

Tiny Epic Kingdoms

Solo Variant

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Setup:

1. Randomly select two Factions and two Territory cards.
2. Choose your Faction and Territory.
3. Use the other Faction and Territory card for the AI opponent. Choose a side of the Territory card without ruins for the AI. Alternately, use the Dark Army Faction card available here: <https://boardgamegeek.com/filepage/105535/solo-variant-dark-armies>
4. The AI starts with 3 Food, 2 Mana, and 1 Ore.
5. You start with 6 resources divided how you choose.
6. Place 2 of your Meeples on one space of your Territory board.
7. Place 2 of the AI Meeples on the space closest to the Name Banner on the AI player's Territory card. This will be called the Home Space for the AI.
8. Set up the rest of the game according to the standard rules. Do not use a Lost Kingdom as described in the 2 player setup in the standard rules.

Gameplay:

- The AI player will take the first turn, selecting to Patrol. You may choose to follow the AI's action or collect resources.
- You take the second turn, selecting an Action as usual. Depending on the action, the AI may follow your action or collect resources. Follow the AI rules below.
- Alternate turns. When the Action Markers should be cleared continue as in a typical game.
- **The endgame begins** when the Player reaches one of the three standard endgame objectives or when the AI has reached all three objectives. Finish placing actions until the last shield is placed and then tally scores for both the AI and the player. If the AI triggers the end game on the 5th Action taken during a round, play one more full round.
- Scoring is completed as usual (Tower VP + Research VP + 1 VP per Meeple, except those in Ruins, 2 VP per Capital City), with the following additions:
 - o Both the AI and Player receive +1 VP for each Meeple on the other player's Territory card.
 - o The AI receives any bonus VP for level 5 Research, even if you are not playing with AI Research powers.

AI Rules:

The AI player will not make any strategic decisions and will proceed with whatever actions it can take. If the AI cannot take an action it will collect resources instead, even if it selected the action. The AI will not use any of its Research abilities, except for the top level during end game scoring. The AI will always keep two Meeples in its Home Space. As soon as one Meeple leaves the Home Space another Meeple is taken from the AI's reserves and added to its Home Space. The AI will never leave only one Meeple in its Home Space, thus it will not let a Meeple leave its Home Space if it doesn't have another Meeple in reserve.

On Player's Turn:

On the player's turn the AI will follow the Player's action if it can. If it can't it will collect resources. The only exceptions to following the player's action are with Questing and Trading. The AI will not quest until all accessible spaces on its Territory card are occupied, and it will never Trade.

If the AI cannot follow the Player's action it will collect resources instead.

On the AI's Turn:

When it is the AI's turn to play the AI will choose the available action closest to the top of the Action Board. If the AI cannot complete this action it will get to collect resources instead.

Action Rules:

If the AI is taking or following an action it must follow these rules:

Patrol: The AI will attempt to Patrol to an open space on its Territory card or expand outward from its Home space. **If the AI has two Meeples** on a space it will Patrol one of those to: an unoccupied space if possible, a space it occupies that is further from the Home Space than the current space, or to a space occupied by the Player (see combat rules below), in that order of preference. **If the AI does not have two Meeples on a space** it will attempt to move a single Meeple from one space to another, unoccupied space (see AI Preferences below). **The AI will only Patrol from the Home Space** if it can't Patrol from another space with two Meeples on it to a vacant space AND if it has another Meeple to place into the Home Space. The AI will never leave a single Meeple in its Home Space, however it will always try to move one Meeple out of its Home Space to gain another Meeple if it can't expand into an empty space.

The AI will not Patrol to the Ruins or Capital City space unless there is at least one Meeple (of either the AI or the Player) on every other space on its Territory card. See below for more on the Ruins.

If the AI cannot Patrol according to these rules it will collect resources instead.

Note: As soon as the Home Space has only one Meeple on it a new Meeple will appear so the Home Space has two Meeples on it. The AI does not have to pay food resources for this new Meeple.

Quest: The AI will not Quest until all spaces on its Territory have at least one Meeple on it (of either the AI or the Player). Otherwise, the AI will collect resources, even if the AI selected the Quest action.

If the AI's Territory has at least one Meeple, it will attempt to Quest. To Quest the AI will move one Meeple from a space on its Territory that has two Meeples on it. If there is more than one space with two Meeples on it the AI will Quest from a type of space it controls most to a type space that it controls least. It will always attempt to Quest to an unoccupied space before Questing to an occupied space and will attempt to Quest to a space it already occupies before Questing to a space occupied by the Player. If it controls an equal amount of resource spaces, or if there are no unoccupied spaces of its preferred resource type, it will Quest from spaces in this priority: Food, Ore, Mana, and will Quest to spaces in this priority: Mana, Ore, Food. If the AI Quests into a space occupied by the Player combat will occur (see Combat Rules below).

Build: If the AI has the Ore needed to Build it will, otherwise the AI will collect resources.

Research: If the AI has the Mana to Research and there are still levels on the Research track it will, otherwise the AI will collect resources.

Expand: If the AI has the Food, Meeples, and spaces to Expand it will, otherwise the AI will collect resources. If the AI can Expand it will expand into the space nearest to its Home Space with only one Meeple on it. If there is a tie it will expand into a space nearest an unoccupied space, or into a space nearest a space occupied by the Player.

Trade: The AI will never trade. Because Trade is the sixth space on the Action Card the AI will never select Trade as an action. If the Player selects Trade the AI will always collect resources.

Combat Rules

When there is combat between the AI and the Player the player must choose the number of resources to dedicate to the war. Then roll the other combat die for the AI player. The AI's combat score is the lower value of the die or the total amount of resources it can allocate to war. The AI player will expend resources up to the amount rolled on the die if it has those resources. The Player must also expend resources equal to the choice on their combat die. If the AI rolls a value higher than the total resources available the AI will expend all of its Mana and Ore resources.

When spending resources for war the AI will always spend Mana before Ore. If playing with Research abilities, if the AI has an ability that lets it use food for combat also it will use Mana first and then either Ore or Food, whichever it has more of at the time of combat.

If the Player chooses the white flag and the AI die roll is the white flag then an Alliance will be struck and both Meeples will coexist. If the AI die is not a white flag the player loses, but does not pay any resources. The AI must still pay resources.

If the Player chooses to expend resources and the AI die roll is the white flag then the Player can choose to either defeat the AI or form an Alliance. If the Player decides to form the Alliance the resources allocated to war do not have to be spent.

If future combat does not result in an Alliance war breaks out in all allied spaces. The AI will never attack if there is an Alliance.

Example: The Player Quests into an area controlled by the AI. The AI has 2 Mana and 3 Ore, for a total possible combat value of 7. The Player has 3 Mana and 2 Ore for a total possible combat value of 8. The Player chooses 8 on the combat die and then rolls a 10 for the AI. The AI loses the battle because it only has 7 resources to allocate to the war and must expend all its Mana and Ore. The Player must also expend all Mana and Ore.

Example 2: The AI Patrols into an area controlled by the Player. The AI has 6 Mana and 5 Ore, for a total possible combat value of the full 11. The Player has 2 Mana and 1 Ore for a total possible combat value of 5. The Player chooses 5 on the combat die and then rolls a 6 for the AI. The AI wins the battle and expends 3 Mana. The Player loses the battle and expends all Mana and Ore.

Example 3: The AI Patrols into an area controlled by the Player. The AI has 6 Mana and 5 Ore, for a total possible combat value of the full 11. The Player has 2 Mana and 1 Ore for a total possible combat value of 5. The Player chooses 5 on the combat die and then rolls a 5 for the AI. The Player wins the battle and expends all Mana and Ore. The AI loses the battle and expends 2 Mana and 1 Ore.

Example 4: The AI Patrols into an area controlled by the Player. The AI has 1 Mana and 1 Ore, for a total possible combat value of 3. The Player has 2 Mana and 1 Ore for a total possible combat value of 5. The Player chooses 4 on the combat die and then rolls a white flag for the AI. The Player decides to accept the alliance and both Meeples coexist on the space. No resources are spent by either side.

AI Preferences

The AI will choose to move into areas when Patrolling or Questing based on the following preferences.

The AI will always Patrol within its Territory Card if possible before Patrolling on the Player's Territory Card. The AI will never Quest from the Player's Territory Card back to its own Territory Card.

The AI will not Patrol or Quest to the Ruins or Capital City space unless there is at least one Meeple (of either the AI or the Player) on every other space on its Territory card. When collecting resources, the AI will always collect Food for a Meeple in the ruins. The AI will never Patrol or Quest out of the Ruins.

The AI will never initiate combat from a space with a single Meeple on it.

The AI will Patrol or Quest from spaces in this order of preference:

1. A space with 2 Meeples on it that meets the most of these conditions:
 - a. A space adjacent to an unoccupied space (for Patrolling).
 - b. A space furthest from the Home Space.
 - c. A space adjacent to an area type that the AI controls the least of.
 - d. A space that produces the resource type that the AI controls the most of.
2. The Home Space if there is another Meeple in reserve to replace the leaving Meeple.
3. A space with 1 Meeple on it, but only to an unoccupied space.

To spaces in this order of preference:

1. An unoccupied space that meets the most of these conditions:
 - a. A space that provides a resource the AI controls the least number of spaces for.
 - b. A space that is furthest from its Home Space.
2. A space it occupies that meets the most of these conditions:
 - a. A space that is adjacent to an unoccupied space
 - b. A space that is furthest from its Home Space.
3. A space occupied by the Player that meets the most of these conditions:
 - a. A space that provides a resource the AI controls the least number of spaces for.
 - b. A space that is furthest from its Home Space.

If the AI has to give up resources for any reason other than War it will give up the resource it has the most of. If the AI gains any resources for any reason other than collecting resources it will choose to gain the resource it has the least of. In a tie use the preference order.

All else being equal, the AI will choose resources or spaces in this priority:

1. Mana/Forest
2. Ore/Mountain
3. Food/Plains

Adjustments

To make the game easier use any number of these adjustments:

- When gaining resources the AI never gains more than 1 of any type of resource.
- The AI cannot gain resources when it uses an Action that it can't take.
- The AI starts with no resources.

To make the game harder use any number of these adjustments:

- Use the Dark Army Faction card available here: <https://boardgamegeek.com/filepage/105535/solo-variant-dark-armies>
- The Player starts with 3 resources instead of 6.
- Use Research abilities for the AI.
- No Alliances – if the AI rolls a White Flag it automatically wins the battle and does not expend any resources.