

MINOS

DAWN OF THE BRONZE AGE



SOLO RULES

Rhadamanthus, son of Zeus and Europa, and a brother to Minos, stands against you to claim the throne. His popularity among the people stirs jealousy and anger in you. It is time to prove to the world that you are the one true king, or you will be exiled and your name will be forgotten.

When playing *Minos: Dawn of the Bronze Age* alone, you play against the automated opponent (a bot). The bot has a deck of cards that determines its actions. In these rules “it” or “its” refers to the bot, and “you” and “yours” refers to the lone human player.

SETUP

- Set up the game for 2 players as described in the main rules.
- Instead of Player setup point 1 and 2, draw yourself a random Starting card and a random Special Ability tile.
- Choose a color for the bot. The bot does not use a Player board, Income marker, Ability marker, or Towers. Return these components of the bot's color to the box. Place all remaining components of the bot's color in its area.
 - Place a Progress marker on space #2 of the Population track to remind you of the bot's region scoring values (2 VP for presence, 4 VP for dominance) (3A). Place the remaining Progress markers next to the main board, they may be used later in the game.
 - Place the bot's Scoring marker on 0 VP (3B).
 - Place the bot's Ships on the first space of each Trade Route (3C).
 - Place 3 of its Objective markers next to Vase tiles on the main board (3D).
- If you are starting in region #3, the bot selects region #7 as its *home region*. If you are starting in region #1, the bot selects region #4 as its *home region*.
 - Move the City Foundation tile and Sea Peoples tiles from the bot's *home region* to the remaining empty region.
 - Place the first of the bot's Farms in its *home region* in a way that it covers the Wood icon (4A). **This resource is considered unavailable for all purposes during the game.** Place 1 of the bot's Warriors in its *home region*. Leave the rest of the bot's Warriors in its Reserves, they are all available for the bot to use from the start.
- Shuffle the bot's cards together and place it as a face-down deck in the bot's area.
- Take 1 of each Temporary Good tiles, and place them in a bag or non-transparent container. This will be referred to as the *region randomizer* pool.
- Take Solo player aid.

You are the starting player. Play as normal, alternating the first player for each round.



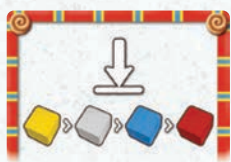


DRAFT PHASE

When it is the bot's turn to draft a die, draw the next card from the bot's deck.

1. It chooses the **die** based on the priority from the front of the drawn card,
2. It chooses the **action space** based on the priority depicted on the top card of the deck.

CARD ANATOMY



Lowest value die



Highest value die



The die from the pool of the lowest total value



The die from the pool of the highest total value



The die in a color that has the fewest dice left



Back (action side): bot places its die as per the regular rules on the action shown in the top position of the list. If there is no space available in that action's section, the bot chooses the next one from the list. If it places the die on the Wild action, it also marks the action it wanted to take in the first place (the top action from the card) with one of its unused Progress markers.

If all 3 actions are unavailable, the bot keeps the chosen die, but discards the top card from the deck to reveal new options for action selection.



Example: The bot (as Navy) wants to take a Develop action with the lowest-valued yellow die. It takes a yellow die of value 2, but both spaces for the Develop action are already taken, so it places its die on the Wild action space (as it is next in the priority list) and marks the Develop action with one of its unused Progress markers.




The bot does not collect sets of dice, nor does it move up on the tracks (apart from the movement on the Population track after the 2nd round - see Scoring on page 6).

ACTION PHASE

The bot performs actions in a similar manner as the player. It retrieves dice from the highest value to the lowest value. If there are multiple dice of the same value, the bot takes the actions in the following order: **Expand, Build, Develop, Prepare, Wild.**



If there is a tie between the bot's dice in the same action, it takes the better (leftmost) action first.

If, during the action phase, the bot takes a die from a space with a , it gains 5 VP instead of advancing on tracks. The bot ignores all other icons (Coins, Weaponry, and action bonus).

PREPARE



The bot takes the depicted number of cards from the offer and places them **face down** in its area. It always takes cards farthest from the deck. Then, slide the cards away from the deck and refill the offer. The bot does not take an Age II card when performing the action in the leftmost space in Age I.

IMPORTANT: Whenever you or the bot take cards from the offer, slide the remaining cards away from the deck, and then refill.

Note: These cards are worth VP at the end of the game:

- 2 VP for Age I cards.
- 4 VP for Age II cards.

DEVELOP



The bot takes the depicted number of cards, preferring cards with the highest VP value, farthest from the deck if tied, and places them in its area **face up**. Then, slide the cards away from the deck and refill the offer.

These cards score the depicted VP at the end of the game.

BUILD

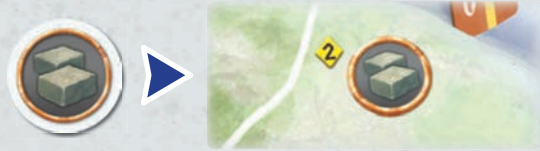


The bot has 1 or 3 action points depending on the value depicted in the action space.

Draw a tile from the *region randomizer* pool (**one for the entire turn**). For each action point, the bot checks for the first available thing to do:

1. If the bot has no Warriors in the region with the depicted Good, the bot sends 1 of its Warriors there (if it still has available Warriors in its Reserves) and attempts to build a City. If it succeeds it gains 5 VP.
2. If the bot has at least 1 Warrior already in the region, the bot attempts:
 - to build a City there, then gain 5 VP.
 - to build a Farm, then the bot returns 1 Warrior from the region to its Reserves.
3. If none of the above options are available, it moves 1 of its Ships one space up on the Trade Route. It chooses the one that is the closest to the top, and if tied, it prefers the Trade Route with the most VP reward for reaching the top. If the bot reached the top space of the Trade Route, it gains the VP as per regular rules.

At the end of the bot's turn, **return** the used Temporary Good tile to the *region randomizer* pool.



Example: The bot takes a Build action from the leftmost space, which means it has 3 action points. First, it draws the tile from the *region randomizer* pool and it is Stone.



There is at least 1 of the bot's Warriors in the selected region, so it builds a City gaining 5 VP. Then, it cannot build a Farm, because there is one already, so it spends remaining action points to move its Ship twice on the Trade Route.

Finally, the tile is returned to the *region randomizer* pool.

EXPAND



The strength of this action for the bot is half of the printed value - 3 action points in the left space and 2 in the right space. For each action point, draw a tile from the *region randomizer* pool and in the designated region, the bot does the first possible thing from following:

1. If the bot does not have presence, it sends 2 Warriors (or 1 if it has no more available). Then, it battles the Sea Peoples, if there is an available tile in that region.
2. If the bot has dominance or there is a tie, it battles the Sea Peoples, if there is an available tile in that region.
3. If the bot has presence, but not dominance, it sends 1 Warrior (if it has any available in its Reserves).
4. If the bot can't do any of the above, draw another tile from the *region randomizer* pool and go to point 1.

In the rare case that the *region randomizer* pool runs out and the bot still has action points left, it instead moves its lowest positioned Ship one space up on the Trade Route for each remaining action point (it chooses the one with the most VP in the top space, if tied).

Battling the Sea Peoples: the bot takes the topmost available Sea Peoples tile, gains VPs equal to the Weaponry demand of that tile and returns 1 of its Warriors to its Reserves.

At the end of the bot's turn, **return** all used Temporary Good tiles to the *region randomizer* pool.

Example: *The bot takes the Expand action from the left action space, meaning it has 3 action points.*



The first tile drawn from the region randomizer pool depicts Silver. The bot places 2 Warriors into the region, as it has no presence there, but there are no Sea Peoples to battle.



The second drawn tile depicts Stone. The bot has dominance there, so it battles the Sea Peoples, gaining 2 VP. Then, it returns one of the Warriors from this region to its Reserves.



The third region tile depicts Wood. The bot has presence, but not dominance in that region, so it places 1 of its Warriors into that region.

Finally, the tiles are returned to the region randomizer pool.

WILD



The bot resolves the action marked with its Progress marker with the strength determined by the occupied Wild action space. (In the case of Expand action, do not divide the Wild action strength!)

INCOME

The bot does not get any income. Check the cards drawn by the bot for the current round in the drafting step of the round—for each Vase present on the cards the bot moves its Objective marker on the matching Vase tile up (first covering the 3 VP reward, then the 7 VP, and finally the 10 VP if available). It scores the covered points **at the end of the game**. You may still claim the lowest reward from any Vases, where the bot has already claimed the top space.

IMPORTANT: The bot moves its marker through the 7 VP space on the Objective tiles, however, it is only a step to the 10 VP reward—if you claim the top reward first, then the bot must take only 3 VP as per the regular rules for 2 players.



Example: *The draft cards for the current round show Vases , , , and , so the bot moves its markers on the tile twice, and on tile once. The has no effect, because that Vase is not used in the current game.*

SCORING

After the 2nd round, the bot scores the Farms and regions as per regular rules. Then, move the bot's marker on the Population track to the higher scoring space—it gains more VP in the next scoring.

After the 4th round scoring of Farms and regions, the bot battles all Sea Peoples tiles in all regions where it has dominance or is tied with you (in the same way as described in the Expand action section). You may still battle Sea Peoples in the remaining regions as per the regular rules. The bot also claims the highest **available** VP space of each Vase tile, unless it has already claimed it—so if neither you, nor the bot, has yet claimed the 10 VP space, it is now taken by the bot (remember that the 7 VP space is not used for scoring in a 2 player game).

Finally, you score as per the regular rules, while the bot gets:


- 2 VP for face-down Age I cards.
- 4 VP for face-down Age II cards.
- The full VP value from face-up cards.
- 2 VP for each step on Trade Routes.

To win you must have more VP at the end of the game than the bot. In every other case you lose.


ADJUSTING DIFFICULTY

Choose any of the following options to adjust the difficulty level.

◀EASY MODE▶

- All face-down cards score 2 VP no matter the Age.
- The bot does not score extra 5 VP for the .
- Use all 17 dice.

HARD ▶MODE◀

- The bot starts the game with 10 VP.
- The bot starts the game with its Population track  marker on a higher scoring tier (space #5).
- In both scorings the bot gains +2 VP for dominance in regions.
- The bot score +3 VP when battling Sea Peoples tiles.
- The bot can claim the 7 VP space on Vase tiles (but you can score either 10 or 3 VP).

SYMBOLS



Gain 1 Coin



Gain 1 Weaponry



Gain 1 Victory Point



Gain 1 VP at the end of the 2nd/4th round



Gain 1 VP at the end of the game



Gain 1 Temporary Good



Gain 1 Good of your choice



Gain 1 random Good



Draw 1 Decree card from the offer or from the active deck



Draw 1 Decree card from active deck



Draw 1 Decree card from the Age II deck



Play 1 Decree card



Discard 1 Decree card from your hand



Gain 1 Warrior (to your Reserves)



Place 1 Warrior (from your Reserves)



Move 1 Warrior (to an adjacent region)



Perform 1 Build action



Perform 1 Wild action



Convert (spend what is on the left of the arrow to gain what is on the right of the arrow)



Advance on the Influence track



Advance on the Cultural track



Advance on the Population track



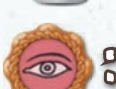
Advance on any track



Advance on your lowest track



Whenever you perform a Prepare action, then...



Whenever you perform a Develop action, then...



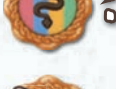
Whenever you perform a Build action, then...



Whenever you perform a Expand action, then...



Whenever you perform a Wild action, then...



Whenever you retrieve a die of value 1 or 2, then...



Whenever you retrieve a die of value 3 or 4, then...



Whenever you retrieve a die of value 5 or 6, then...



Place 1 card into your Palace



Place 1 card into your Palace without the VP cost



Gain income from 1 Trade Route



If you have 6 Warriors on the map, then...



If you have presence/dominance in 4 regions, then...



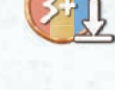
If you have at least 2 Cities built, then...



If you advanced to the fifth space or higher on the Influence track, then...



If you advanced to the third space or higher on the lowest of your tracks, then...



If you advanced to the 4th space or higher on one of the Trade Routes, then...



If you have 10 or more cards in your Palace, then...



If you 4 or more cards played in your player area (not in Palace), then...



If you have 2 or more Sea Peoples defeated, then...



Gain the benefit on the left of the "X" and multiply it the amount of Warriors you have on the map.

