Solo Rules for "Above and Below" 2.0
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These rules simulate the actions of two other players—the A&B Bots—who interfere with your village-building plans by hiring villagers you want to hire or buying buildings and outposts you want to buy.

Setup
Set up the game normally, but use only one player board and one reputation marker.

The player aid card
The player aid card contains three sections:

Player turn order track
This section of the player aid card helps you track your place in the turn order.

Current player track
This section of the player aid card helps you track of whose turn it is, yours or one of the A&B Bots'. At the beginning of a round, place a current-player marker on the 1 space. After the first player takes a turn, move it to the 2, after the second player takes a turn, move it to the 3. After the third player takes a turn move it back to the 1.

A&B Bot action tracker or "action tracker"
This section of the player aid card helps you track the number and kind of actions each A&B bot has taken.

A&B Bot actions table
This section of the player aid card helps you determine what action an A&B Bot will take during its turn.

Determine player order
Roll a six-sided die (D6) to determine your player order for the first turn.

1-2: first player
3-4: second player
5-6: third player

Put a player-turn-order marker on the appropriate numbered rectangular space of the player turn order track.

A&B Bot actions
Whenever it is an A&B Bot's turn, roll an eight-sided die (D8) and consult the column of the actions table that corresponds to the current round to determine the action it will take. If it is the first time the A&B bot has taken the selected action during the round, place a D6 on the appropriate space of the action tracker with the 1-pip side facing up.

	round		
	1	2-5	6-7
explore		1, 2 ●●	1, 2 ●●
harvest		3 ●	3, 4 ●●
build	1, 2, 3 ●●●	4, 5 ●●	5, 6 ●●
hire	4, 5, 6 ●●●	6, 7 ●●	7 ●
labor	7, 8 ●●	8 ●	8 ●

Example: It is turn 3, and an A&B Bot is player 1. You roll a 7. The A&B Bot takes the hire action. To show this, you place a D6 on the "hire" square under the "1" on the turn order track with 1 pip facing up. This indicates that the player 1 A&B Bot has already taken a hire action during the current round.

During some rounds, A&B Bots may take certain actions more than once. Each additional time an A&B Bot takes an action, increase the number of pips visible on the die.

Example: Suppose the player 3 A&B Bot has already taken a build action. A D6 with 1 pip facing up already occupies the "build" square under the "3" on the turn order track. This A&B bot takes another build action. To show this, rotate the D6 so the 2-pip side faces up.

If a roll indicates that an A&B Bot would take an action that it cannot take, simply reroll until you get a valid result.

Rerolling can become tedious, especially if three or more actions are no longer available for the A&B Bot. The examples below provide ideas about how to reduce rerolling by using a four-, six-, eight-, or 10-sided die (D4, D6, D8 or D10). The pips next to the numbers on the chart help facilitate this by making it clear at a glance how many outcomes are still available.

Example: It is turn 1, and the player 2 A&B Bot has already taken the hire action. That means there are only five outcomes on the die that are still available to the A&B Bot: three for "build" and two for "labor." Roll a D10, letting 1 and 2 stand for 1; 3 and 4 stand for 2; 5 and 6 stand for 3; 7 and 8 stand for 4; and 9 and 10 stand for 5. Choose "build" for the A&B Bot if you roll a 1, 2, 3, 4, 5 or 6, and chose "labor" if you roll a 7, 8, 9 or 10.

Example: It is turn 4, and the player 2 A&B Bot has already taken the build and hire actions. That means there are only four outcomes on the die that are still available to the A&B Bot: two for "explore," one for "harvest," and one for "labor." Roll a D4 and then choose "explore" for the A&B Bot if you roll a 1 or 2, chose "harvest" if you roll a 3, and choose "labor" if you roll a 4. If you don't have a D4, use a D8, letting 1 and 2 stand for 1; 3 and 4 stand for 2; 5 and 6 stand for 3; and 7 and 8 stand for 4.

Example: It is turn 5, and the player 2 A&B Bot has already taken the harvest, build, and hire actions. That means there are only three outcomes on the die that are still available to that A&B Bot: two for "explore," and one for "labor." Roll a D6, letting 1 and 2 stand for 1; 3 and 4; stand for 2; and 5 and 6 stand for 3. Choose "explore" for the A&B Bot if you roll a 1, 2, 3 or 4, and choose "labor" if you roll a 5 or 6.

Exploring
An A&B Bot will use the explore action at most once per turn. Because exploring takes at least two villagers, when an A&B Bot takes the explore action place a six-sided die on the appropriate space of the actions-taken tracker with the 2-pip side facing up, signifying that two villagers were used to take the action.

Harvesting
On turns 2-5, each A&B Bot will use the harvest action at most once per turn. On turns 6-7, each A&B Bot may use the harvest action an unlimited number of times.

Building

On turns 1 through 3 and 7, an A&B Bot will use the build action at most once per turn. On turns 4, 5, and 6 an A&B Bot may use the build action up to two times. Whenever an A&B Bot uses a build action, consult the instructions below to determine which building the A&B Bot will select.

In the instructions below, the term "building" refers only to above-ground buildings. The term "outpost" refers only to below-ground buildings. As A&B Bots build buildings and outposts, maintain separate stacks of these buildings and outposts.

Turn 1—Roll a D6:
   1-4:   The A&B Bot selects a random key building.
   5-6:   The A&B Bot selects a building with a bed that costs 5 coin. If one is not available, the A&B Bot selects a random building that costs 8 coins or fewer. If such a building is not available, the A&B bot will simply buy a random key building.

Turn 2—The A&B Bot selects a building with a bed that costs 5 coin. If one is not available, roll a D6:
   1-3:   The A&B Bot selects a random key building unless they have all been built, in which case proceed as if you had rolled a 4-6.
   4-6:   Roll another D6. If the result is 6, refresh the buildings. Whether the buildings are refreshed or not, the A&B Bot will select a random building unless refreshing revealed a building with a bed that costs 5 coin, in which case the A&B bot will select that building.

Turns 3-6—On turns 3 to 5, the A&B Bot selects a building or outpost with a bed that costs 6 coin or less. If such a building or outpost is not available or on turn 6, roll a D6:
   1-3:   Roll another D6. If the result is 6, refresh the buildings. Whether refreshed or not, the A&B Bot selects a random building.
   4-6:   Roll another D6. If the result is 6, refresh the outposts. Whether refreshed or not, the A&B Bot selects a random outpost.

When rolling a D6 for building on turns 3 to 6, add 1 if the A&B Bots have built more buildings than outposts.

Turn 7
The A&B Bot selects a random star building.

To randomize selection of key buildings, buildings, or outposts, roll a D8 to determine which the A&B Bot selects, letting 1 and 2 stand for 1; 3 and 4 stand for 2; 5 and 6 stand for 3; and 7 and 8 stand for 4. If choosing a key building, and the result is higher than the number of key buildings remaining, simply reroll, or choose a method to randomize as suggested in the examples following "A&B Bot actions" above.

To randomize selection of star buildings, lay the buildings in a row. Then roll a D6 to determine which building the A&B bot selects. If the result is higher than the number of star buildings remaining, simply reroll, or choose a method to randomize as suggested in the examples following "A&B Bot actions" above.

Hiring

Each A&B Bot will use the hire action at most once per turn. The A&B Bot will hire the "best" villager that costs two or three coins. Determine the best villager in this manner: For each lantern result (1 lantern, 2 lanterns, 3 lanterns), multiply the number of lanterns for that result by the number of outcomes on the die that would result in earning that number of lanterns. Then add these products together

Example: A villager earns 1 lantern on a 1 or 2 (two outcomes) and earns 2 lanterns on a 3, 4, 5 or 6 (4 outcomes). His value is $1 \times 2 + 2 \times 4 = 10$. Another villager earns 2 lanterns on a 1, 2 or 3 and 3 lanterns on 4, 5 or 6. So her value is $2 \times 3 + 3 \times 3 = 15$. The second villager is the better villager.

Exception to the two-or-three-coin rule: If the fishfolk villager, frogfolk villager, or archer (woman with quiver and face paint) are available for 4 coins, roll a D6: On a 3 to 6, the A&B Bot will purchase that villager instead of the best villager that costs two or three coins. If any of these villagers is available for 5 coins, but not for 4 coins, roll a D6: On a 5 or 6, the A&B Bot will purchase that villager instead of the best villager that costs two or three coins.

Labor
Each A&B Bot will use the labor action once on the first turn. On subsequent turns, an A&B Bot will only take the labor action additional times if the A&B Bot has already taken the build and hire actions.

Number of A&B bot actions
A&B Bots each take the number of actions per round indicated in the following table. A&B Bots continue to take actions even if the human player has passed.

turn 1	turns 2 and 3	turns 4 and 5	turns 6 and 7
3	4	5	6

Selling goods
You may put an item up for sale as a free action on your turn before you take any other actions. Roll a D6 at the beginning of a subsequent turn to determine whether it sold—even if that turn is in the next round.

Goods: If you roll a 4 or 5 you may choose to sell the good for 3 coins. If you roll a 6, you may choose to sell the good for 4 coins.

Potions and cider: If you roll a 5 or 6, you may choose to sell the potion or cider for 3 coins.

End of round
Move your turn order marker on the turn order track from 3 to 2, from 2 to 1 or from 1 to 3. Move the current player marker to the 1 space of the current player track. Remove all dice from the action tracker. Perform other end-of-round activities normally.

Scoring
Score points as normal. For reputation, if you earned between -2 and 0 points on the reputation track, you earned third place. If you scored between 1 and 3 points, you earned second place. If you scored 4 or more points, you earned first place.

Player aid card

Player turn order track

| 1 | 2 | 3 |

Current player track

| 1 | 2 | 3 |

A&B Bot action tracker

explore ☐ ☐ ☐

harvest ☐ ☐ ☐

build ☐ ☐ ☐

hire ☐ ☐ ☐

labor ☐ ☐ ☐

A&B Bot number of actions

turn 1	turns 2 and 3	turns 4 and 5	turns 6 and 7
3	4	5	6

A&B Bot action table

	round		
	1	2-5	6-7
explore		1, 2 ●●	1, 2 ●●
harvest		3 ●	3, 4 ●●
build	1, 2, 3 ●●●	4, 5 ●●	5, 6 ●●
hire	4, 5, 6 ●●●	6, 7 ●●	7 ●
labor	7, 8 ●●	8 ●	8 ●

Build action details

Turn 1—Roll a D6:
- 1-4: The A&B Bot selects a random key building.
- 5-6: The A&B Bot selects a building with a bed that costs 5 coin. If one is not available, the A&B Bot selects a random building that costs 8 coins or fewer. If such a building is not available, the A&B bot will simply buy a random key building.

Turn 2—The A&B Bot selects a building with a bed that costs 5 coin. If one is not available, roll a D6:
- 1-3: The A&B Bot selects a random key building unless they have all been built, in which case proceed as if you had rolled a 4-6.
- 4-6: Roll another D6. If the result is 6, refresh the buildings. Whether the buildings are refreshed or not, the A&B Bot will select a random building unless refreshing revealed a building with a bed that costs 5 coin, in which case the A&B bot will select that building.

Turns 3-6—On turns 3 to 5, the A&B Bot selects a building or outpost with a bed that costs 6 coin or less. If such a building or outpost is not available or on turn 6, roll a D6 (Add 1 if the A&B Bots have built more buildings than outposts.):
- 1-3: Roll another D6. If the result is 6, refresh the buildings. Whether refreshed or not, the A&B Bot selects a random building.
- 4-6: Roll another D6. If the result is 6, refresh the outposts. Whether refreshed or not, the A&B Bot selects a random outpost.

Turn 7
The A&B Bot selects a random star building.