

Solo rules Monuments

Components:

- 8 action cards for the AI
- 2 score cards for the AI
- 10 quest cards
- A normal D6

Introduction:

We have designed the solo rules for Monuments as such, that you take on one opponent of artificial intelligence (AI). We have tried to control this AI as much as possible, but we wanted to keep things simple. Therefore, the golden rule for playing Monuments solo is:

- Any time the AI could make more than one potential move, when taking the rules into account, choose the option that you think is best for the AI. When in doubt, don't overthink this.

All of the rules for playing Monuments multiplayer still apply. We only list the rules that change for the solo modus here.

Goal of the game:

To end the game with more points than the AI.

Set-up:

First, choose a difficulty level. We recommend 'easy' for your first game. The solo rules as described here are valid for all difficulty levels, with the exception of **these boxed areas**, that only apply for certain difficulty levels.

Setup the abundance mode for 2 players. You can choose between Europe + Africa or the America's as in the multiplayer game. You can also choose which civilization you play and which will be played by the AI.

For yourself, setup all components as usual, but use the vanilla score card. Set up the common bonus cards for 2+ players.

For the AI, **setup the score card as chosen by the difficulty level**. Pick up the 8 AI action cards. Set aside the movement card. Shuffle the other 7 cards, red side up, and add the movement card to the top of the deck. This will be the draw pile for the AI. This way, you can always see the next action of the AI.

The AI does not get a personal bonus deck and does not have to put any units aside.

Follow all other multi-player rules for setting up the AI, but don't give the AI or yourself an ability. Set up two resources in anyone hex closest to the monument hex of the AI.

Setup the quest decks by removing the quest cards with the



symbol. Add the cards with



the symbol. Give the AI one starting quest card, and draw two and keep one for yourself.

Setup all other components as in a multiplayer game.

Gameplay:

The AI starts the game, and you will finish the game, so both players get an equal amount of turns. When it is your turn, you can play all actions as you would do in a multiplayer game. If a building from the AI gets damaged, it gets destroyed instead and goes back into the supply of the AI. In the solo game, you cannot upgrade your quest action card. You also cannot pick the bonuses on the personal bonus cards that give you extra quest cards.

When it is the turn of the AI, you draw the top card of the action deck of the AI and play its action. Then discard it. All actions are described in detail below, but here a few general remarks:

- When an action card has multiple options, you start at the top. If you can execute this action, do so, and discard the card. If you can't, execute only the second action, and so on.
- If you can't execute any action on a card, discard it and end the turn of the AI.
Hard and insane mode: if you can't execute any action on a card, discard it and immediately draw the next one.
- In most cases, one of the action cards will tell you to shuffle the discard pile and draw pile and make a new draw pile. Sometimes, you will play the last action card of the draw pile without this command. In this case, on the next turn of the AI, simply reshuffle the discard and draw piles and make a new draw pile.
- When you make this new draw pile, if the top card tells you to reshuffle the deck, immediately shuffle this deck again so that the top card is not a reshuffle card.
- As described in the introduction, when following all the rules below, there are usually still multiple options for the AI for actions such as movement and production. Just make the move that is in the best interest of the AI, there is no need to think too heavily about this.

Production



This card can be upgraded, and works in the exact same way as in the multi-player game. The AI does not care about types of resources, only the amounts of resources. So when you decide which hexes to produce on for the AI, just look at the hexes that can produce the highest amounts of resources. As a reminder, a worker produces one resource, a factory does too, and a factory with a worker produces 3 resources. You can at most produce 3 resources per hex per production action, and there is a maximum of 5 resources per hex at a time.

Movement

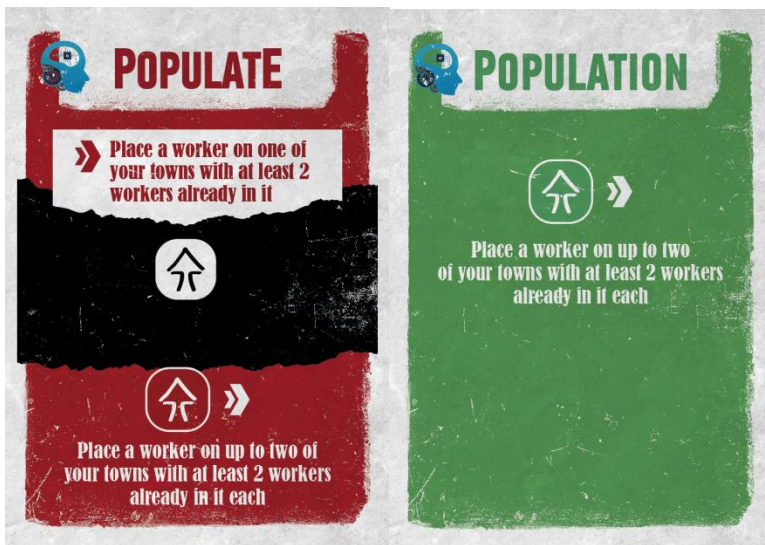


This card can be upgraded, and works in the exact same way as in the multi-player game. Use these rules for determining AI movement:

- First, make sure that if the AI has one or multiple towns, they have two workers each in them.

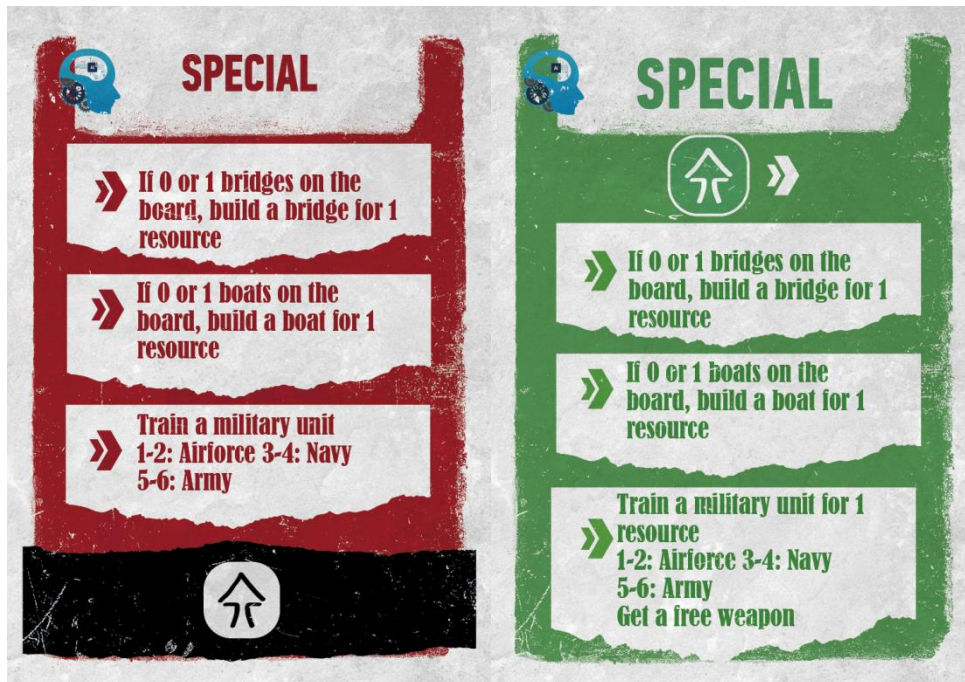
- Spread out workers and military units as much as possible, so that you maximize the amount of hexes the AI controls
- Prioritize moving to hexes closest to the player, so that you minimize the opportunities for the player to gain 'free' hexes on the continent of the AI.
- Prioritize moving to islands with the navy and airforce units, unless you have boats with workers you can move there. In that case, see if you can move navy and airforce units to empty spaces on the continent of the player.

Population



This card can be upgraded, and works in the exact same way as in the multi-player game. When you have a choice as in which town to populate, choose the town that makes it easiest for the new worker to move to a hex that the AI doesn't control yet.

Special



This card can be upgraded, and replaces the train military card, and part of the build a building card.

First, check the number of bridges the AI has built. If this number is 0 or 1, build a bridge if the AI controls at least one resource. Spend this resource, and build a bridge on the home continent of the AI at a place that makes it easiest for the units of the AI to reach the rest of its continent. Then, discard this action card.

Spend resources from hexes with 1 worker on them if possible, then prioritize hexes closest to the player.

If the AI has built 2 bridges, check the number of boats the AI has built. If this number is 0 or 1, build a boat if the AI controls at least one resource. Spend this resource, and build a boat on the home continent of the AI closest to a worker that can sail to an island. Then, discard this action card.

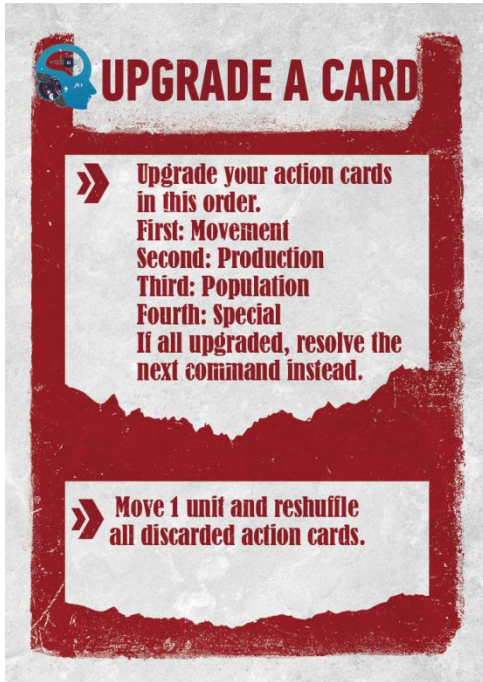
If the AI has built 2 bridges and 2 boats, then the AI starts training military units. It does not need the common bonus card in order to train military units. Roll a D6. On a 1 or 2, train an airforce. Train a navy on a 3 or 4, or train an army on a 5 or 6. Replace a worker with this military unit.

Prioritize training navy and airforce units close to islands, unless the AI has boats with workers you can move there. In that case, see if you can train navy and airforce units close to empty spaces on the continent of the player. Prioritize training army units close to the player for both defensive and offensive purposes, and use them to claim empty hexes too.

When this card is upgraded, also hand a weapon to a worker closest to the player that doesn't already have a weapon when you execute the train a military unit command.

If the AI has 2 bridges, 2 boats, and all military units already on the board, set this card aside and draw the next card. When you reshuffle the deck, check to see if the AI still has all of its military units on the board. If it doesn't, shuffle this card back into the deck.

Upgrade a card

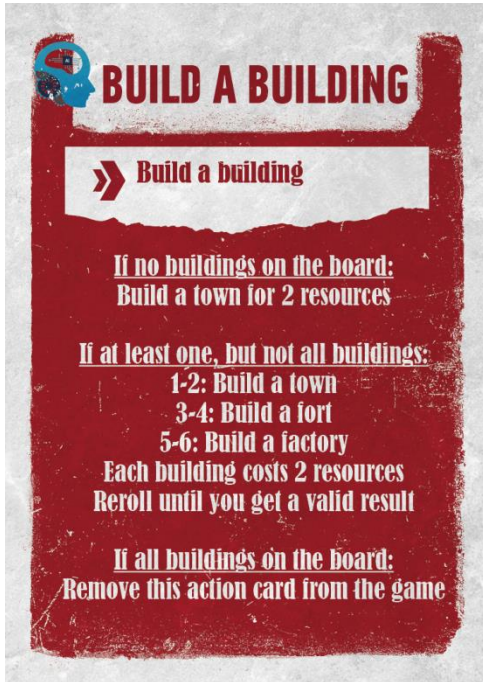


Only the 4 previous explained action cards can be upgraded.

The first time you draw this card, upgrade the movement card. The second time you draw this card, upgrade the production card. The third time, upgrade the population card, and the fourth time, upgrade the special card. If the card you need to upgrade is in the draw pile, find it, upgrade it, and reshuffle the deck. After you have upgraded a card, discard this action card.

After all cards have been upgraded, resolve the second command instead. Move one unit, following the rules as discussed in the 'movement' action. Then, grab all action cards in the discard pile, draw pile, and this card, and shuffle them. Make a new draw deck. If the top card then tells you to reshuffle the deck, immediately reshuffle until the top card does not tell you to reshuffle the deck

Build a building



If the AI doesn't have any buildings on the board, build a town. If the AI has at least one building on the board, but not yet all buildings, roll a D6. On a 1-2, build a town. On a 3-4, build a fort. On a 5-6, build a factory. Building a building for the AI costs any 2 resources. If you roll a building that isn't available in the supply, roll again until you get a result that you can build.

When building a town, prioritize hexes that have 2 workers on them, and then look at hexes that have 1 worker on them and are closest to the largest amount of unoccupied hexes.

When building a fort, prioritize hexes closest to the player.

When building a factory, prioritize hexes that have one worker on them, and then choose a tile that produces metal or wood. If you already have a factory on metal or wood, choose the other type for the second factory.

Spend resources from hexes with 1 worker on them if possible, then prioritize hexes closest to the player.

Buildings from the AI cannot get damaged, but will be destroyed instead when damaged.

If the AI has all their buildings already on the board, set this card aside and draw the next card. When you reshuffle the deck, check to see if the AI still has all of its buildings on the board. If it doesn't, shuffle this card back into the deck.

Draw quest card



Draw a single quest card from the quest deck corresponding to the current level of Monument of the AI. Do not look at this card and place it face down on a stack with the starting quest of the AI. These quest cards will be scored at the end of the game. The AI only scores positive VP for quests that they achieved, they do not score negative VP for uncompleted quests. Keep in mind that you, the player, may not upgrade your quest card, and also may not choose bonuses on personal bonus cards that award quest cards.

Build your Monument



This card serves three functions. You will always start by checking the first command. **Check the table below corresponding to the difficulty level you play.** This will tell you the number of hexes, resources and workers the AI needs per layer of Monument. This works in the same way as for the player, but the AI can pay any type of resource instead of specific resources.

Easy & Normal	Number of areas	Number of resources	Number of workers
Layer 1	3	2	0
Layer 2	5	4	1
Layer 3	7	7	1
Layer 4	9	10	1
Layer 5	11	12	2

Hard & Insane	Number of areas	Number of resources	Number of workers
Layer 1	2	2	0
Layer 2	4	4	0
Layer 3	6	6	0
Layer 4	8	9	1
Layer 5	10	10	1

The AI then builds their next layer of Monument, and randomly discards a common bonus card from the corresponding layer of Monument. They also get a personal bonus:

Layer	Personal Bonus
1	All workers have +1 movement
2	2 workers
3	3 resources
4	1 military unit (D6; 1-2 = army, 3-4 = navy 5-6 = airforce. Do not replace a worker with this.

5	One random 5 th layer common bonus card

Spend resources from hexes with 1 worker on them if possible, then prioritize hexes closest to the player. Sacrifice workers from hexes with towns with more than 2 workers on them if possible. If not, sacrifice workers from tiles without towns with more than 1 worker on them, and otherwise, sacrifice them from hexes closest to their towns.

If you can build the next layer of Monument, do so and discard this card. If you can't, check the second command.

Attack the player if able. The AI will only attack the player if he has a higher power than the player. Following all multiplayer battle rules, the AI would need to have its attacking units adjacent to the player. Treat this action the same as the upgraded action from the attack action card of the player, so that the AI can commit units from multiple adjacent hexes to the battle. After the attack, discard this card.

If the AI can't build a layer of their Monument and cannot attack the player, move one unit, following the rules as discussed in the 'movement' action. Then, grab all action cards in the discard pile, draw pile, and this card, and shuffle them. Make a new draw deck. If the top card then tells you to reshuffle the deck, immediately reshuffle until the top card does not tell you to reshuffle the deck.

Game end

The game still ends when someone builds the 5th layer of their Monument. The AI started the game, so you will have the last turn. Use your score card to count your points. Use the score card of the AI to calculate the points for the AI. Reveal all of the quest cards of the AI and determine which goals they have achieved. The AI does not get any minus points for uncompleted quests. The goals need to be fulfilled at the end of the game. So for instance, if the AI needs a specific number of resources, it needs to have these at the end of the game. The only exceptions are the quest cards with battles. These may be fulfilled during the game. If you find yourself having trouble remembering the battles during the game, take note of the battles that occurred during the game as they happen, so you can check these with the quest cards at the end of the game. Then compare scores, the one with the higher score wins!