



# BERND SCHOLZ

# THAROS

## Solo-Rules

All multi-player rules are in effect, with the following exceptions.

### Solo Mat

The major part of the solo mat are 18 spaces (**A1** – **A6**, **B1** – **B6**, **C1** – **C6**) where the player places guild markers of 3 guilds during the game. 9 spaces (**A2**, **A4**, **A5**, **B2**, **B4**, **B5**, **C1**, **C3**, **C4**) show requirements that need to be fulfilled unless negative effects take place. The last spaces of each row (**A6**, **B6**, **C6**) also depict requirements that bring the player victory points when fulfilled. At the left side there are three start spaces (I – III). Above them the loss box is located.

### Aim of the Game

The player wins the solo game if they have reached two of the spaces **A6**, **B6**, **C6** and have met the requirements plus have a certain amount of victory points after 16 rounds.

### Preparation

6 guild markers of the 3 non-player colors are put in a bag. Afterwards 3 guild markers are drawn out of the bag and are placed on the 3 start spaces, beginning with space I. The player places one of their mine markers on the marked spaces of the solo mat (**A2**, **A4**, **B4**, **B5**, **C1**, **C3**, **C4**). A 5-Jar coin each is put on spaces **A5** and **B2**.

### A Player Turn

At the start of the player turn the player does these five steps before they begin with their actions:

- 1.) Reveal the attack card
- 2.) Draw and Roll dice
- 3.) *Optional:* Exchange two **adjacent** guild markers on start spaces by paying 3 Jar – either the markers on spaces I and II or II and III.
- 4.) The player places the guild marker on start space I on a space of one of the three rows (A, B, C) of the solo mat – as described below. If that space has a requirement the player immediately deals with it.
- 5.) The other two guild markers are moved down 1 space each. A new guild markers is drawn out of the bag and put on space III.

### Placing guild markers on spaces

During the game the player may only place guild markers of one color in each of the three rows of the solo mat.

When the player places the first guild marker in their first player turn on a space, it has to go to the top row, leftmost space. When the player places the first guild marker of the other two colors, they have to select the next empty row. Further markers **of the same color** are placed in the row of that color. Each guild marker is always placed on the **empty space furthest to the left** of the row.

### Spaces with requirements

If the player places a guild marker on a space with a requirement (there is a mine or a 5-Jar coin), they deal with the requirement.

Most of these spaces show a general action (light box) that the player needs to fulfill. Moreover, there is a requirement that needs to be fulfilled in order to avoid a negative effect.

**If the player fulfills the requirement**, they ignore the negative effect (red box). If there is a mine on the space the player places it on a region according to the standard rules. If there is a 5-Jar coin on the space the player puts it into their supply.

**If the player does not fulfill the requirement**, the negative effect affects the player immediately. If there is a mine on the space the player places it on the loss box of the solo mat. At the end of the game each mine that is located in that box is worth minus 2 points. If there is a 5-Jar coin on the space the player places it on the last space of the row. Now the conditions on that space changes.

A list of all requirements is below.

### Reaching the last spaces of a row

If the player places a guild marker on one of the last spaces of a row, they deal with its requirement.

**If the player fulfills the requirement** of the first of the last spaces of a row, they continue playing. If the player fulfills the requirement of the second of the last spaces reached, the game immediately ends and it is checked if the player has won the game.

**If the player does not fulfill the requirement** of the first or second of the last spaces of a row, the game immediately ends and the player has lost.

*Note:* If there is a 5-Jar coin on the space, the player does not receive it. It is just a reminder that this space has a changed condition.



## Winning the solo game

To win the solo game the player has to place guild markers on 2 of the last spaces and fulfill their requirements. In addition to the 3 victory points of each space the player gains an additional 5 points.

The player wins the solo game if they gain at least 70 victory points according to the standard victory conditions plus the points for the last spaces of a row and minus points (if any). Otherwise the player has lost.

## The requirements of the spaces

### A2 - MINE SPACE

**General Action:** The player puts 1 random public building not built yet back in to the box.

**Requirement:** The player owns at least 7 Jar.

**Negative Effect if Requirement is not fulfilled:** The player places 2 random public buildings not yet built into the playing area and places guild markers of a non-player color on them. If the player uses such a building, they have to pay twice its costs.

At the end of the game the player gets minus 2 points.

### A4 - MINE SPACE

**General Action:** The player puts the top 5 action cards of the draw deck back in to the box.

**Requirement:** The player does not have any action card in their hands.

**Negative Effect if Requirement is not fulfilled:** The player puts the top 15 action cards of the draw deck back in to the box.

*Note: The player may not simply discard action cards from their hand; they have to play them. Discarding action cards is only possible if the player draws new action cards and already has 3 cards in their hands. If the player plays an action card, they have to be able to conduct its effect(s).*

### A5 - 5-JAR SPACE

**General Action:** None.

**Requirement:** The player owns at least 1 trade medal.

**Negative Effect if Requirement is not fulfilled:** The player removes all ore and crystal markers of a column/row of the regions. To determine the column/row the player rolls 1 die. If the result is a "1-4" the ore and crystal markers of that column are placed back into the supply. If a "5" is rolled, the ore and crystal markers of the 2nd row from the top are placed back into the supply; if a "6" is rolled of the 3rd row from the top.

These markers are still in the game and the player may return them to regions via action cards.

The 5-Jar coin is placed at space B6 – its requirement now has been changed.

### A6 - LAST SPACE OF A ROW

**Requirement:** The player as at least 20 Jar.

**Changed Requirement (5-Jar coin on the Last Space):** The player has at least 25 Jar.

**Negative Effect if Requirement is not fulfilled:** The player has lost the game.

### B2 - 5-JAR-FELD

**General Action:** The player removes all ore and crystal markers of a column/row of the regions – see A5 above.

**Requirement:** The player has at least a combat strength of 3.

**Negative Effect if Requirement is not fulfilled:** The 5-Jar coin is placed at space A6 – its requirement now has been changed.

### B4 - MINE SPACE

**General Action:** The player puts 1 random public building not built yet back in to the box.

**Requirement:** The player as at least 14 Jar.

**Negative Effect if Requirement is not fulfilled:** The player places 3 random public buildings not yet built into the playing area and places guild markers of a non-player color on them. If the player uses such a building, they have to pay twice its costs.

At the end of the game the player gets minus 3 points.

### B5 - MINE SPACE

**General Action:** None.

**Requirement:** The player has at least 6 player cards in their play area.

**Negative Effect if Requirement is not fulfilled:** The player puts back 2 player cards from their play area back into their deck.

### B6 - LAST SPACE OF A ROW

**Requirement:** The player owns at least 3 exploration medals.

**Changed Requirement (5-Jar coin on the Last Space):** The player owns at least 2 trade medals.

**Negative Effect if Requirement is not fulfilled:** The player has lost the game.

### C1 - MINE SPACE

**General Action:** None.

**Requirement:** The player has at least 3 action cards in their hands.

**Negative Effect if Requirement is not fulfilled:** The player puts the top half (rounded down) of the actions cards of the draw deck back into the box.

### C3 - MINE SPACE

**General Action:** None.

**Requirement:** The player owns at least 3 ore and/or crystal markers.

**Negative Effect if Requirement is not fulfilled:** The player removes all ore and crystal markers of a column/row of the regions – see A5 above.

### C4 - MINE SPACE

**General Action:** None.

**Requirement:** The player owns at least 3 different medals.

**Negative Effect if Requirement is not fulfilled:** The player loses 1 medal of their choice.

### C6 - LAST SPACE OF A ROW

**Requirement:** The player owns at least 3 civil medals.

**Changed Requirement (5-Jar coin on the Last Space):** Impossible.

**Negative Effect if Requirement is not fulfilled:** The player has lost the game.