



**Shifting Seasons, an expansion for Villagers from Haakon Hoel Gaarder and Sinister Fish Games, goes live on Kickstarter in 2021.**

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## **The Monastery Solo Mode**

*Near the village a Monastery has been restored. Pious folk from the road often become nuns and monks, and are never seen again. The monastery is completely self-sufficient, not even participating in markets and local commerce.*

This is a new way to play Villagers with just one player. The Monastery is a simpler and more relaxing alternative to the intense Countess solo mode included in the base game. You will focus on your own village while villagers from the road follow their calling and join the Monastery, permanently leaving play and possibly hampering your plans.

### **Setup**

Set the game up as a 2 Player game, except there is only one player. When creating the six face-down stacks, deal a total of 5 cards to each stack instead of 4. Place the Monastery Reference Card next to the Road.

### **Rules**

The Monastery only participates in the Draft Phase of the game. In the Draft Phase the player will draft villagers as per the normal rules. Every time the player drafts a villager, they must also discard one face-up villager from the Road to represent villagers being recruited by the Monastery.

The order of the Draft Phase is as follows:

1. The player Drafts a Villager.
2. The player discards a face-up Villager from the Road.
3. The player replenishes the Road with new face-up Villagers.

## **Choosing which Villager to discard**

When discarding villagers for the Monastery, you must follow the priority guide on the Monastery Reference card (see page 3). If possible, you must choose and discard a villager with the leftmost depicted symbol for the current turn. In turn 1 for example you must choose and discard a villager with a Builder symbol if possible. If there are several villagers with this symbol available on the Road, the player chooses which one of them is discarded. If there are no such symbols available, you must pick a villager with the second leftmost symbol instead. In the first turn for example this would be a Food symbol. If a Food symbol is not available, look for a villager with the third-most symbol on the Monastery Reference card, and so on. If none of the symbols are available on the Road, you can freely choose which villager is discarded.

## **Other phases**

The Monastery does not place a coin on the Road during the End of Draft Phase procedure, and does not participate in the Build or Market Phases.

## **Tracking the turns**

When playing in this mode it is important to keep track of turns. A simple way of doing this is to place a 1 value coin on the Monastery Reference card at the beginning of each turn.













## **End of game and victory**

The game ends just like a normal game of Villagers, except you have no one to compare your score with. What you can do instead is write down your score and try to beat it next time you play.

## **The Monastery and other expansions**

The Monastery mode is not compatible with Developments, Saints or Scoundrels. But the Profiteers can be added, as well as any of the promo cards. The Monastery mode is compatible with many of the exciting new cards that are coming in the Shifting Seasons expansion!

Print this reference card to use as you play, and post your Monastery Solo Mode scores on this BGG thread: <https://boardgamegeek.com/thread/2623175/article/37280422#37280422>

MONASTERY DRAFTING PRIORITY ORDER:			
TURN 1			
			
TURN 2			
			
TURN 3			
			
TURN 4+			
