

Hey, look at you! You finally found some gaming company! Having this ultra violent aura around you can sometimes be a bit of a barrier to meet new friends. Well, it's your lucky day, as the Sergei brothers are new in town, they've not really learnt the language yet, and you're been tasked to learning them the ropes. So what better way to bond then to play a board game with a ridiculous amount of cubes?! The language barrier is a bit troublesome though, but you'll help them a long the way, won't you? "мы победим или ты умрешь" they say in cheer excitement. You don't understand what it means, but the look very enthusiastic!

Setup

Follow the setup for 2 players, but shuffle and use the Sergey Brothers decks instead of a Crib Board and Goon Card for the second player. The Sergey Brothers will also start will all their 20 Energy in their supply.

Rules

The Sergey Brothers are always considered as being second in turn order, for all purposes of the game. So you will always resolve their turn after your turn. To resolve their turn, draw 1 card from each of their decks and combine them together so the background of the cards creates a portrait.

Start by resolving which Action Cube they will remove from the center grid of the Game Board. Look at the Action Cube symbols in the middle of the card, their numbers and arrows correlates to which cube will be removed (a 4 with an arrow pointing right means the 4th cube from the left, and a 6 with arrow pointing up means the 6th cube from the bottom). If the Cube is a Junk Cube or if the space is empty, remove the closest Action Cube of you're choice.

Finally, decide upon which column of Actions to perform for the brothers. The column to the left of the Action Cube Symbols, or the one to the right. Each column is a combination of two Actions, and the Actions include:

* COMMITTING ENERGY TO A SCHEME (A number, an Energy symbol and a Location Colour)
* ADVANCING ON A HUSTLE TRACK (A number, a Hustle Track symbol and a Location Colour)
* GETTING ITEM CARDS (An Item Card symbol)

Perform the chosen Actions for the Brothers and end their turn.

* When they Brothers receive any other resource other than VP as a reward from Schemes or advancing on the Hustle Track, convert half of the amount (rounded up) directly to VP.
* When the Brothers get to chose a reward (such as from a Mary Klyde Scheme), they always go for the leftmost alternative.
* The Brothers never have to pay any fees to participate in a Scheme or to buy Item Cards.
* When the Brothers get an Item Card, they always take any Item with the highest VP. They will not be able to use the Card, but it counts as VP during the end game scoring.
* Follow the rules for the end game scoring for the Brothers, but do not convert their Energy or Money to VP.

Villain Compatibility

All of the Villains of the core game are compatible with this solo expansion, except Lady Darmondy.