When you play this Heroic Event, you may choose any Nemesis Unit Card.

The Eidolon League: If the Nemesis drafts this Prestige Card, you choose where to place its Faction Token.

Eidolon Sanctuary: If the Nemesis builds this, you choose which of your Faction Tokens are replaced by the Nemesis.

Information Broker: If this Event triggers, you must discard a random card from your hand.

Le' Sav: If the Nemesis conquers this World, you choose the Sector.

Meeting of the Clans: If this Event triggers, you choose which card each player drafts.

Ministry of Propaganda: If the Nemesis builds this Advancement, you choose the world that the Nemesis places its token on.

Nexus Explorer: If the Nemesis drafts this Unit, it places 1 extra Faction Token on the Merchant Alliance.

Night of a Thousand Assassins: If this Event triggers, you choose which Faction Token is lost by each player.

Ravager (Albrecht): When you play this Heroic Event, remove the Nemesis Target Token from its Target World.

Retaliatory Strike: If this Event triggers, you choose which World or Advancement is lost by each player.

Revenge (Viktor): When you play this Heroic Event under the listed conditions, you simply gain 3 Energy.

Skyjacked Vessel (Alexander): When you play this Heroic Event, choose the top Starfighter or Star Cruiser card that has been drafted by the Nemesis.

Smugglers: When you play this Event, you simply gain 2 Energy.

Tower of Infinite Dice: If the Nemesis drafts this card, roll 2 dice and place the lower result here.

Warlords: If this Event triggers, you choose which Faction Tokens are lost by each player.

Warzone: Any card text that references the Nemesis Empire's Warzone is ignored.

Promo Cards

Core Worlds: Nemesis includes all 30 promo cards that have been released for *Core Worlds* since the game's release in 2011. Each Promo Card features two Galaxy Icons (see right) to distinguish it from the earlier printing of the card. Below are instructions for adding these cards to your game.



**GALAXY
ICON**

Alternate Hero Cards

For your first few games, feel free to simply replace the original heroes with these new versions. Later, you should follow the procedure below:

During Set Up, every player receives both versions of their faction's Hero. After all players have finished drafting their Sector 0 pregame draft cards, every player chooses one version of their Hero and adds it to their Starting Deck. Remove the unchosen Heroes from the game.

Pregame Draft Cards

Add all of the Sector 0 pregame draft cards to the Sector 0 deck.



Sector I - V Units, Tactics, & Prestige Cards

You may choose to add all of these cards to their respective Galactic Decks, although some cards will create an imbalance to the available Unit Types and Galactic Order Icons within each deck. To avoid this, you should remove certain cards if you are adding their replacements. Consult the list below to determine which cards to remove.



ADD

Tower Fanatics →
Immolation Squadron →
Le' Sav →
Mutabot →

REMOVE

Assault Troopers
Double Feint
Avalon
Speedbot

Note: No card replacement is necessary to add the Prestige Cards or "The Stronghold" (a unique Card Type) to their respective Galactic Decks.

Buono Core World

If you are playing with the *Galactic Orders* expansion, add this card to the Sector V Galactic Deck. Otherwise, return this card to the box.



Replacement Core Worlds

Remove the original 6 Core Worlds from the game and replace them with these new versions. The new versions feature shorthand descriptions of each world's Bonus Empire Points, as well as flavor text that describes each planet's backstory.



This game is dedicated to *Core Worlds* co-creator

SARA STERPHONE

who left us much too soon.

*Because you were here, the Universe
will always be a brighter place.*

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*SPECIAL THANKS TO STEPHEN BUONOCORE (STRONGHOLD GAMES)
AND TRAVIS WORTHINGTON (INDIE GAME STUDIOS)*

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