



SOLO RULES

Solo Game Rules designed by Wesley Woodbury

Praetorian
board games

A massive organization, called the International Quarry Corporation (known as the "IQ"), has been monopolizing fortress and castle building across the land. Just when you had a chance to build the King's Castle, the IQ put in a bid, and now you have to prove that you can build better than the corporation.

SETUP Follow the setup in the main rulebook, but note the changes to each step below.

① When placing the game board, have the side with the letter/numbers on the edge of the grid face-up. Instead of a single Wall piece in the center of the board, place five pieces. One Wall in the center, and one adjacent to each side of that Wall.

② The Quarry is setup as a 2 player game, using 15 Wall pieces per Round.

③ The IQ uses the Yellow Guild board. They do not get a Starter Deck. Place their Infamy and Corruption tokens on their respective spaces, and set their Recruit and Bailly tokens near their board. *Your Guild is setup as per a normal game.*

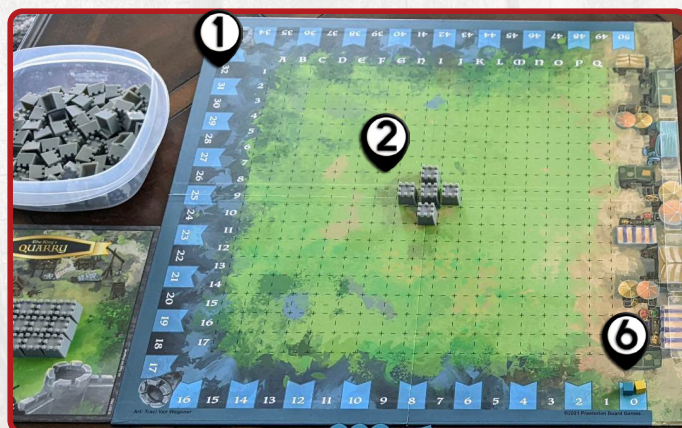
④ Set up the Marketplace as per the standard rules. You still get Contract cards, but the IQ does not. Take one Infamy and one Corruption token of an unused color (the IQ cards show them as Red), and place them next to the Market deck.

⑤ Set 5 Goal cards faceup above the Standard Market cards. Leave the remaining Goal cards face down to the left of the face up cards.

⑥ Place one of your Recruits and one of the IQ Recruits on the "0" space of the Renown track.

⑦ Take the 15 IQ cards and separate them into blue, green, and red borders. Shuffle the red border cards and set them face down in a stack. Shuffle the green border cards and set them face down on top of the existing stack. Shuffle the blue border cards and set them face down on top of the existing stack.

Set the prepared stack of IQ cards to the right side of the yellow IQ Guild board.



GAMEPLAY

IQ always takes the first turn, following the rules below. After IQ's turn, you complete your turn per the standard rules of CastleScape. You and the IQ take turns until the Final Inspection is complete (per standard game rules), then refer to Solo Scoring for IQ.

Place the top card of the IQ deck into the IQ discard pile and complete the steps below:

- ① Place the card that is under the Corruption token into the IQ's Back Alley, face down. This is the IQ's Renown stack. Replace the card immediately. (This does not take place on the 1st turn of the game).
Place the red Infamy and Corruption tokens onto the Market cards shown at the top of the IQ card.
In the example to the right, the Infamy token is placed on the leftmost card, the Corruption token is placed on the center card.
- ② Take Walls from the Quarry equal to the number of Walls shown on the card. If this would empty the Quarry, take Walls from the Reserve instead, this will trigger an Inspection at the as per the standard rules of the game.
- ③ Wall Placement
 - ❑ If there is a section of Walls that could be filled in to complete a Bailey in which the IQ would have the most Influence in, place the Walls there. If there is not, follow the rules outlined below:
 - ◆ Take one Wall and place it on the square indicated by the letter and number shown on the second row.
 - ◆ Look in the direction of the Yellow arrow. If there is an eligible place to put a Wall there, place it. If there is not, continue to the next row up or down, indicated by the arrow on the right of the number. continue searching in this way until there is an eligible placement.
 - ◆ Place additional Walls adjacent to the Wall that was just placed. The Walls must be placed in the direction indicated by the Yellow arrow, unless that is not possible (due to a Player's Recruit token, another Wall, or if placing it would create a 2x2 Wall section). If it is not possible, place it based on the white arrow. If it is still not possible, the Player chooses where the Wall is placed.
 - ◆ IQ will never place a wall on a square where the Player has a Recruit, unless that would complete a Bailey in which the IQ would have the greatest Influence.
 - ◆ If placing Walls would Complete a Bailey, follow the standard rules for Completing a Bailey.
 - ◆ If there are two Wall Icons with numbers on the IQ card, complete the wall placements separate from one another.

If you want to purchase a card from the Market that has a token on it, you must increase your Infamy or Corruption (whichever token is on the card) by 1.



Placing Walls and Recruits is the most challenging part of playing the Solo game. It is best to envision that the IQ is trying to place Walls in positions that are of the greatest benefit to them, and the least benefit to the Player. As you become more advanced with the game, you can use your judgement to influence the IQs placements to even greater effect.

④ Recruit Placement

Place Recruits based on the green square shown in the third row. If IQ does not have enough Recruits, it will always place the top left, then top right, then bottom right, and finally bottom left.

The Recruit is placed in the quadrant of the game board indicated on the green square. Within that quadrant the IQ will place as follows:

- ☐ If the Player has a Recruit in that quadrant, IQ will place its Recruit adjacent to it, using the arrows in the second row as a guideline of where to place it. It will position with the Yellow arrow first, if that is not possible it will position with the white arrow. If that is not possible, the Player chooses where to place it.
- ☐ If you do not have a Recruit, it will place it adjacent to a Wall within the indicated Quadrant. If there is a Bailey being formed, the Recruit must be positioned there. The IQ would prioritize any position where its Recruit has the potential to have a Wall placed on it in a future turn.
- ☐ The center of the board (Column I and Row 9) are considered to be part of both sides of the board respectively, allowing Recruits to be placed there from multiple Quadrants.
- ☐ The IQ will NEVER place a Recruit inside of a Completed Bailey.



Not all cards will have all icons on them. There are very few that provide a Goal or Contract card. Most cards only provide Infamy. IQ follows the standard rules for Infamy and Corruption if they exceed 10, and during Inspections & Scoring.

⑤ Check the bottom row of the card.

- ☐ If the first rectangle has a brown rectangle with a G, place the top card of the Goal card stack into the IQs Back Alley, face down.
- ☐ If the second rectangle has a number showing on the Wanted icon, IQ gains that many Infamy.
- ☐ If the third rectangle has the Corruption icon showing, IQ gains one Corruption.
- ☐ If the fourth rectangle has a grey rectangle with a C on it, place the top card of the Contract card stack into the IQ's Back Alley.
- ☐ Note that IQ does not score points as cards are placed in their Back Alley. They only gain points for cards at the end of the game.

⑥ INSPECTIONS

When an Inspection takes place, whether it is at the end of the Player's turn or IQ's turn, follow the standard rules with the following adjustments:

- ☐ When clearing the Rotating Market, the IQ gains the card beneath the red Corruption Token instead of Discarding it. When the new cards are placed in the Rotating Market, return the tokens to the cards as per IQs last played card.
- ☐ When removing Influence for the IQ, they will always remove Influence from completed Bailey's first, starting with Recruits on top of Walls, then Recruits directly on the board. If more Recruits are required, they remove them from the Quadrants of the board with yellow cubes showing on the faceup IQ card in the discard pile (starting with top left, then top right, then bottom right, then bottom left).

END GAME SCORING

You perform your scoring as per the standard rules of the game.

For the IQ, first deduct their Corruption value from their current renown. Add all Contract and Goal renown from the cards in their Back Alley. Do the same for any Market cards. For each Market card that does not have renown, give IQ one renown.



International
Quarry
Corporation



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International
Quarry
Corporation

WANTED 6

Q ← 1 ↓

2

1

WANTED 2

A → 17 ↑

2

1

WANTED 6

€ → 12 ↑

2

1 C

WANTED 2

∞ ← 6 ↓

2

1

WANTED 2

O ← 14 ↑

2

6

WANTED 2

P ← 3 ↓

1 2

2

WANTED 2

B → 15 ↑

2

1

WANTED 2

G → 15 ↑

2 1

1 C

WANTED 2

J ← 2 ↓

2 2

1 C

Top row: Green square, Red circle with white symbol, Green square, Green square, Red circle with white symbol.

Second row: Blue banner with 'n' and left arrow, Grey banner with '3' and down arrow.

Third row: Purple shield with '2', Green square with two yellow hexagons.

Bottom row: Brown square with '6', Teal square with 'WANTED 2', Blue square, Light blue square.

Top row: Red circle with white symbol, Green square, Red circle with white symbol, Green square, Green square.

Second row: Blue banner with 'm' and left arrow, Grey banner with '8' and down arrow.

Third row: Purple shield with '2', Purple shield with '2', Green square with three yellow hexagons.

Bottom row: Brown square, Teal square with 'WANTED 2', Blue square, Light blue square.

Top row: Green square, Red circle with white symbol, Green square, Red circle with white symbol, Green square.

Second row: Blue banner with 'A' and right arrow, Grey banner with '10' and up arrow.

Third row: Purple shield with '1', Purple shield with '2', Green square with three yellow hexagons.

Bottom row: Brown square, Teal square with 'WANTED 1', Blue square, Light blue square.

Top row: Green square, Green square, Red circle with white symbol, Green square, Red circle with white symbol.

Second row: Blue banner with 'D' and right arrow, Grey banner with '16' and up arrow.

Third row: Purple shield with '3', Green square with one yellow hexagon.

Bottom row: Brown square, Teal square with 'WANTED 2', Blue square, Light blue square with 'C'.

Top row: Red circle with white symbol, Green square, Green square, Red circle with white symbol, Green square.

Second row: Blue banner with 'A' and right arrow, Grey banner with '13' and up arrow.

Third row: Purple shield with '2', Purple shield with '2', Green square with three yellow hexagons.

Bottom row: Brown square, Teal square with 'WANTED 2', Blue square with white symbol, Light blue square.

Top row: Green square, Red circle with white symbol, Green square, Green square, Red circle with white symbol.

Second row: Blue banner with 'p' and left arrow, Grey banner with '1' and down arrow.

Third row: Purple shield with '2', Green square with three yellow hexagons.

Bottom row: Brown square with '6', Teal square with 'WANTED 1', Blue square with white symbol, Light blue square.

Top row: Green square, Red circle with white symbol, Green square, Green square, Red circle with white symbol.

Second row: Blue banner with 'n' and left arrow, Grey banner with '3' and down arrow.

Third row: Purple shield with '2', Green square with two yellow hexagons.

Bottom row: Brown square with '6', Teal square with 'WANTED 2', Blue square, Light blue square.

Top row: Green square with red circle, Green square, Red circle with white symbol, Green square, Green square.

Second row: Blue banner with 'm' and left arrow, Grey banner with '8' and down arrow.

Third row: Purple shield with '2', Purple shield with '2', Green square with three yellow hexagons.

Bottom row: Brown square, Teal square with 'WANTED 2', Blue square, Light blue square.

Top row: Green square, Green square with red circle, Green square, Red circle with white symbol, Green square.

Second row: Blue banner with 'A' and right arrow, Grey banner with '10' and up arrow.

Third row: Purple shield with '1', Purple shield with '2', Green square with three yellow hexagons.

Bottom row: Brown square, Teal square with 'WANTED 1', Blue square, Light blue square.

Top row: Green square, Green square, Green square with red circle, Green square, Red circle with white symbol.

Second row: Blue banner with 'D' and right arrow, Grey banner with '16' and up arrow.

Third row: Purple shield with '3', Green square with one yellow hexagon.

Bottom row: Brown square, Teal square with 'WANTED 2', Blue square, Teal square with 'C'.

Top row: Red circle with white symbol, Green square, Green square, Green square with red circle, Green square.

Second row: Blue banner with 'A' and right arrow, Grey banner with '13' and up arrow.

Third row: Purple shield with '2', Purple shield with '2', Green square with three yellow hexagons.

Bottom row: Brown square, Teal square with 'WANTED 2', Blue square with white symbol, Light blue square.

Top row: Green square, Red circle with white symbol, Green square, Green square, Green square with red circle.

Second row: Blue banner with 'P' and left arrow, Grey banner with '1' and down arrow.

Third row: Purple shield with '2', Green square with three yellow hexagons.

Bottom row: Brown square with '6', Teal square with 'WANTED 1', Blue square with white symbol, Light blue square.