

Valeria Card Kingdoms -- a different solo variant (version 1.0)

Theme: The evil Dark Lord is threatening the realm! He is trying to release monsters into the realm, slay citizens, and to invade the domains. Can your Duke save enough citizens and slay enough monsters to stop him?

Deck Preparation.

1. Monsters: choose 5 Monster areas (randomly or by theme). Remove the “5-player” card from each stack. Total cards: 25.
2. Citizens: choose a Citizen (randomly or by theme) for each of the 10 dice values. Only use 3 of each type. Total cards: 30.
3. Domains: randomly choose 8 Domains. Total cards: 8.
4. Combine the Monsters, Citizens, and Domains into one deck, and shuffle. Total cards: 63.

[*Optional:* If you want a longer game, you can add more Monsters, Citizens, or Domains (in multiples of 3).]

Setup

1. Take the starting Peasant and Knight, and 2 Gold and one Magic counter.
2. Draw one Duke at random (“Cornelius the Dreamer” should be removed, because there aren’t very many Domains in the deck).
3. Set out 3 Exhausted cards for the tableau (optional).
4. You will need two different-looking 6-sided dice for this variant. (I use a red die for the Dark Lord and a blue die for the Duke.)

Game play

1. Roll the 2 dice, and obtain the on-turn resources from your Citizens based on the roll (as in the base game). If no Citizens are activated, then draw one resource of any type.
2. Deal 3 cards from the deck face up onto the Exhausted cards.

3. Next, look at the dice. If the Dark Lord's die has a higher value, he gets to act first. If the Duke's die has a higher value, the player gets to act first. In the case of doubles, odd dice values (1, 3, & 5) favor the Dark Lord, and even dice values (2, 4, & 6) favor the Duke.
4. On the Dark Lord's turn, he takes the card with the highest Victory point value (either a Monster or a Domain) and places it in a separate pile. If two cards have the same Victory point value, he takes the card with the higher cost to purchase/defeat. If no cards have Victory points (i.e., all 3 are Citizens), he takes the Citizen with the highest recruitment cost.
5. On the Duke's turn, the player has 5 options:
 - a. Recruit a Citizen by paying the Gold price (as in the base game).
 - b. Slay a Monster by paying the Strength/Magic price (as in the base game). Collect the resources as indicated on the card. If a card calls for the addition of a Citizen, search the cards in the 3 piles for an appropriate card. If no card can be found, then the Citizen cannot be added.
 - c. Build a Domain by paying the Gold price, but only if you have the appropriate Citizen Role icons (as in the base game). Collect the resources as indicated on the card. If a Domain calls for the addition of a Citizen or a Monster, search the cards in the 3 piles for an appropriate card. If no card can be found, then the Citizen/Monster cannot be added. If the Domain has an ongoing reward, you may collect it as indicated on the card.
 - d. "Hide" a Monster or Domain from the Dark Lord by moving the top card from one pile to another. (This only works if the Duke gets to act first.)
 - e. If the Duke cannot do any of the above actions, the player may collect one resource of any type.
6. After the Duke and the Dark Lord have acted, the turn is over. (Off-turn resources are not collected in this variant.)
7. Start a new turn by rolling the dice, collecting resources, and taking actions in the order indicated by the dice. There are a total of 21 turns in the game.
8. After the last turn is over, add up the Victory points for the Duke, making use of the Duke's special abilities.
9. Then add up the Victory points for the Dark Lord. Citizens slain by the Dark Lord count as 1 Victory point each.
10. Whichever side has the most points wins!

Note: This variant works with the base game. The Undead Samurai expansion can be used, but the Event cards do not work. The King's Guard expansion really doesn't work well with this.