

Solo Rules for "Above and Below"

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These rules simulate two other players—the A&B Bots—who take actions that interfere with your village-building plans.

Setup

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

Determine player order

Roll a die to determine your starting player order.

1-2: first player

3-4: second player

5-6: third player

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

The additional, unnumbered spaces below the turn order track are for keeping track of which player's turn it is.

Player actions

Whenever it is an A&B Bot's turn, roll an eight-sided die to determine what action it will take and place a marker on the appropriate space of the actions taken tracker.

Example: It is turn 3 and an A&B Bot is player 1. You roll a 7. The A&B Bot will take the hire action. So you place a marker on the "hire" circle under player 1 on the turn order track. This lets you know that the player 1 A&B Bot has already taken a hire action.

The rules below state that A&B Bots won't take some actions more than once per turn. If your roll indicates that an A&B Bot would take this action again, simply reroll until you get a valid result.

	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

Exploring

Each A&B Bot will use the explore action at most once per turn. Simply discard the top cavern card.

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 more than once per turn.

Building

Each A&B Bot will use the build action at most once per turn.

Turn 1: Roll a D6:

- 1-3: A&B Bot selects a random key building.
- 4-6: A&B Bot selects an Above bed that costs 5 coin. If one is not available, the A&B Bot selects a random Above building.

Turn 2:

A&B Bot selects an Above bed that costs 5 coin. If one is not available, then roll a D6:

- 1-3: A&B Bot selects a random key building.
- 4-6: Roll another D6. If the result is 6, "sweep" the Above buildings. Whether the buildings are swept or not, the A&B Bot will select a random Above building.

Turns 3-6

A&B Bot selects a Bed (on Above building or outpost) that costs 6 coin or less. If one is not available, then roll a D6:

- 1-3: Roll another D6. If the result is 6, "sweep" the Above cards. Whether swept or not, the A&B Bot will select a random Above building.
- 4-6: Roll another D6. If the result is 6, "sweep" the outposts. Whether swept or not, the A&B Bot will select a random outpost.

Turn 7

The A&B Bot selects a random star building.

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 coin. Here's how to determine the best villager: 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.

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). So 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.

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 a second time if the A&B Bot has already taken the build and hire actions.

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 die at the beginning of a subsequent turn to determine whether it sold.

Goods: If you roll a four or five you may choose to sell the good for 3 coin. If you roll a six, you may choose to sell the good for four coin.

Potions and cider: At the beginning of the next turn roll a die. If you roll a five or six, you may choose to sell the potion or cider for 3 coin.

End of turn

Move your marker on the turn order track from 3 to 2, from 2 to 1 or from 1 to 3. Remove markers from the actions taken tracker.

Scoring

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

Turn order track/actions taken tracker

1	2	3
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			explore
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			harvest
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			build
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			hire
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			labor
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