

SOLO PLAY – MORE CHALLENGES

v1



You will find the rules for Solo Play and the Challenge No. 1 in the rulebook.
All Challenges will provide you with the opportunity to set a personal high score for **that specific Challenge**.

CHALLENGE NO. 2: LESS BONFIRES

It is your goal to win against Tom, while having as few Bonfires as possible.

All rules for Solo Play apply, with the following changes:

If you win, determine your **result** which is composed of these 3 separate values:

1. Number of Bonfires in your city (the less, the better)
2. Your Points gained from Bonfires (the less, the better)
3. Your lead over Tom on the Scoring Track (the higher, the better)

To compare your result with your previous high score, only consider the first value.

Only in case of a tie, also compare the second and finally the third value.

Example: The result 3/9/4 is better than 3/10/12, which again is better than 4/9/5.

HIGH SCORES:

CHALLENGE NO. 3: PREDETERMINED NUMBER OF TURNS

It is your goal to score as many points as possible in a predetermined number of turns.

All rules for Solo Play apply, with the following changes:

- Decide on the number of turns to play **before** starting the game, we recommend 22-32 turns.
- Tom does not gain points and never places (Neutral) Novices.
- Your **result** for your chosen number of turns is simply your score.

HIGH SCORES:

CHALLENGE NO. 4: ALL COMMON TASKS

It is your goal to fulfill all common tasks in as few turns as possible.

All rules for Solo Play apply, with the following changes:

- Tom does not gain points and never places (Neutral) Novices.
- Tom takes Path Tiles, Tasks and Gnomes, even if he has reached the maximum capacity of that component. Place the components back into the box if necessary.
- **The Game does not end as usual:**
You **lose**, if Tom played through his entire deck for the fifth time, i.e. after 40 turns.
You **win**, if you placed all Neutral Novices into the High Council before you lose.

If you win, determine your **result** which is composed of these 2 separate values:

1. Number of turns you took (the less, the better)
2. Amount of points scored (the more, the better)

To compare your result with your previous high score, only consider the first value.

Only in case of a tie, also compare the second value.

HIGH SCORES:

CHALLENGE NO. 5 & NO. 6: NO TOM

If you don't like Tom disturbing your plans: You can play Challenge No. 3 and No. 4 without Tom.

HIGH SCORES:



In order to keep track of your number of turns, I recommend these 2 methods, which you can also combine if you like:

- Count the number of Toms turns (amount of times he played through his deck + Cards in his discard pile)
- After each of your turns place 1 of your used Action Tiles onto or beside the next space of the Scoring Track (starting on the 1 space). Use a yellow Action Tile instead, whenever you ignite a Bonfire or place a Fate Tile. This way you also document the history of your game.