SALAMANDRA
Solo Mode

Goal of the solo game

Do not ever let Rudolph have more points than you at the end of any round, otherwise, you lose!

Additional game components

3 Labour cards
16 Rudolph placement cards

Setup

Do the same setup as for a 2-player game.
You will play against Rudolph, the Gray scholar. Take his 10 Apprentice discs and his 2 score markers.

A. Choose his level by taking the appropriate labour card (level 1 to 3, easy to difficult).
This card sums up the behaviour of Rudolph for the game.

B. Shuffle and place the 16 Rudolph Placement cards in a pile, face down.

C. Place Rudolph's picture next to his cards with 1 Scroll token on it. Rudolph starts the game with 1 Scroll token.

C.

A.   B.

How to play?

The game is still played in 4 rounds.
During each round, the game sequence is done as follows:
1. **Give the VP to Rudolph and place his apprentices**
2. **Play your turns until the end of the round, using the same rules as the multiplayer mode**
3. **When you pass, proceed to the end of the round**

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1. Give the VP to Rudolph and placement of his apprentices

A. Rudolph scores his VP as indicated on his Labour card for the current round (1⚔ for the 1st round, 2⚔ for the 2nd round...).

B. The number of apprentices that he has to place is equal to the number of the current round (ex: 1 apprentice for the 1st round, 2 apprentices for the 2nd round, 3 apprentices for the 3rd round...).
For each apprentice, reveal the first card of the Placement deck. The apprentice is placed on the furthest tile in the direction of the path indicated by the arrow (see the example here after).


Placement 1

Placement 2 - Before

Placement 2 - After

If the Bonus spot is available, place the apprentice on it, **and do not grant any gain.**
It the Bonus spot is not available, place the apprentice on the next available spot on this tile, clockwise, **then give 1 Scroll token** to Rudolph.

When Rudolph receives his 3rd Scroll token, discard them all and take the last of his apprentices that was placed in game to place it on the first Spellbook card, starting from the left, with its upper spot available. If none of the upper spots of the Spellbooks are available, place his apprentice on the first lower spot available, starting from the left.
Rudolph instantaneously wins the VP that are indicated on the Labour card, under the Spellbook symbol.


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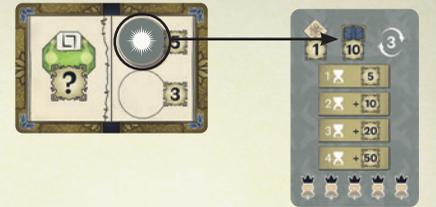
2. Player turns
Play your turns one after the other until you pass.

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3. End of the round
After you have passed, you may pay 3 crystals to harvest the Grove tiles as in the multiplayer game. Then, if you decide to pass, Rudolph takes each Grove tile that are connected to paths where Rudolph has, at least, one apprentice. Rudolph score 1 VP per tile he gathers this way (he does not receive the gain mentioned on the taken Grove tiles).
Each of these Grove tiles is placed face down next to the tile with Rudolph portrait.
Then, if you have strictly more VP than Rudolph, you proceed to the next Round.
Otherwise, you lose the game.
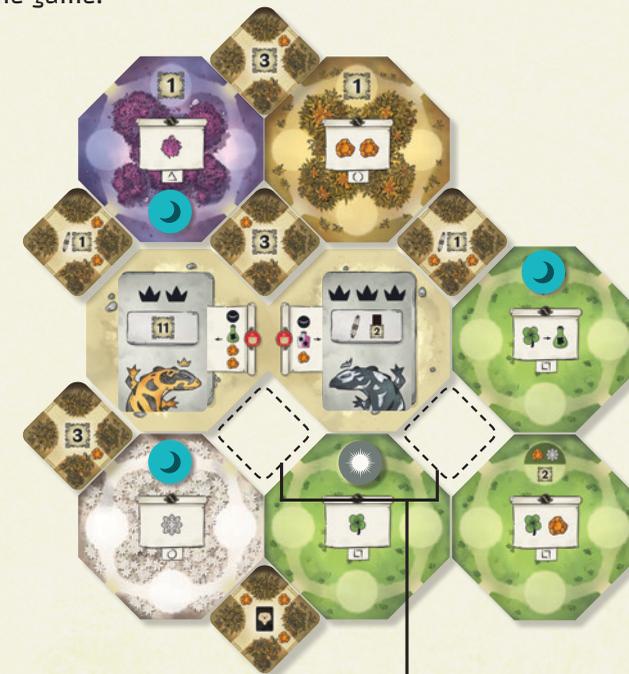
Example: Rudolph's apprentice is connected to 2 Grove tiles by the paths. So, he takes these 2 tiles and scores 1 VP for each.
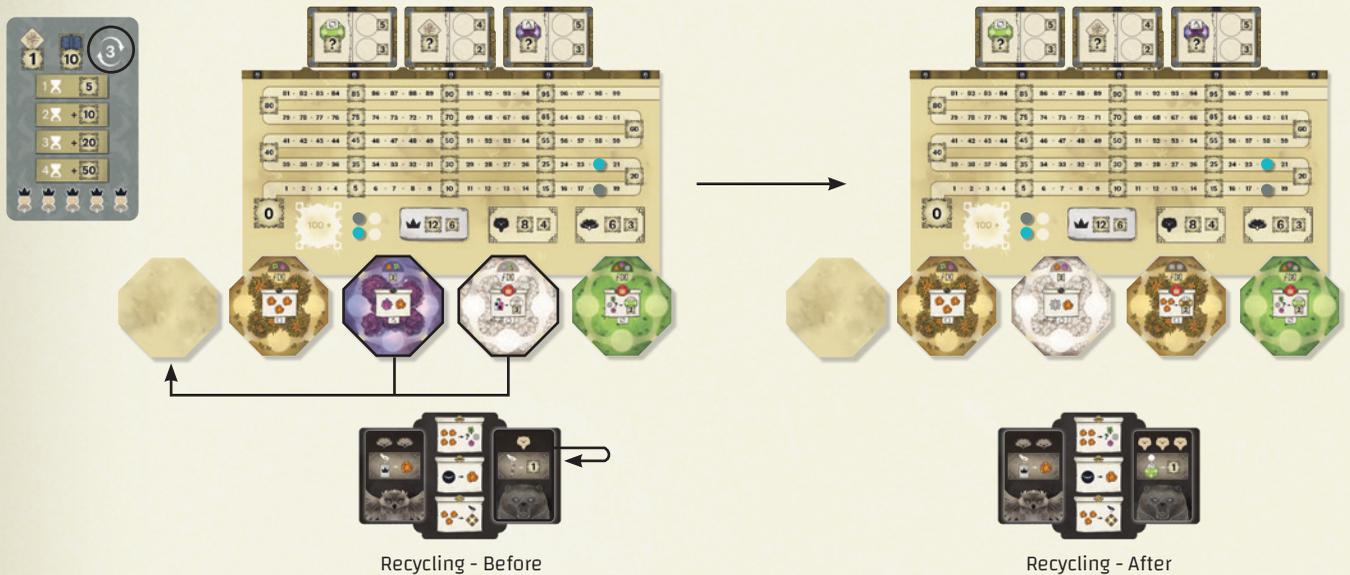
Preparation for the next round

Recycling:
  You can put a face up card of the Bear, Eagle or Salamander deck or face up Field tile underneath its pile to reveal a new one.
  You can do this as many times as the recycling number on Rudolph's Labour card.

Recycling - Before

Recycling - After

Example: you play against Rudolph in the difficult mode, at the end of the round, you may proceed to 3 recycling. You choose to put the Bear card underneath the deck to reveal a new one. You choose to put the Purple Field and White Field tiles underneath the draw pile and you reveal two new tiles.

For each empty spot between 2 Field tiles in the game, place a Grove tile drawn from the supply (it is a change compared to the multiplayer mode to have more Groves in play).

End of the game

· THE SPELLBOOKS:
Score your VP depending of your position on the Spellbooks as in a multiplayer game.
Rudolph scores, once again, for each of his apprentices on a Spellbook, the associated VP under the Spellbook symbol on his Labour card.

· FAITH:
Compare your Faith points with Rudolph for the Bear, Eagle and Salamander Divinity as in a 2-Player game.
Rudolph has 3, 4 or 5 Faith points for each Divinity (Bear, Eagle and Salamander) at the bottom of his Labour card, depending of the chosen difficulty.

· THE SCROLLS:
You and Rudolph score 1 VP per Scroll tokens you have.

In the end, if you have more VP than Rudolph, you win the game.