The Countess, Villagers Solo Variant (BETA VERSION 2)

The Countess is the last living relative of the oppressive royal family that used to rule the land. Using her fortune and army of soldiers she seeks to restore the nobility to their former glory days, with herself as queen. She will use everything in her arsenal to stop the local villagers from organizing on their own. What she lacks in goodwill from the people and economic skills she makes up for with bribery, dirty tricks and violence.

Setup

Set up the game as you would a 2-player game(removing the cards for higher player counts), except you replace one player with *The Countess:*

-Instead of a *Founders* card she has the *Countess Card.*

-Instead of a *Village Card* she has the two *Countess Event Decks*, the *Summer Deck* and the *Winter Deck*, shuffle them separately before setup.

-Reveal the two top cards of the Summer Deck, you start the game with these two in play.

All these event cards will be resolved at the end of the *Build Phase*, unless something else is specified in bold text on the card.

-Remove all the red *Special Cards* from the game.

-*The Countess* has starting gold just like a regular player. She does not have a hand of cards.

Rules

The Countess is like a second player, except she doesn't play! Instead use the following rules:

-Whenever you draft a card from *The Road*(face-up or from the face-down stacks), also place a face-up villager of your choice from *The Road* directly into the *Countess Village*, **before** dealing a new card from the face-down stacks. The villagers played into the *Countess Village* do not have to follow normal rules for *Production Chains*, they go straight into her *Village* on their own. She never pays for unlocking *Padlocks* either. You still have to pay her villagers to unlock yours though, as per the normal rules for *Padlocks*. She counts as another player in that regard.

-After you have drafted your last card in the *Draft Phase*(and placed a card in the *Countess Village* for it), discard **the remaining face-up cards** on *The Road* and deal new cards from the *Reserve*, as you would in a 2-player game. Do this **before** dealing new cards from the face-down stacks(that means you'll be replacing 4 or sometimes 5 cards on *The Road* with cards from the reserve). No coins are placed on *The Road*.

-At the end of the *Build Phase*, resolve all the face-up *Countess Events*. You can resolve them in any order you like. After the events have been resolved, discard all face-up *Countess Event Cards*.

-After the *Countess Events* have been discarded, the *Countess* plays the top villager from the *Reserve* into her *Village*. This is done just like in the *Draft Phase*, ignoring the normal rules.

If the villager played has a gold value of 9 or less, deal 2 new *Event Cards*.

If it has a gold value of 10 or more, only deal 1 new *Event Card*.

If it has zero gold value, deal 3 new *Event Cards* (*Silver symbols* have zero gold value).

At the end of the first round, deal events from the *Summer Deck*. In subsequent rounds, deal events from the *Winter Deck*.

-If you empty an event deck, shuffle the discarded events and make them the new deck.

-If you empty the reserve, shuffle the discard pile and make it the new reserve.

-If you have too few coins when you resolve an event that tells you to pay the Countess, you will not have to pay her the gold you don't have.

-*The Countess* scores just like a player in the *Market Phases*, she scores her *Gold* and coins in the first market phase, then *Silver, Gold* and coins in the second market phase.

You win the game by having more gold than *The Countess* at the end of the game.

Components

The Countess Card



The Summer Deck (10 cards)



The Winter Deck (10 cards)



COUNTESS SUMMARY

DRAFT PHASE:

IMMEDIATELY PLACE A VILLAGER FROM THE ROAD IN THE COUNTESS VILLAGE WHENEVER YOU DRAFT A VILLAGER

BUILD PHASE:

1. PLAY YOUR BUILD PHASE AS NORMAL

2. RESOLVE EVENTS AND DISCARD THEM.

3. PLAY THE TOP CARD FROM THE RESERVE INTO HER VILLAGE.

4. DEPENDING ON THE GOLD VALUE OF THIS VILLAGER, DEAL A NUMBER OF NEW EVENTS:

GOLD VALUE 10 OR MORE : 1 EVENT

GOLD VALUE 9 OR LESS: 2 EVENTS

GOLD VALUE 0 : 3 EVENTS

AT THE END OF THE FIRST ROUND, DEAL EVENTS FROM THE **SUMMER DECK.**

IN THE SUBSEQUENT ROUNDS, DEAL EVENTS FROM THE **WINTER DECK.**

5. START THE NEXT ROUND.



Cut along the solid lines, fold along the dashed lines.

Kickstarter/retail version will have artwork on the fronts of all the cards as well.

COUNTESS 4



COUNTESS 4



GUILD CONSPIRACY

EVENT: THE COUNTESS ADDS 2 GOLD TO EACH VILLAGER WITH A KEYRING IN HER VILLAGE.

SUMMER



ROUND 1+2

GUILD CONSPIRACY

EVENT: THE COUNTESS ADDS 2 GOLD TO EACH VILLAGER WITH A KEYRING IN HER VILLAGE.

SUMMER



ROUND 1+2

ABDUCTION

EVENT: DISCARD A VILLAGER FROM YOUR HAND.

SUMMER



ROUND 1+2

ABDUCTION

EVENT: DISCARD A VILLAGER FROM YOUR HAND.

SUMMER



ROUND 1+2

VALUE ADDED TAX

IN YOUR BUILD PHASE:
UNLOCKING BY PAYING THE BANK COSTS 4 GOLD.

SUMMER



ROUND 1+2

CONSCRIPTION

AT THE END OF THE DRAFT PHASE:
WHEN YOU'RE DONE WITH THE DRAFT PHASE,
THE COUNTESS TAKES AN EXTRA FACE-DOWN VILLAGER
FROM THE RIGHTMOST STACK ON THE ROAD.

SUMMER



ROUND 1+2

CONSCRIPTION

AT THE END OF THE DRAFT PHASE:
WHEN YOU'RE DONE WITH THE DRAFT PHASE,
THE COUNTESS TAKES AN EXTRA FACE-DOWN VILLAGER
FROM THE RIGHTMOST STACK ON THE ROAD.

SUMMER



ROUND 1+2

BETRAYER

EVENT: TAKE A TOP VILLAGER FROM YOUR VILLAGE
AND MOVE IT TO THE COUNTESS VILLAGE.
IT CANNOT BE A BASIC VILLAGER.

SUMMER



ROUND 1+2

SINISTER BANQUET

EVENT: THE COUNTESS EARNS 3 GOLD FOR
EACH FOOD IN HER VILLAGE.

SUMMER



ROUND 1+2

SERFDOM

IN YOUR BUILD PHASE:
GETTING A BASIC VILLAGER REQUIRES YOU TO PLACE
A VILLAGER IN THE COUNTESS VILLAGE INSTEAD
OF RETURNING IT TO THE ROAD.

SUMMER



ROUND 1+2

CUSTOMS

EVENT: PAY THE COUNTESS 1 GOLD FOR EACH VILLAGER OF THE SUIT YOU HAVE THE MOST OF.

WINTER



ROUND 3+

TRADE NETWORK

EVENT: THE COUNTESS SCORES THE VALUE OF THE HIGHEST SCORING SILVER VILLAGER IN HER VILLAGE.

WINTER



ROUND 3+

BLACKMAIL

EVENT: THE COUNTESS SCORES THE HIGHEST PRINTED GOLD VALUE ON A VILLAGER IN YOUR VILLAGE.

WINTER



ROUND 3+

ARREST

EVENT: DISCARD A TOP VILLAGER IN YOUR VILLAGE. IT CANNOT BE A BASIC VILLAGER.

WINTER



ROUND 3+

ARREST

EVENT: DISCARD A TOP VILLAGER IN YOUR VILLAGE. IT CANNOT BE A BASIC VILLAGER.

WINTER



ROUND 3+

RANSOM

EVENT: PAY THE COUNTESS 2 GOLD FOR EACH VILLAGER IN YOUR HAND.

WINTER



ROUND 3+

RANSOM

EVENT: PAY THE COUNTESS 2 GOLD FOR EACH VILLAGER IN YOUR HAND.

WINTER



ROUND 3+

SPY NETWORK

EVENT: THE COUNTESS EARNS THE VALUE OF ONE OF YOUR SILVER VILLAGERS.

WINTER



ROUND 3+

PROTECTION MONEY

EVENT: THE COUNTESS EARNS 3 GOLD FOR EACH VILLAGER YOU HAVE WITH COINS ON IT.

WINTER



ROUND 3+

PROTECTION MONEY

EVENT: THE COUNTESS EARNS 3 GOLD FOR EACH VILLAGER YOU HAVE WITH COINS ON IT.

WINTER



ROUND 3+