

Port Royal – Solitaire Variant

This is a simple variant which allows the solo player to have a roughly similar experience to playing a multiplayer game.

Extra equipment needed: One six-sided die.

General principle: The dummy player builds no tableau but does have a hand of face down coins. The existence of the dummy player is chiefly to allow certain game mechanisms to make sense. The aim is to score the most points after going through the whole deck twice.

Setup: Each player begins with 3 coins. Decide the start player randomly.

On the dummy player's turn: Roll the die and deal out that number of cards into the harbour, regardless of duplicate coloured ships. (As they are drawn, any expeditions are placed aside and any tax cards triggered and discarded.) The dummy player then *takes one card only* (see below for details). Then the solo player may take a card as per the normal rules, paying one coin to the dummy player for the privilege.

The solo player takes their turn as normal, but the dummy player then takes one card from those remaining (see below).

When the dummy player's takes a card he will act in the following order:

- a) If he can afford to hire a person, he will do so, taking the card with the highest victory points he can afford. If there is a tie for highest VPs he will hire the cheapest. If there is still a tie he will hire the one revealed earliest. He pays the hire cost to the discard pile and also discards the person hired.*
- b) If he cannot afford to hire a person he will discard the highest value ship and take the appropriate number of coins. If there is a tie he will discard the ship revealed earliest.*
- c) If neither of the above is possible he will take no card.*
- d) If taking a card on the solo player's turn, the dummy player must be able to pay the solo player one coin in order to hire a person, and he will only take a ship if it is worth two or more coins (paying one to the solo player).*

If a tax card is drawn, the usual halving of coins (if 12+) applies, but ignore any reference to swords or victory points. Instead whoever currently has the *least coins* takes one coin. (Both take a coin if there is a tie.)

Game end: When a card needs to be drawn and the draw deck is empty shuffle the discards to form a new draw deck. The second time this happens triggers the game end. Complete the current turn, and if necessary the other player's turn so that each player has had the same number of turns. Count your score.