

# 890 Anno Domini - Solo Mode



This expansion will allow you to play 890 solo with 8 different scenarios!

Although they can be played in any order, for the first playthrough

we suggest playing them in order from 1 to 8. You will also find components and rules to introduce some of these scenario elements into 2-4 player games. Have fun!

## Components



1 Rival Kingdom board



4 Rival Kingdom Action Track boards (2-sided)



1 Rival Kingdom cube



1 Winch, 1 Knight, 1 King's Camp



1 Die



14 Action cards



6 Scenario cards (for 2-4 players)



1 Character card



This rulebook

## Setup



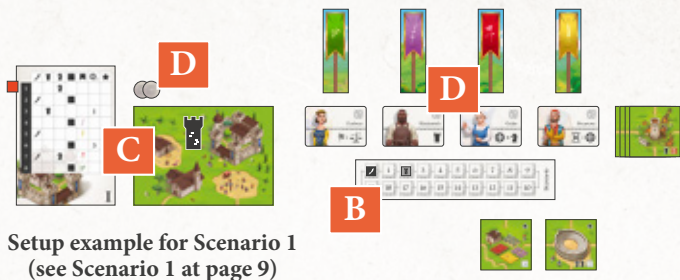
Setup the game as usual, but apply the following changes:

- A. Take the tiles normally used in a 2-player game, shuffle them, and create a row of Territory tiles as usual.
- B. Place the Defence cube on space number “1” and the Invader cube on space “0” on the Invasion track.
- C. Place the Rival Kingdom board nearby and choose which Scenario you want to face. Take the Action Track board for the chosen Scenario (you can find the Scenario number in the bottom right corner) and place it next to the Rival Kingdom board. Finally, place the Rival Kingdom cube on space number “1” of the first row of the Track.  
*Note: you can find all the Scenarios starting from page 9 of this rulebook.*
- D. Follow the setup instructions provided by the Scenario: each one specifies which Characters and Special Buildings to use, the Rival Kingdom’s Towers, Coins and potential tiles, your

starting Coins, and the starting Castle you will use. Unless stated otherwise, place the Special Buildings in random order. If the Rival Kingdom starts with any Tower icons, apply their effects following the standard rules (*for example, if there is a Tower icon, add 1 Tower to the Rival Kingdom and advance the Defence cube on the Invasion Track 1 space*).

- E. Take a Kingdom board and place your Castle as usual.
- F. Carefully read the Special Rules for the chosen Scenario: each one of them introduces some variants or special components.

**Important:** some Scenarios can change the base rules of the game and even those of the setup above-mentioned; in case of conflict, the Scenario’s Special Rules always have priority.



## Setup example for Scenario 1 (see Scenario 1 at page 9)



### Special Thanks

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### Credits

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**Additional resources:** we thank Freepik for their fantastic DB of icons!

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the rulebook?


# Gameplay





ollow the standard game rules but apply the following changes:




1. You are always the first player.
2. After completing your turn, check the Rival Kingdom Action Track and perform all the visible actions of the current turn row (in correspondence with the Rival Kingdom's cube) from left to right, then move the Rival Kingdom's cube to the next row. Here you can see all the Rival Kingdom's possible actions. Each letter (a, b, c...) refers to a different column of the Action Track board.




- a.  For each Saracen icon on this space, the Invader cube advances 1 space on the Invasion Track. If by doing this it overtakes the Defence cube, an invasion occurs at the end of the Rival Kingdom's actions. If your Kingdom is invaded, follow the standard game rules. If, instead, the Rival Kingdom is invaded, it receives the Tower as usual but doesn't flip any tiles or suffer negative points.

*Note: in case you and the Rival Kingdom have the same number of Towers, you will both be invaded, following the standard game rules.*

- b.  If there is a Tower icon on this space, the Rival Kingdom gains 1 Tower from the supply and adds it to its board, and the Defence cube advances 1 space on the Invasion Track.
- c.  If there is a Noble icon on this space, the Rival Kingdom gains 1 Noble from the supply and adds it to its board.


- d.  The Rival Kingdom removes the first Territory tile (the one further away from the Special Buildings). The tile is discarded (only Special Buildings will be added to the Rival Kingdom's board), but the Rival Kingdom still gains any Coins next to the tile, as well as any Towers, Nobles or Coins shown on the tile, also applying any Saracen icons. Ignore any Victory Points present.
- e.  The Rival Kingdom attracts the Character associated with the Banner depicted on the space. If the Character is no longer available, it gains 2 Coins as compensation. Place the Character near its board and apply its effects as usual, if possible (see Characters' Rules here on the side).
- f.  The Rival Kingdom takes from its supply the number of Coins shown on the space and places them, one for each tile, on each Territory tile starting from the one further down in the line. If the Rival Kingdom does not possess enough Coins in its supply, it only places the ones available.

- g.  The Rival Kingdom takes a Special Building, places it next to its board and applies all its effects. The Rival Kingdom always takes the one furthest to the left in the respective row. Any bonus Victory Points will be scored at the end of the game as usual.

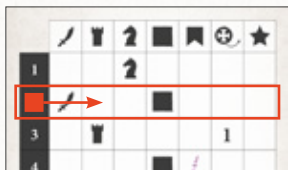
In some Scenarios, this space will also be used to indicate effects related to other icons. These icons' rules are explained at the bottom of each Scenario.

### Characters' Rules:

**Mystic:** the Rival Kingdom always places 2 Saracen tokens beside the first 2 tiles of the row (starting from the bottom);

**Inventor:** if there is at least one Special Building available, the Rival Kingdom takes it following the usual  rules indicated above, then it discards the Inventor.

**Example:** After Margherita has completed her second turn, it's the Rival Kingdom's turn, which performs all visible actions in the second row of the Action Track, in correspondence with the cube. It starts with the Saracen icon, advancing the Invader cube by 1 space, and then removes the Territory tile further down in line (gaining the Coins on it and applying all its icons).



**Important:** some Scenarios could have additional rules or different actions from the ones above-mentioned; the Special Rules included in the Scenario will explain how these work.

## End of the game



The game ends at the end of the turn in which your Kingdom is complete (all 9 squares of your Kingdom are occupied by tiles), after performing the Rival Kingdom's actions. Add up the points by choosing a colour for you and one for the

|         |   |
|---------|---|
| NOBLES  | 3 |
| COINS   | 3 |
| DEFENCE | 2 |

Rival Kingdom. Follow the standard game rules.

The bonuses for majorities depend on the current Scenario (they are indicated on the top right of the Scenario). If you have scored more points than the Rival Kingdom, you have won the game! Deal with tie-breakers following the standard game rules.



# Components and Rules for 2-4 Player Games

Inside the box you will find many components useful to add variety to your 890 Anno Domini multiplayer games as well.

## Steed

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Besides being present in Scenario VII, this new Character can be shuffled together with the others from the base game to be used during your games.

## New Scenarios

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In the box there are 6 new Scenario cards for 2-4 player games! You will find a few clarifications regarding each of these here below:

**To Do One's Share:** the special rule of this Scenario applies each time **the new tile drawn** to bring the Territory row back to 4 is a Tavern; any Taverns already present in the row during the Setup have no effect. If more players are tied for the largest number of Coins, each one of them has to pay 3 Coins and receives 1 Noble.

**The King's Visit:** to play this Scenario, take the Camp and place

it in the center of the table. At the end of each turn, sum up the number of Towers and Nobles: the King will move to the Kingdom with the largest number. If more players are tied, place the Camp back to the center of the table (he doesn't belong to any Kingdom for now).

**It's a Matter of Faith:** in case more players are tied for the number of Churches, whoever of them is in possession of the Cathedral wins the tie-breaker. If none of them has it, you check which player has the most Nobles and then the one with the most Coins. At the end of this game possessing the majority of Towers doesn't give extra points. Even in case of any other tie-breaker, the majority of Churches has priority over the majority of Nobles.

**The Hero of Provence:** to play this Scenario, take the Knight and place it in the center of the table. If more Kingdoms are invaded during the same turn, the Knight stays where it is.

**Mercenary Troops:** to play this Scenario, take the Knight and place it in the center of the table. Anyone can claim to engage the Knight, even during the other player's turn or right before an invasion, taking it away from the person who owns it. The Knight can be engaged only **once per turn**. The one who claims it during the turn takes it and no one else will be able to take it for that turn.

**Help from the King:** to play this Scenario, take the Winch and place it in the center of the table. At the beginning of every turn, if the active player is in possession of a number of destroyed Territories

larger or equal to the number of destroyed Territories of every single opponent, they receive the Winch. It is mandatory that the active player has at least one destroyed Territory. The Winch allows the player to place one less Coin when taking a tile. The active player chooses the tile on which not to place the Coin.

*Note: To simplify, in the Scenario cards the Victory Points are indicated as VP.*

