

🌀 INDIVIDUAL CHALLENGE 🌀

TERRA CONCORDIA

Solo Mode Manual & Automa Guide

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"Alone before a new continent, you forge your destiny only with strategy and the resources you conquer. Nature does not forgive — but it can be your greatest ally."

1. Overview

Solo Mode lets you play Terra Concordia alone, completing predefined challenges. There are no other players at the table — you play against the board limits, random events and the goals of the chosen scenario.

- Only 1 human player controls 1 civilization.
- No rivals — you don't compete for hexes or public objectives.
- Victory/defeat is determined by the SCENARIO GOAL, not by total VP.
- Events and the market still work normally.
- The end-of-game timer (rounds) depends on the chosen scenario (6, 8, 9, 10 or 12 rounds).

2. The 6 Scenarios

Each scenario has a specific goal. Achieving it = VICTORY 🏆. Failing it = DEFEAT ⚠️.

- Master Builder — build 12 constructions in 8 rounds (recommended civ: Solaris).
- Eternal Forest — keep Sustainability ≥ 7 for 6 consecutive rounds (recommended: Verdantis).
- Maritime Empire — control 6 ocean/island hexes in 9 rounds (recommended: Mariteia).
- Wonders of the World — build 2 Wonders in 10 rounds (recommended: Aurifera).
- Polymath — research all 6 tech categories to lvl 2+ in 9 rounds (recommended: Solaris).
- Survivor — survive 12 rounds without Sustainability falling below 3 (recommended: Verdantis).

3. Solo-mode Rules

All actions, costs and VP from multiplayer apply. The differences:

- There is no Diplomacy action (no other players).
- Public objectives are removed — only the scenario goal matters.
- The market refreshes every Production phase.
- The Automa (described below) acts as a passive opponent on the board.

4. The Automa (AI)

The Automa is a deterministic opponent that controls 1 civilization on the board. It does NOT compete for the scenario goal, but it claims hexes, triggers events and applies pressure on the map.

Automa actions follow a deterministic script per round: Round 1: Collect. Round 2: Build (cheapest available). Round 3: Explore (random direction). Round 4: Research (next available tech). Round 5+: cycles through Collect → Build → Explore.

- The Automa never trades, never restores, never plays Diplomacy.
- The Automa always passes immediately after its single scripted action.
- You can read every Automa action in the game log — it is fully transparent.

5. Strategy Tips

Pick the recommended civilization for your scenario — its starting bonuses are tuned for that goal.

Read the scenario goal BEFORE the first round and plan your worker placement around it.

Don't over-invest in Sustainability for scenarios that don't reward it (Master Builder, Wonders).

Save 2-3 cards in hand for the final rounds — last-minute construction or research often closes the goal.