# Hamlet - Solo Mode

Overview

You play against Botric, a rival developer from a nearby town. Botric isn't very clever, so they don't always do things in the most logical or beneficial order, but they are very popular and well-connected, so Villagers help them out with carrying materials, and they can even request investments from local landowners to help them out.

You must beat Botric to prove who is the best town builder!

Extra Components

- 1x Solo Action Tile
- 1x Investor Tile
- 5x Action Tokens
- A bag or cup to hold some player markers (you must supply this yourself, or just use your hand!)
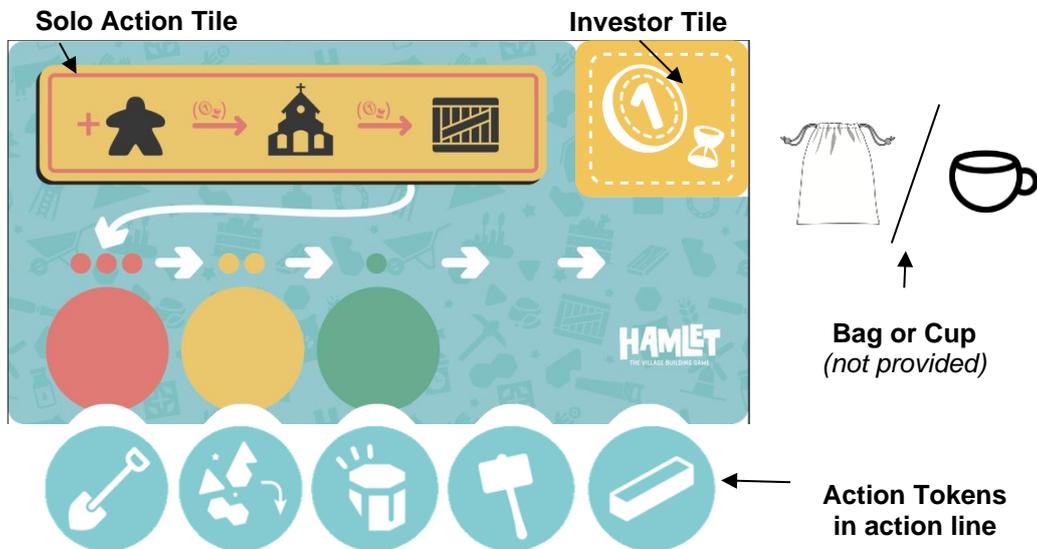

Setup

- Set up as a 2-player game, giving Botric all their player pieces.
  - Exception: Botric does not use or hire Donkeys, so you do not need to place a starting Donkey on the map for them. Put their Donkeys back in the box, as they won't be used in the game.
- You are the starting player (so you start with 3 Gold; Botric starts with 4 Gold).
- Place the Solo Action tile in Botric's play area;
- Place the Investor tile face-up in the recess in the top-right of the Solo Action tile;
- Place the 5 Action tokens in a line underneath the Solo Action tile, left to right, in this order: Produce > Purchase Blueprint > Refine > Build Tile > Build Road (see image in Example Botric Components Setup section on the next page). This forms an "Action Line";
- Take 4 player markers from an unused player colour, 3 of another unused colour, and 2 of Botric's own player markers. These will be referred to as "Action Markers" in these rules;
- Put one of the 4 same-coloured markers on the left-most spot on the bottom row of the Solo Action Tile (under the red triple-dots);

- Put one of the 3 same-coloured markers on the 2nd spot on the bottom row of the Solo Action Tile (under the orange double-dots);
- Put one of the 2 markers of Botric's on the 3rd spot on the bottom row of the Solo Action Tile (under the green single-dot);
- Place the remaining 6 action markers in the bag/cup.

Example Botric Components Setup
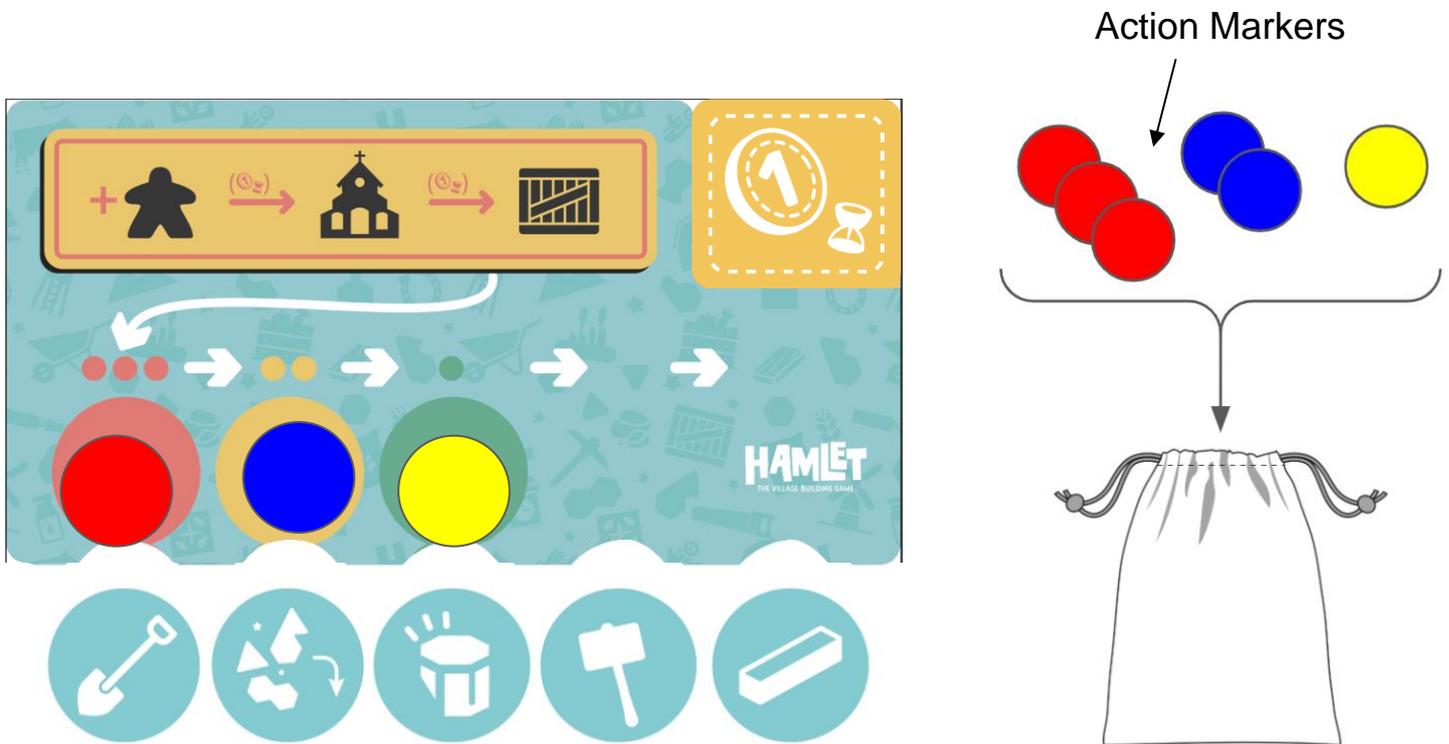
(in this example, you would be playing with the Green components (not pictured), and Botric would be using the Yellow components - hence why yellow is the right-most token placed on the solo tile, and has only 1 yellow token going in the bag)

Gameplay

Action Phase

You and Botric take turns in the usual turn order. You take your action as per the usual rules.

> **General rule changes for Botric**:
> - They do not hire or use Donkeys; pulling in favours wherever possible, they can access materials (Raw/Refined) from *any* tile that is connected to the road network.
> - They get a discount at the market, needing to spend only 2 Gold for basic materials, and only 4 Gold for refined materials.

When it's Botric's turn, they pick an action to take with each villager in turn, based on the Solo Action tile. They re-evaluate what action to take for *each* of their Villagers. They will always try to do one of the priority actions if possible; otherwise, they will instead do one of the non-priority actions.

The Investor Tile

Botric has links to powerful investors who will give them small amounts of extra Gold to help them get ahead. This is represented by the Investor Tile on the Solo Action Tile. Gold is placed here whenever Botric is unable to hire a villager at the start of their turn, or later if they can't deliver to the church. The Gold accrued on this tile is used *only for hiring villagers,* or, once Botric has all 4 of their Villagers*, only for Church Deliveries.* This is explained in more detail in the *Hire a Villager* and *Deliver to the Church* action descriptions, in the next section.

Priority Actions

Botric attempts to do one of the actions shown at the top of its action tile, preferring the left-most possible action. If they succeed in doing any of these actions, remember to move and lay down 1 villager to indicate the action performed, on the relevant tile (Town Hall, Church or Market respectively).

+🧍 Hire a Villager

If they can afford it (first using Gold from the Investor tile, then making up any shortfall from their own Gold supply), they will hire a Villager and purchase a blueprint, if they haven't already hired all 4 of their Villagers:
- They **hire a Villager**, at the normal cost;
- If they have room, they also Purchase a Blueprint from the display (see *Purchase a Blueprint* section) - note, this does *not* move the Purchase a Blueprint action token to the right of the action line!

Success: If Botric does hire a villager, discard any remaining Gold on the Investor tile and flip that tile face-down for now (it will get flipped back up when the action markers return to the bag/cup).

Failure: If Botric couldn't hire a new villager on the **first** Villager action this turn, and the Investor tile is face-up, place 1 Gold from the supply onto the Investor tile, for use in a future Villager action this turn, or a future turn. Important: They only do this once per *turn*, not *per Villager!*

If they already have all 4 Villagers, they skip this action entirely (this does not count as either a Success *or* a Failure - do not add Gold to, or flip, the Investor tile in this case).

⛪ Deliver to the Church

They make a church delivery if they can (including buying missing materials from the Market if required). If there is a choice of delivery spaces to deliver to, they pick using this priority tiebreak list:
- Worth the most points
- Uses most of their own High Quality materials;
- Uses most of their own Refined materials;
- Requires fewest materials to be bought from the Market;
- Requires fewest materials total;
- Player's choice if still tied.

You & Botric gain bonuses for any Refined materials used, as usual.

If Botric has made *all* the deliveries to the Church themself, on their 4th delivery they will have no player markers left to put on the church to mark this. Just use one of their unused donkeys to mark this instead (it will only be there for the rest of this turn).

If Botric has all 4 of their workers, they can interact with the Investor tile for *this* action:

> **Paying for Delivery:** Botric will use Gold on the Investor tile to pay for any costs of delivery to the church (either directly for the 10-coin delivery, or to buy missing materials from the Market). They use

this Gold before using Gold from their own supply. If they use the Investor Gold for a delivery, discard any remaining Gold on the Investor tile and flip that tile face-down for now (it will get flipped back up when the action markers return to the bag/cup).

Delivery Failure: If Botric couldn't deliver to the church, on the **first** Villager action attempting to deliver to the church this turn, and if the Investor tile is face-up, place 1 Gold from the supply onto the Investor tile, for use in a future Delivery action this turn, or a future turn. Important: They only do this once per *turn*, not *per Villager!*

 Sell to the Market

They sell materials to the market (remember, just like a player, they can't buy missing materials from the market to then sell back to the market). If there is a choice of Market Reward tiles they could sell to, they use this priority tiebreak list:
- Worth the most points
- Uses the most of their own High Quality refined materials;
- Uses the most of their own Refined materials;
- Requires fewest materials total;
- Player's choice if still tied.

You & Botric gain bonuses for any refined materials used, as usual.

Non-Priority Action Selection

If Botric can't do any of the priority actions, they pick a non-priority action to perform. To do this, draw an action marker from the draw bag/cup, then:
- Match its colour to the marker colour *on* the solo tile.
- Botric attempts to do the action shown on the action token directly below this marker.
- If they cannot perform that action, they try the action on the next action token to the right, and so on, until they have performed an action.
    - If they get to the end of the line and still can't do an action, loop back to the left-most action token to try that, and so on.
    - If they loop all the way round to where they started and *still* can't do an action, they lay down an unused Villager, and gain 1 Gold, then continue the turn with their next worker.
- Remember to move and lay down 1 Villager to indicate the action performed.
- Move the action token for the action performed to the far-right of the action line, and slide all the tokens left to fill in the gap. *Note: If the performed action is* already *the right-most action token, it just stays where it is.*
- Put the drawn action marker aside for now.

If the action draw bag/cup is now empty:
- Put all 6 previously drawn action markers back into the bag/cup (do not remove the ones on the Solo Action Tile);
- Flip the Investor tile face-up if it is face-down.

Example of Non-priority Action

It is the first Villager action of Botric's turn. They fail to do any Priority actions, and therefore place a Gold onto the Investor tile.

They then draw an action marker from the draw bag. A blue marker is revealed; they will attempt to perform the non-priority action second-from-left (the action below the matching blue marker on the solo tile). They find they are unable to take a new tile as they already have 3 in their supply, so they move to the next-right action, Refine. They are also unable to perform this, as there are no empty Refinement tiles on the map. So they move on to the next action on the right, Produce. They are able to perform this, so this is their chosen action for their Villager.
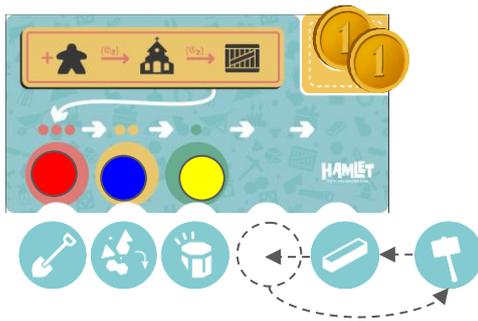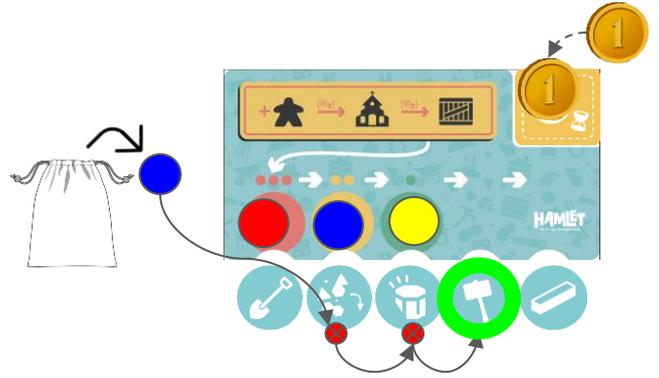
Once they have resolved the Produce action, they must move the Produce action token to the far-right of the line, and move all tokens left to fill the gap, as shown here.

This means Produce is now less likely to be performed by another of Botric's Villagers any time soon, and Build Road has become a little more likely.

Summary of Non-priority Actions

In each case, when performing the action, move the closest of Botric's unused Villagers onto the respective tile to perform the action, then lay it down; if there are multiple closest Villagers, *you* may choose which is moved.

Produce

Botric picks the Production tile with fewest materials remaining on it, that are not at their maximum, and produces on that tile, then gains the production Gold reward.

- If there are multiple tiles with fewest materials, they pick the tile closest to one of their Villagers;
- If there are multiple valid tiles equally distant from a Villager, or multiple Villagers equally distant away from the chosen tile, *you* may choose which tile/Villager is used, from the tied options.
- For the Barn's production, Botric will choose to produce one of *each* basic material.

Purchase a Blueprint

If Botric has < 3 tiles in their supply already, they will purchase a new tile from the Town Hall, chosen as follows:

- A tile they can afford (remembering they must place Gold on tiles they skip over);
- Refinery (a type with its award still available) > Landmark > Refinery (any type) > Barn;
- The left-most tile from the tied options.

Botric places Gold on any tiles it skipped over, then adds the chosen tile to the right of any other tiles they have (as a build queue). Refill the tile selection above the scoreboard as usual.

Refine

Botric will pick a Refinery tile (that is connected to the road network) with space left to refine on, that has the required materials available somewhere on the map (or that they can afford to purchase from the Market). If tied for which Refinery to activate, they pick:

- A Refinery that generates their High Quality materials;
- Closest Refinery to one of Botric's Villagers;
- If there are multiple valid tiles equally distant from a Villager, or multiple Villagers equally distant away from the chosen tile, *you* may choose which tile/Villager is used, from the tied options.

Once picked, the tile consumes the closest required material(s) to the tile, then add Botric's respective Refined Material token to the tile (as High Quality, if they have the respective award).

Build a Tile

Botric picks a tile they can legally build (the materials are available on the map, or they can afford to purchase them) from the tiles in their build queue, as follows:

- Refinery (a type with its award still available) > Landmark > Refinery (any type) > Barn;
- Left-most (oldest) tile in their queue.

They pay the construction cost of the tile as usual, then pick a location to build it using this priority:

- Join a Road on the new tile to a Road on the map;
- Join Forest to Forest, or Mountain to Mountain (both equal priority);
- As close to the Church as possible;
- If still tied, *you* may choose where it goes from the tied locations.

You and Botric gain the bonuses for any refined materials consumed for the construction, as usual. Finally, Botric gains the build-bonus points from the newly built tile.

Build a Road

If the materials are available to do so (they **do not** buy missing ones from the market for this action!), Botric looks for an unconnected tile on the map, closest to the Church, where they can legally build a Road. If there is more than one option, they pick:

- A tile that would connect one of *their* Landmarks to the road network;
- A tile that would extend one of *their* previously-built roads;
- The tile closest to the Church;
- If still tied, *you* may choose from the tied options.

Once Botric has built all 5 of their Roads onto the map, this action is no longer valid - remove it from the action token line entirely (there will only be 4 action tokens there now).

Awards

Botric gains award tiles in the same way you do, as per their requirement.

Any "First refined X" award they gain means they *will* generate High Quality material whenever they refine on that type of Refinery.

Game End

The game end is triggered in the normal way. Score up as usual for yourself. Botric scores mostly as usual, with the following exception: **Each** of their landmark buildings is worth **4 points** (ignoring the scoring conditions on the tiles, including any required road-connections).

You must beat Botric's score to win!

Adjusting Difficulty

Pick one or more of the difficulty modifiers to adjust the game's difficulty against the bot. *It is not recommended to use **all** the modifiers in a section together! Pick a combination that suits your desired difficulty.*

Easier game

- You start with 2 donkeys on the map.
- Botric spends the same amount as you would to use the Market tile to buy materials (3 / 6 Gold).
- They don't use the Invest tile for late-game Church deliveries.
- They only score **2** points for each landmark building at game end.
- They only score 1 point for every **4** remaining Gold at game end (instead of for every 3 Gold).

Harder game

- Botric starts with 2 active Villagers, but no Gold (therefore the first Villager they hire from the Town Hall - their 3rd Villager in the game - will cost them *7* Gold).
- They score **6** points for each landmark building at game end.
- They sell any remaining refined materials they have left on the map at game end for the materials' bonus points and Gold, ***before*** scoring their left-over Gold.

Credits

Hamlet designed by: David Chircop
Solo Mode designed by: Nick Shaw & Dávid Turczi
Thanks to Playtesters: David Digby, John Harrington, Joe Farrell