

# SOLITAIRE RULES

## Setup

You will be playing against Lacerda — an AI player. Select a color for Lacerda.

Set up the game for 2 players with the following changes:

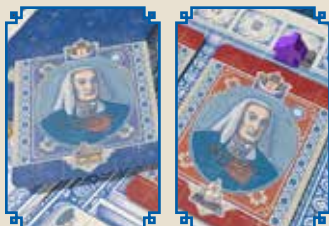
- Give yourself the Start Player marker.
- Lacerda uses neither a player board, cards, nor money. He does not start with any goods. In addition to the Officials, the wooden houses, and one random Royal Favor, he receives 2 random Starting Plans; place them in his play area.



- When placing the Scoring tiles make sure that none with the same value are next to each other.



- Grab an Official of a color different from yours and Lacerda's to be Lacerda's Helper. Reveal a card from the blue deck, and place the **Helper** above the red deck matching the figure on the blue card. Discard the card.



- If the Helper starts above the Builder or the Minister deck, place the top blue architect Public Building tile to the west of row D. If the Helper starts above the King or Treasury deck, place the top green architect Public Building tile to the east of row D. Discard the cubes on the space.



- Take another card from the top of the blue deck and place Lacerda's Courtier on the Noble's portrait shown on the card. If you drew a Treasury card, keep drawing cards until you reveal a Noble card.



## Lacerda's Turn:

After you take your turn following the usual rules, Lacerda does the following in order:

1. **Moves his Courtier;**
2. **Takes a State Action;**
3. **Takes the Noble's Action;**
4. **Discards a card from the display;**
5. **Moves the Helper.**

### 1. Moves his Courtier

Lacerda moves his Courtier one Noble to the right. If the Courtier started on the King's portrait he moves it to the Builder.



### 2. Takes a State action

Lacerda takes 1 of the 2 State actions from the Noble's office where his **Courtier** stands. If not possible he skips the action.



He takes the top State action if the Helper is above the King or the Treasury deck.



He takes the bottom State Action if the Helper is above the Builder or the Minister deck.

### State Actions

- **Plans:** Takes the top Plan with the most Officials depicted, and places it in his play area.  
In case of a tie, takes the blue architect's Plan.
- **Officials:** Moves 2 officials from his play area to the 2 offices with the fewest of Lacerda's Officials; in case of a tie, starts from the left office. Lacerda's officials are never removed.
- **Ships:** Takes the top ship from the deck, and places it in his area. This ship is available to be used by you, following the usual rules. Lacerda also moves the treasury up one space; then earns influence equal to the influence on the ship, plus the total influence in **your** portfolio.
- **Production:** Places all goods produced in his play area and moves the prices down following the usual rules.



- **Cardinal:** Moves the Cardinal 2 spaces, takes and discards the tile in front of the Cardinal, gaining the wigs on the tile's back.

If the Cardinal lands on or passes over the Treasury symbol, moves the treasury up one space. If he passes the Influence icon, the church scoring is triggered. During church scoring Lacerda does not discard any tiles (because he does not have any) but he always earns influence equal to the influence in the top of **your** portfolio plus the influence on Lacerda's ships.

- **Royal Favor:** Lacerda always takes a Royal Favor he does not have, starting from the Builder, going right.

Lacerda always uses his Royal Favors to follow your visit. He pays influence according to the usual rules. When following a visit, Lacerda always takes the Noble's action.

### 3. Takes the Noble's Action

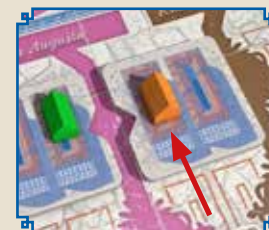
Lacerda always spends the usual influence to take this action. If he does not have enough influence, he pays with wigs, according to the usual rules.

#### Noble's Actions

You may follow Lacerda's action with the right Royal Favor.

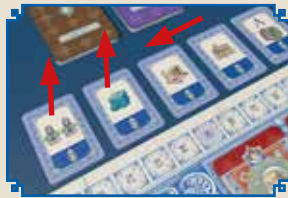
#### Builds a Store

- Lacerda always chooses the free space in downtown that gives him the most immediate wigs.
- In case of a tie, he chooses the leftmost empty space of the topmost row.
- If two different types of stores can fit in the chosen space, Lacerda always chooses the one facing left.
- Lacerda ignores the bonus in the space.
- Lacerda does not pay for the space, and always takes the least expensive cube associated with the space and moves it into his play area.
- If both the column and the row have the least expensive cube, Lacerda always takes rubble from the bottom of the column.
- Lacerda scores the store as usual.



## Takes Decrees

Lacerda takes the 2 decrees from the left of the display and moves them to his area. Then he slides all the cards to the left, and fills the display with two more.



- The Decrees he takes will score 3 Wigs each at the end of the game.
- If Decree card #69 is revealed, discard it and draw another one.

## Opens a Public Building

Lacerda always opens the Public Building in the construction space that gives him the most immediate relative points (the wigs Lacerda earns, minus the wigs you earn).

In case of a tie, he places the building on the empty construction space closest to the west end of row D, going clockwise.



In case both available Public Buildings give the same number of relative points, the Helper position determines which tile must be placed.

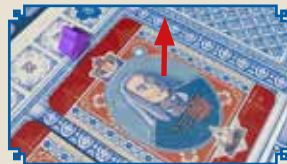


If the Helper is above the King or Treasury deck, he places the green architect's tile; otherwise, the blue.

When Opening a Public Building, Lacerda ignores the reward, but moves both rubble cubes to his play area. Lacerda does not move/hire any Officials from the offices or use any Plans.

## 4. Discards a card from the display

Lacerda discards the top card of the deck below his Helper, if there are any cards there.



## 5. Moves the Helper

Lacerda moves the Helper up to the next deck, looping back to the bottom, ignoring any spaces with no cards.



## Change of Period

Lacerda scores 1 wig for each Rubble cube he has in his play area.

## End of Game

Determine your scores as if this were a 2-player game.

### Lacerda Scores:

1. The value of the ships he owns;
2. One wig for each Rubble cube in his play area;
3. Store Majorities (if any);
4. Lacerda scores for neither money nor influence;
5. 3 wigs for each Decree he has;
6. 2-player game majorities on hired Officials;
7. 2 wigs for each Royal Favor he has.

Now check for your position in the Court of the new Lisboa:

### JESTER

- If you have fewer wigs than Lacerda;
- or fewer than 4 stores;
- or no majorities;
- or less than 5 réis;
- or fewer than 4 decrees.

### COURT SERVANT

- You must have more wigs than Lacerda;
- and 4 or more stores;
- and 1 or more majorities;
- and 5 or more réis;
- and 6 or more Decrees.

### KING'S FAVORITE

- You must have more wigs than Lacerda;
- at least as many stores than Lacerda;
- and 2 or more majorities;
- and 10 or more réis;
- and 7 or more Decrees;
- and 1 or more Ships.

### MARQUIS' RIGHT HAND

- You must have more wigs than Lacerda;
- and more stores than Lacerda;
- and 3 or more majorities;
- and 20 or more réis;
- and 8 or more Decrees;
- and 2 or more Ships.