Solitaire with Ghost Opponent - Rules (*BETA*)

Setup: You are racing against a ghost opponent. Deal both you and the ghost opponent 8 Part cards, 5 Small Machine cards, 1 Invention card, and 1 Character card (from the suggested list of Character cards, below). Put the Part, Small Machine, and Invention piles face down in the center, and flip the top card over from each into their respective scrap piles.

Winning: Race against the ghost opponent and be the first to build 3 Inventions wins!

Suggested Character Cards -

Core: Otto Von Deeg, Jerry Riggsby, Captain Minerva, Penny Valentine.
Expansion:
Custom:

Gameplay:

- As soon as you complete setup, draw a card, dig a card, steal a card, or use a character ability, you must perform a check to see if you have any duplicates of Part cards and Small Machine cards. All duplicates you have immediately are stolen by the ghost opponent.
- Before drawing, digging, stealing, using a character or Small Machine ability, or building, you must scrap pile cards until you have no more than 8 Part cards, 5 unbuilt Small Machine cards, and 1 unbuilt Invention card. There is no maximum for the amount of Small Machines you can build and hold. The ghost opponent has no maximum hand size.
- You perform actions, instead of a turn with phases. The ghost opponent takes no actions except for building, and taking duplicate cards from you.
- Built Small Machine abilities can be activated once before being scrapped to build something, while you have possession of it.
- Character abilities can be used at any time and without limit.

Actions:

- *Drawing* - Draw 1 card from any pile.
- *Digging* - Roll a 5 or 6 or dig for a card from the Part or Small Machine scrap pile (not Invention scrap pile). Failed Part digs cause the ghost opponent to draw 3 face-down cards from the top of the Part pile. Failed Small Machine digs cause the ghost opponent to draw 2 face-down cards from the top of the Small Machine pile.
- *Stealing* - Roll a 4, 5, or 6 to steal any Part or Small Machine card from the ghost opponent which they have 2 or more of. You cannot steal a card if it is the ghost opponent's only copy.
- *Building* -
    - *You* - When you build a Small Machine, scrap the 3 Parts used to build it. When you build an Invention, scrap the 3 Small Machines used to build it, and draw 1 new Invention card.

    - *Ghost Opponent* - When the ghost opponent has the Parts required for the first copy of a Small Machine needed for their current Invention, it is immediately built and the 3 used Parts are scrapped. When the ghost opponent has the Small Machines required for their current Invention, it is immediately built and the 3 used Small Machines are scrapped, and the ghost opponent draws 1 new Invention card.
- *Increasing Dice Rolls* - Doing this is not considered an action. After any time you roll the die for digging, stealing, character abilities, or Small Machine abilities, you may increase the value of the already rolled die by X by scrapping X Part cards, to obtain the desired value of the rolled die.