

# Solo Rules for the Base Game

Challenge Frederick II to a head-to-head match! In this solo mode, you take on the "Stupor Mundi" himself. Will you manage to reach the title of Duke?

## Setup

Create a 2-player setup with these changes:

- Use **Independent (teal) Allies**, including the German nun marked with . . . . Do **not** use **Loyalist (Orange) Allies**.




- Your Ship and Frederick's Ship start in the "Roma" space on the Voyage Board. 
- Shuffle the **Solo cards** and place them in a face-down deck next to the Voyage Board.
- If it's your first game or if you want to play an easier game, randomly choose 3 Edict tiles marked with . . . and add them to the ones used in a 2-player game. You may look at these tiles before shuffling them all together.

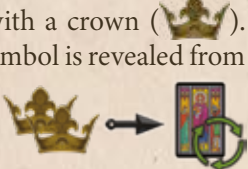
	Move Frederick's Ship 1 space.
	Do not move Frederick's Ship.
	Move Frederick's Ship to the same location as your Ship.
	Remove the Action card from the location of Frederick's Ship (if possible).
	Remove the Ally from the location of Frederick's Ship (if possible).
	Issue the indicated Edict.

## How to play

You play first, and take your turns as normal. On Frederick's turn, flip a Solo card and perform the indicated actions on Frederick's behalf. **As long as you have at least 1 card in your hand, you cannot pass.**




**Exception:** Frederick **NEVER** performs more than 5 actions in a round. After taking your 6th turn in a round (which becomes possible after Building the Keep that removes your Card Slot tile), proceed to the End Phase without flipping another Solo card. 

Some of the Solo cards are marked with a crown (👑). When the **second** card with a crown symbol is revealed from the deck, shuffle all of the Solo cards to form a new deck of 16 cards at the **end** of Frederick's turn. 

In most cases, Frederick will move his Ship one or more steps to challenge you by removing cards or Allies from the Voyage Board.

Frederick does not perform actions like a human player, nor does he gain any VP. He only performs those actions indicated on the Solo cards:

When Frederick has to Issue an Edict:

- Choose the Edict indicated by the Roman numeral on the Solo card: I is the topmost Edict, II is in the middle, and III is on the bottom. In the rare case where the Edict space is empty, Issue the next one in sequence (I → II → III → I). 
- Frederick always positively activates an Edict. This means he will only ever **add** resources, Structures, and Allies, and he will only ever Promote his Specialist along Path A of the Workplace Area. Any leftover steps are ignored (for example: if Frederick needs to add 2 Towers, but there are already 4 Towers, he adds 1 Tower and ignores the other).
- After Frederick Issues an Edict, remove it and replace it with the one in the corresponding position in the Next Edict spaces (top, middle, bottom). If that position is empty, replenish from the next one in sequence (I → II → III → I).

## End of the game

At the end of the game, your score indicates the title you have attained:

- 0–29 VP: **Serf**
- 30–49 VP: **Knight**
- 50–79 VP: **Feudal lord**
- 80 VP or more: **Duke!**

# Solo Rules for "The Postponed Crusade"

## Setup

Set up the expansion like you would for a 2-player game. Set aside a gold coin for Frederick's use.

## How to play

Whenever you perform an action on one of the Crusade Boards, or when Frederick's cards are reshuffled, flip the gold coin for each Crusade Board that has not yet been flipped to its *papal excommunication* side. Proceed from left to right.

If the coin falls on its "heads" side (👤), place a single silver coin (👤) on the appropriate Crusade Board.

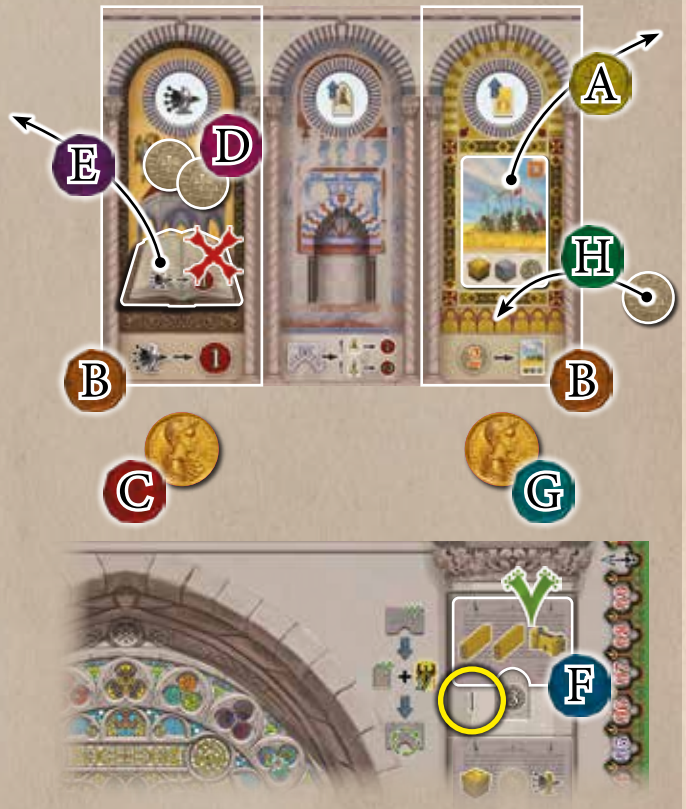
If the coin flips to its "heads" side and there are already 2 silver coins on the Crusade Board, remove 1 component from that board (in the case of the Papal Structures Board, you choose which Structure to remove).

If, by doing so, Frederick removes the last component of a Crusade Board, Frederick Issues the Edict that matches the position of the Crusade Board he just emptied (1st, 2nd, or 3rd, from left to right). *For example: if he empties the rightmost Crusade Board, he must Issue the Edict located in spot number III.* Finally, he removes the 2 silver coins present on the board and flips the Crusade Board to its *papal excommunication* side as per the usual rules.

**Example:** Jack plays an Action card in the fifth slot of his Player Board and decides to activate the Crusade Knights Board A. He Purchases a Crusade Knights card for 2 Augustales and adds it to his hand. Since he performed an action on one of the Crusade Boards, he has to flip the gold coin for each Crusade Board that has not yet been flipped to its *papal excommunication* side; in this case that's the Vatican Library Board and the Crusade Knights Board B (the Papal Allies Board is already flipped).

Jack first flips the gold coin for the Vatican Library Board. It lands on the "heads" side C. Since there are already 2 silver coins on this board D, he removes the second and final Papal Book E, as well as the 2 silver coins. Since this Crusade Board is now empty, Frederick has to Issue an Edict and flip the board to its *papal excommunication* side. Since it is the leftmost Crusade Board, he Issues the Edict located in the "I" spot F.

Finally, Jack flips a coin for the Crusade Knights Board, and it also lands on its "heads" side G. He adds 1 silver coin to the board H.



# Solo Rules for "The Imperial Projects"

## Setup

- Set up the expansion like you would for a 2-player game, but only use 1 Tower Project tile (instead of the usual 2).
- Remove the following Condition tiles from the game before randomly assigning the others to the 3 Imperial Projects:



## How to play

Frederick does **not** interact with the Imperial Structures in any way. All other rules remain unchanged from the Solo Rules for the Base Game.