SÉBASTIEN DUJARDIN - XAVIER GEORGES - ALAIN ORBAN

Troyes

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The King's Challenge

Solo variant rules, by Shadi Torbey

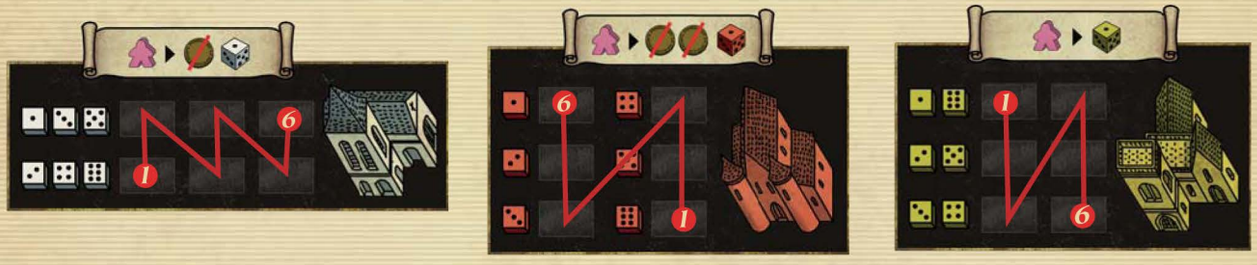
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The solo variant is played against a neutral player, le Roy. Le Roy plays without money or influence, but he will try anything to win. The rules for solo play are the same as the standard game, except as indicated below.

Initial placement

- **Le Roy uses the meeples of two colors**
- Roll 6 dice (2 red, 2 yellow, 2 white); the three highest results indicate where le Roy places three meeples, then proceed to place two of your own meeples. Repeat this placement order until all spots are filled (the buildings should contain 12 of le Roy's meeples, and 6 of the player's).

NOTE: equal numbers are resolved as follows: red > yellow > white. The value of the dice is irrelevant; le Roy will place his meeples on the best places in each building, as shown here (the best place is 1, 6 the worst)



- Shuffle the 6 character cards, and place them on the table, one on top of the other, in such a way that the bottom part of each card remains visible. The card on top will be the first to be resolved (see below for rules on resolving character cards).

Gameplay

- Le Roy and the player will take turns being the Start Player, alternating each round.
- Negative events do not affect le Roy.
- Any event that implies the neutral player now implies le Roy (his meeples and cubes).
- When combating black dice, le Roy uses his strongest available die to eliminate only the highest remaining black die. Any remaining black dice are passed back to the player.
- Le Roy ranks his dice by value, then by color (red > yellow > white), shown below.

Example:



- For the player's turn, the game proceeds just like the standard game. If the player chooses to purchase le Roy's dice, he pays the appropriate deniers to the bank.
- For le Roy's turn, roll two black dice and combine their value to determine his action for the turn (see the table on Page 2). The price indicated is the number of dice le Roy spends for the action. **IMPORTANT**: Le Roy always spends his best dice, and continues taking turns until all of his dice have been used. If the price exceeds his number of remaining dice, le Roy still completes the action using all of his remaining dice.

Result	Action	Price
2	Le Roy gains 3 VP	3 dice (one is purchased from the player)[1]
3	Le Roy gains 2 VP	2 dice (one is purchased from the player)[2]
4	Le Roy places 1 worker meeple[3]	1 die
5	Le Roy resolves the right-most event	x die/dice[4]
6	Le Roy places 1 tradesman meeple[5]	1 die
7	Le Roy places 2 cubes in the cathedral[6]	2 dice
8	Le Roy reveals a character card[7]	FREE
9	Le Roy resolves the right-most event	x die/dice[4]
10	Le Roy places 1 worker meeple	1 die
11	Le Roy gains 2 VP	2 dice (one is purchased from the player)[2]
12	Le Roy gains 3 VP	3 dice (one is purchased from the player)[1]

Notes:

[1] Le Roy purchases your best available die for 6 deniers

[2] Le Roy purchases your best available die for 4 deniers

[3] Le Roy's highest die will indicate where (red = Palace, yellow = City Hall, white = Bishopric). If the possibility exists le Roy always chooses to evict one of your meeples.

[4] Le Roy spends one die for each free banner on the event card

[5] Le Roy places a meeple on the spot which returns the most VP. In the event of a tie, use the least expensive location. If still tied, the preference order is red > yellow > white.

[6] Le Roy places his cubes on the best available places on the lowest available row. If there are no boxes left le Roy instead gains 2 VP.

[7] Le Roy and the player immediately receive the points of the character on top of the pile. This character card is then removed from the game. If there are no characters left le Roy instead gains 1 VP. Le Roy does not score for gold and influence.

End of the game

Le Roy and the player receive the appropriate number of points for each of the remaining character cards, if applicable.

The player's final score is calculated by subtracting le Roy's VP from his own.

-100 - 0 : Your defeat merits no additional comments. You're beheaded.
0 - 5 : Wipe that smile from your face. It's not terrible, but le Roy will still have your head.
6 - 10 : An average performance, at best.
11 - 15 : Not bad, you're starting to resemble something.
16 - 20 : You're making le Roy start to worry. You're beheaded.
20 + : Maybe you should go play Agricola solo instead.

Card modifications:

Tax collector - gain 2 denier per citizen that le Roy has in the City Hall, instead of 1
Tithing - take up to 3 of le Roy's yellow dice , instead of 1 (max of 3 dice per action still applies)
Migrant Workers - if a cube can be placed in the Cathedral, le Roy also receives 1 VP