



# SOLO RULES

The solo mode plays just like the multiplayer version with the following exceptions:

## SETUP

- Place the First Player Token on the left-most section of the unrolled Gallery Box (the Change section)
- Put out Awards based on your desired difficulty, and return the rest to the box:

<b>Easy</b>		<b>Normal</b>		<b>Hard</b>		<b>Impossible</b>
-------------	--	---------------	--	-------------	--	-------------------

<b>8 Awards</b>		<b>12 Awards</b>		<b>16 Awards</b>		<b>20 Awards</b>
-----------------	--	------------------	--	------------------	--	------------------

## GAMEPLAY

- At the end of each round, move the First Player Token to the next section in the Gallery (Change section to 2s section, to 3s, etc.).
- If that section has a number card stack, bury the top card of that stack and place the token on top of it.
- When you buy cards, you can't buy from the number card stack with the First Player Token. (It doesn't stop you from taking Change Tokens or earning Awards)
- You can bury two cards per turn instead of just one

## ENDING THE GAME

If you ever take the last Award in the Awards stack, you immediately win!

At the end of the 9th round (the round where the First Player Token is on the “Extras” section), the game is over. If you didn’t get all the awards, you lose and the gallery wins.

## PATRON POWERS

For the 2s Patron Powers (and all other powers that refer to having the most of something), look at the top cards of the stacks in the Gallery. Choose the color there are the most of—that’s how many 2s you need to beat (or tie).

### 2s EXAMPLE:

The top cards of the Gallery stacks look like this:



The most prevalent color is red. There are 3 red cards, so you need to play 3 or more 2s to get their power.

Return the Hidden Gem token to the box. it won’t be used in the solo mode.