

Margraves of Valeria: Solo – Adapted by David Iezzi and David MacKenzie

Tokens: Using the components shown below, set up the game as usual for a 2 player game.

- 1 Margrave, 1 Ship, 4 Towers, 4 Trackers, and 1 Strength Flag of the same player color
- 1 Player Board and 4 Starter Citizens of the matching player color
- 3 Wood, 3 Magic, 3 Stone, 2 Gems, 15 Knights, 2 5-Coin tokens, and 10 1-Coin tokens

Privilege Tiles: Remove all of the Banner and Guild Privilege tiles from the game. Use the remaining tiles as the Level I and Level II Privilege tile pools (ignore the 3, 4, and 5 player notations).

Monster Cards: Place a Lair card and two random monsters from that Lair face-up on each Monster area on the board. Stack the cards in each Lair as: weakest Monster on top, second Monster in the middle, and Lair card on the bottom.

Citizen Cards: Use all of the 2-player Citizen cards (total 24 cards) to form the Citizen deck. Shuffle the Citizen deck and fill the Citizen line as usual.

Solo Player Event Cards: Shuffle the 15 Solo Player Event Cards and place the deck face-down in a convenient location. Turn the top event card face up.

Beginning Wealth: Take one Gem from the board and add it to your player board. Deal yourself 4 Seed cards. Discard one of them and claim the rewards from the other three as your beginning wealth.

Game Play: Margraves of Valeria: Solo is played just like the multiplayer game with the following exceptions:

- The face-up Event card is active throughout the game and you must abide by the rules variations described on the card. At the end of any turn in which you added a new Citizen card to your hand, discard the current Event card and flip the next Event card face-up to reveal a new set of rules variations that take effect at the beginning of the next turn.
- When you slay a monster it is removed from the game. If both monsters in any stack are removed from the game, you claim that stack's Lair card.
- At the end of every turn check to see if a Citizen card is in the 2-Coins position. If so, remove that card from the game. Refill the Citizen line as usual and begin the next turn.

End Of Game: There is only one end-game trigger: if the Citizen line is completely empty at the start of a turn, the game is over.

Scoring: Calculate your score as usual then add 2VP for each Lair card you collected during the game. Evaluate your performance based on your final score on the chart below:

Performance Ranking

- 00 to 39: Poor
- 40 to 49: Average
- 50 to 59: Good
- 60 to 64: Excellent
- 65 to 69: Promoted to Provincial Governor
- 70 to 74: Promoted to Court Noble
- 75 or Higher: Promoted to Duke of Valeria