



Solo version

A game by Mathieu Bossu and François Gandon

The time has come to see how you fare against the kingdom's most talented and ambitious contender for the position of Grand Vizier: Yourself.

In this solo version of Almadi, you are trying to construct the most magnificent realm possible, as measured against the performance standards set by Sheherazade and the sultan Shahryar. Make sure that you get the job done and give it your all, so that you don't let them down!

SETUP

Use the setup for the 2-player game, as described in the base rules.

You can choose to play either with or without the Character cards.

If you are playing with the characters, follow these steps:

- 1 Set aside Jafar, Ali and Zumurrud. Shuffle the remaining 23 Character cards and then draw 6.
- 2 Choose 4 Character cards from the 6 available and place them face up next to the central board. These are the characters that you will be able to recruit over the course of the game.
- 3 Return the remaining characters and the 3 characters that were set aside to the box.

You are now ready to play!

A GAME TURN

Each turn, perform the following actions:

1. Choose a Landscape on the central board and place it in your realm.
2. If you wish, perform some or all of the effects that the Landscape placement activated.
3. Discard the Landscape on the central board that was next to the Landscape you chose.
4. Refill the 2 Landscape spaces with 2 Landscapes from the supply.

1. Choose a Landscape and place it in your realm (mandatory)

Perform this action exactly as described in the base rules.



2. Perform the effects that the Landscape placement activated (optional)

Perform this action as per the base rules, with the following exception:

When you activate a **Moon** effect, you can only take an available Objective card and place it in front of yourself if:

- > you are able to complete that objective immediately, or
- > you hold fewer than two incomplete objectives.

This means that you cannot have more than 2 incomplete objectives in front of you at any given time.

3. Discard the Landscape on the central board that was next to the Landscape you chose (mandatory)

After placing your Landscape and activating any effects, discard the tile that was next to your chosen Landscape on the central board.

4. Refill the 2 Landscape spaces with 2 Landscapes from the supply (mandatory)

Replace the Landscape that you chose and the discarded Landscape with 2 random tiles from the supply.

END OF THE GAME

Just as in the base rules, the game immediately ends when the last Landscape from the general supply is placed on the central board. You will have placed 16 Landscapes into your realm. Proceed to scoring.

SCORING

You score points as in the base game, with two exceptions:

🌴 Oasis

You do not score a bonus for the largest group of adjacent Oases. However, you score 6 points if there are at least 5 Oasis tiles in your largest group of adjacent Oasis tiles.



📖 Rubies



If you are playing without characters:

The score ranking for rubies does not apply.

Count up the number of rubies that you have received throughout the game and score points as follows:

- > 0-2 rubies: 0 points
- > 3-4 rubies: 3 points
- > 5-7 rubies: 6 points
- > 8-10 rubies: 6 points
- > 10+ rubies: 15 points

If you are playing with the characters:

You score 1 point for every 2 rubies you hold at the end of the game, as in the base rules.

VICTORY

Compare your total score against the scale drawn up by Sheherazade and the sultan Shahryar, which assesses your performance as an aspiring Grand Vizier.

Playing <u>WITHOUT</u> characters	Playing <u>WITH</u> characters	Title	Verdict
Fewer than 60 points	Fewer than 70 points	Exiled	You must flee the kingdom immediately to escape the fury of the royal couple. Devote yourself to meticulous study before daring to enter their presence again.
61 - 70 points	71 - 80 points	Ordinary subject	You have not completely ruined your chances of becoming Grand Vizier, but you will need to make significant progress if you hope to make the grade.
71 - 80 points	81 - 90 points	Apprentice	The arrangement of your realm makes sense, but it is not worthy of being immortalized in the kingdom's annals.
81 - 90 points	91 - 100 points	Architect	You have been noticed by the royal couple, and they feel that a bright future lies before you.
91 - 100 points	101 - 110 points	Chief builder	Sheherazade and the sultan do not regret having entrusted this task to you.
101 - 110 points	111 - 120 points	Minister	The royal couple have chosen to welcome you into their inner circle and they boast of your talent whenever the opportunity arises. That most coveted title is within your grasp!
111 - 120 points	121 - 130 points	Grand Vizier	You have been named Grand Vizier and the profound talent you have demonstrated will ensure you remain in the role for a considerable length of time
120+ points	130+ points	Genie	Such perfection can only be the work of supernatural powers! You will be immortalized in the history books, because you represent the very definition of Almadi.



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