

890 Anno Domini - Solo Mode



his expansion will allow you to play 890 solo with 8 different scenarios!

Although they can be played in any order, for the first playthrough

we suggest playing them in order from 1 to 8. You will also find components and rules to introduce some of these scenario elements into 2-4 player games. Have fun!

Components



1 Rival Kingdom board



4 Rival Kingdom Action Track boards (2-sided)



1 Rival Kingdom cube



1 Winch, 1 Knight, 1 King's Camp



1 Die



14 Action cards



6 Scenario cards (for 2-4 players)



1 Character card



This rulebook

Setup



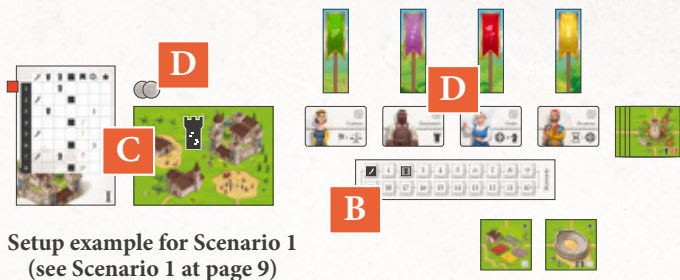
Setup the game as usual, but apply the following changes:

- A. Take the tiles normally used in a 2-player game, shuffle them, and create a row of Territory tiles as usual.
- B. Place the Defence cube on space number “1” and the Invader cube on space “0” on the Invasion track.
- C. Place the Rival Kingdom board nearby and choose which Scenario you want to face. Take the Action Track board for the chosen Scenario (you can find the Scenario number in the bottom right corner) and place it next to the Rival Kingdom board. Finally, place the Rival Kingdom cube on space number “1” of the first row of the Track.
Note: you can find all the Scenarios starting from page 9 of this rulebook.
- D. Follow the setup instructions provided by the Scenario: each one specifies which Characters and Special Buildings to use, the Rival Kingdom’s Towers, Coins and potential tiles, your

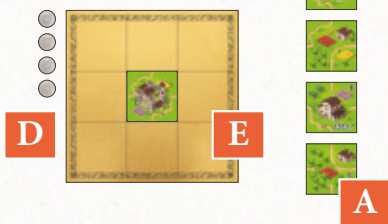
starting Coins, and the starting Castle you will use. Unless stated otherwise, place the Special Buildings in random order. If the Rival Kingdom starts with any Tower icons, apply their effects following the standard rules (*for example, if there is a Tower icon, add 1 Tower to the Rival Kingdom and advance the Defence cube on the Invasion Track 1 space*).

- E. Take a Kingdom board and place your Castle as usual.
- F. Carefully read the Special Rules for the chosen Scenario: each one of them introduces some variants or special components.

Important: some Scenarios can change the base rules of the game and even those of the setup above-mentioned; in case of conflict, the Scenario’s Special Rules always have priority.



Setup example for Scenario 1 (see Scenario 1 at page 9)



Special Thanks

A big shoutout to all our fearless playtesters! Atlantide Giochi Savona, Stefania Cazzato, Roberto Bardoni, Samuele Macciò, Ilaria Badino, Elisa Arrigoni, Alberto Merialdo, Angela Peluso, Augusto Astengo, Alessandro Ciceri, Davide Isetta, Daniele Gualco, Alessia Caccamo, Gianluca Giraud, Olivia Zhu, Omar Khan, Marco Perrando, Andrea Barbasso, Francesco Chironna, Aurora Longo. You made our time travel unforgettable!

Credits

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Additional resources: we thank Freepik for their fantastic DB of icons!

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Want to stay
up-to-date with
the rulebook?

Gameplay



ollow the standard game rules but apply the following changes:




1. You are always the first player.
2. After completing your turn, check the Rival Kingdom Action Track and perform all the visible actions of the current turn row (in correspondence with the Rival Kingdom's cube) from left to right, then move the Rival Kingdom's cube to the next row. Here you can see all the Rival Kingdom's possible actions. Each letter (a, b, c...) refers to a different column of the Action Track board.




- a. For each Saracen icon on this space, the Invader cube advances 1 space on the Invasion Track. If by doing this it overtakes the Defence cube, an invasion occurs at the end of the Rival Kingdom's actions. If your Kingdom is invaded, follow the standard game rules. If, instead, the Rival Kingdom is invaded, it receives the Tower as usual but doesn't flip any tiles or suffer negative points.

Note: in case you and the Rival Kingdom have the same number of Towers, you will both be invaded, following the standard game rules.

- b. If there is a Tower icon on this space, the Rival Kingdom gains 1 Tower from the supply and adds it to its board, and the Defence cube advances 1 space on the Invasion Track.
- c. If there is a Noble icon on this space, the Rival Kingdom gains 1 Noble from the supply and adds it to its board.


- d.  The Rival Kingdom removes the first Territory tile (the one further away from the Special Buildings). The tile is discarded (only Special Buildings will be added to the Rival Kingdom's board), but the Rival Kingdom still gains any Coins next to the tile, as well as any Towers, Nobles or Coins shown on the tile, also applying any Saracen icons. Ignore any Victory Points present.
- e.  The Rival Kingdom attracts the Character associated with the Banner depicted on the space. If the Character is no longer available, it gains 2 Coins as compensation. Place the Character near its board and apply its effects as usual, if possible (see Characters' Rules here on the side).
- f.  The Rival Kingdom takes from its supply the number of Coins shown on the space and places them, one for each tile, on each Territory tile starting from the one further down in the line. If the Rival Kingdom does not possess enough Coins in its supply, it only places the ones available.

- g.  The Rival Kingdom takes a Special Building, places it next to its board and applies all its effects. The Rival Kingdom always takes the one furthest to the left in the respective row. Any bonus Victory Points will be scored at the end of the game as usual.

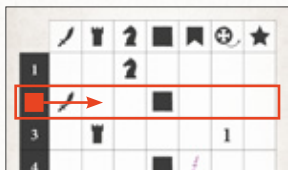
In some Scenarios, this space will also be used to indicate effects related to other icons. These icons' rules are explained at the bottom of each Scenario.

Characters' Rules:

Mystic: the Rival Kingdom always places 2 Saracen tokens beside the first 2 tiles of the row (starting from the bottom);

Inventor: if there is at least one Special Building available, the Rival Kingdom takes it following the usual  rules indicated above, then it discards the Inventor.

Example: After Margherita has completed her second turn, it's the Rival Kingdom's turn, which performs all visible actions in the second row of the Action Track, in correspondence with the cube. It starts with the Saracen icon, advancing the Invader cube by 1 space, and then removes the Territory tile further down in line (gaining the Coins on it and applying all its icons).



Important: some Scenarios could have additional rules or different actions from the ones above-mentioned; the Special Rules included in the Scenario will explain how these work.

End of the game



The game ends at the end of the turn in which your Kingdom is complete (all 9 squares of your Kingdom are occupied by tiles), after performing the Rival Kingdom's actions. Add up the points by choosing a colour for you and one for the

NOBLES	3
COINS	3
DEFENCE	2

Rival Kingdom. Follow the standard game rules.

The bonuses for majorities depend on the current Scenario (they are indicated on the top right of the Scenario). If you have scored more points than the Rival Kingdom, you have won the game! Deal with tie-breakers following the standard game rules.



Components and Rules for 2-4 Player Games

Inside the box you will find many components useful to add variety to your 890 Anno Domini multiplayer games as well.

Steed

Besides being present in Scenario VII, this new Character can be shuffled together with the others from the base game to be used during your games.

New Scenarios

In the box there are 6 new Scenario cards for 2-4 player games! You will find a few clarifications regarding each of these here below:

To Do One's Share: the special rule of this Scenario applies each time **the new tile drawn** to bring the Territory row back to 4 is a Tavern; any Taverns already present in the row during the Setup have no effect. If more players are tied for the largest number of Coins, each one of them has to pay 3 Coins and receives 1 Noble.

The King's Visit: to play this Scenario, take the Camp and place

it in the center of the table. At the end of each turn, sum up the number of Towers and Nobles: the King will move to the Kingdom with the largest number. If more players are tied, place the Camp back to the center of the table (he doesn't belong to any Kingdom for now).

It's a Matter of Faith: in case more players are tied for the number of Churches, whoever of them is in possession of the Cathedral wins the tie-breaker. If none of them has it, you check which player has the most Nobles and then the one with the most Coins. At the end of this game possessing the majority of Towers doesn't give extra points. Even in case of any other tie-breaker, the majority of Churches has priority over the majority of Nobles.

The Hero of Provence: to play this Scenario, take the Knight and place it in the center of the table. If more Kingdoms are invaded during the same turn, the Knight stays where it is.

Mercenary Troops: to play this Scenario, take the Knight and place it in the center of the table. Anyone can claim to engage the Knight, even during the other player's turn or right before an invasion, taking it away from the person who owns it. The Knight can be engaged only **once per turn**. The one who claims it during the turn takes it and no one else will be able to take it for that turn.

Help from the King: to play this Scenario, take the Winch and place it in the center of the table. At the beginning of every turn, if the active player is in possession of a number of destroyed Territories

larger or equal to the number of destroyed Territories of every single opponent, they receive the Winch. It is mandatory that the active player has at least one destroyed Territory. The Winch allows the player to place one less Coin when taking a tile. The active player chooses the tile on which not to place the Coin.

Note: To simplify, in the Scenario cards the Victory Points are indicated as VP.



Scenarios

I - The Young Scion

My brother reigns nearby but there's only one inheritance. With an uncertain future ahead of us, brotherhood and ambition clash for dominion over a single crown.

NOBLES



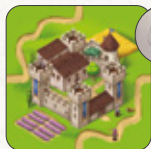
COINS



DEFENCE



Player:



x4

Rival Kingdom:



x1



x2

Special Buildings:



Special Rules: No special rules.

II - Specialists Gather

Given the emergency, the King has sent to call all the specialists not already involved in the defence of the kingdom. Will you be able to have them on your side?

NOBLES



COINS



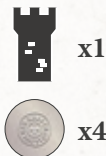
DEFENCE



Player:



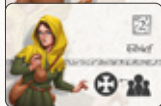
Rival Kingdom:



Special Buildings:



A Castle of your choice



Special Rules:

- ? The Special Building built by the Rival Kingdom is chosen randomly: shuffle the Special Buildings face down and draw one.
- ! At the end of the game, all Characters that were not attracted are automatically assigned to the Rival Kingdom.

III - A Challenging Terrain

The morphological characteristics of your new kingdom require the use of large construction machinery. Will you be able to face this new challenge and still make it thrive against your rival?

NOBLES



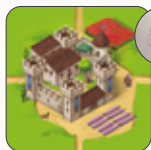
COINS



DEFENCE



Player:



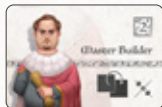
x5

Rival Kingdom:



x5

Special Buildings:



Special Rules: Place the Castle on the top left instead of the centre of your kingdom and place the Winch on top of it. Each turn you must place the tile you acquire in a space orthogonally adjacent to the Winch, then move it onto the newly placed tile. Before placing the acquired tile, you can move the Winch by paying 1 Coin for each tile space you move it (orthogonally only). If you do not have enough Coins to move it (or wish not to do so) and there is no space to place the tile orthogonally adjacent to the Winch, place the tile in a free space of your choice but turn it face down.



IV - To Do One's Share

The war against the Saracens is lasting much longer than expected... and wars are expensive! The King has requested each local lord to do their part, promising titles and privileges to all those who will aid the cause.

NOBLES



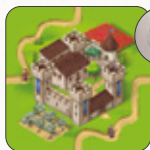
COINS



DEFENCE



Player:



x4

Rival Kingdom:



x4

Special Buildings:



Special Rules: If the Rival Kingdom takes a Tavern, this will be placed next to its board as it was a Special Building.

! The King's collector has arrived. The wealthiest Kingdom (i.e., whoever has the most Coins) must discard 3 Coins but will receive in return 1 Noble as a recognition of its commitment. If you and the Rival Kingdom have the same number of Coins, you both pay 3 Coins and both receive the Noble.

V - The King's Visit

The King has decided to embark on a journey through the most prosperous, wealthy territories of Provence. Having the King's encampment in our own kingdom is a great honour, but also a risk because it makes us a target!

NOBLES



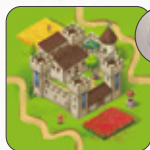
COINS



DEFENCE



Player:



x5

Rival Kingdom:

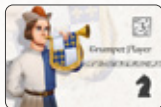
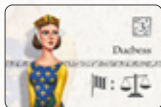


x1



x5

Special Buildings:



Special Rules: At the end of your turn, and at the end of the Rival Kingdom's actions, check where the King will travel and place the Camp in that Kingdom. The King will always encamp in the most prosperous Kingdom, meaning the one with the highest value of Towers and Nobles combined. In case of a tie, place it near the Special Buildings (in that case he will not be in any Kingdom).



At the end of the game, the Camp is worth 3 Victory Points and wins tie-breakers, even if the Duchess is present. In case of invasion, if the number of Towers is tied, only who has the Camp gets invaded. If the Camp is in the invaded Kingdom, 2 tiles instead of one will be destroyed in that Kingdom.

VI - A Matter of Faith

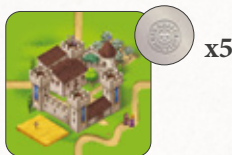
The war against the Saracens has depleted the population. The region's bishop has stated that the most important thing is to have faith and to build as many churches as possible to show the devotion of Provence.

CHURCHES  4

NOBLES  2

COINS  1

Player:



Rival Kingdom:





Special Buildings:

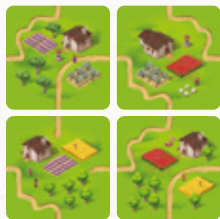


(in this order)



Special Rules: Remove the 4 Tavern and the 4 tiles shown here on the side from the Territory tiles, then add 4 Churches. At the end of the game, the bonus Victory Points for whoever has the most Towers is instead given to whoever has the most Churches. In the case of a tie, it is given to whoever has the Cathedral. If the tie persists, follow the normal game rules.

 If in the tiles row there is at least one Church, the Rival Kingdom will take the one further down in line adding it to its Kingdom treating it like a Special Building. If there are no Churches, follow the normal rules for the  icon.



VII - Hero of the Two Kingdoms

The Saracen attacks have been more frequent and aggressive but, as people say... adversities forge heroes! A noble knight in armour has reached these lands, ready to help those in need!

NOBLES



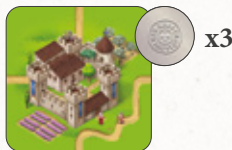
COINS



DEFENCE



Player:



Rival Kingdom:



Special Buildings:



A Castle of your choice

(in this order)



Special Rules: The Knight enters play after the first invasion occurs and goes to the invaded Kingdom. If both Kingdoms are invaded in the same turn, the Knight goes to the Rival Kingdom.



During the game, the Knight moves to the Kingdom which is invaded. If it is already in that Kingdom, it doesn't move. If an invasion occurs and both Kingdoms have the same number of Towers, only the Kingdom without the Knight is invaded. The Knight is worth 1 Tower and 2 Nobles.

VIII - A Difficult Rival

Your rival has uncovered the spies you had in his castle. Your sentries at the border of your Kingdom are keeping an eye on him but, even so, you'll only find out about most of his strategies at the very last moment. It will be tough!

NOBLES



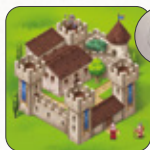
COINS



DEFENCE



Player:



x4

Rival Kingdom:



x1



x4

Special Buildings:



A Castle of your choice



Special Rules: randomly select both the 4 Special Buildings and the 4 Characters. Shuffle the Action cards and place the deck near your Rival Kingdom; draw 2 cards, look at them and then discard them, they won't be used in this game.



Draw 2 cards and place them face up near your Rival Kingdom.



If the face up cards show this kind of icons, apply them in the usual order. (/ / / e / / /).



Roll a die to know which tile to take.



Roll a die to know how many Coins to place.