# HAMLET

## THE VILLAGE BUILDING GAME

# *SOLO RULES*

MIGHTY BOARDS

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## CREDITS
*HAMLET DESIGNED BY: DAVID CHIRCOP*
*SOLO MODE DESIGNED BY: NICK SHAW & DÁVID TURCZI*
*RULEBOOK WRITTEN BY: NICK SHAW*
*RULEBOOK DESIGNED BY: MARK CASHA*
*THANKS TO PLAYTESTERS: JOHNATHAN HARRINGTON,*
*JOE FARRELL, JOHN ALBERTSON, DAVID DIGBY,*

## OVERVIEW

You'll play against Botric, a rival landowner from the nearby town of Autoham. Botric isn't very clever, so they don't always act in the most logical or beneficial way, but they make up for it with their popularity and connections. Villagers help them out with carrying materials, and they can call in favours with their fellow local landowners to help pay for things. Defeat Botric by being the bigger contributor and proving who is the best town builder!

### EXTRA COMPONENTS

- 1x Solo Action tile
- 1x Favour tile
- 5x Action tokens
- A bag or cup to hold some player markers (you must supply this yourself – or just use your hands!)



*SOLO ACTION TILE*     *FAVOUR TILE*

*ACTION TOKENS IN ACTION LINE*     *BAG OR CUP*
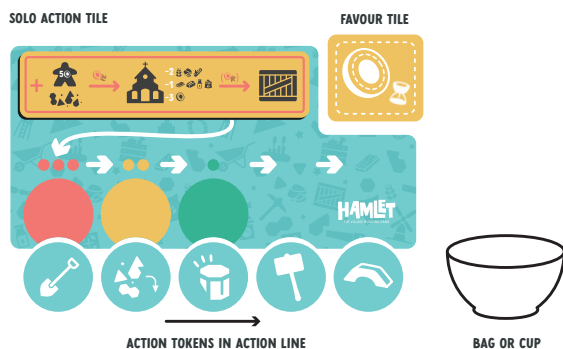
## SETUP

1. Set up as a 2-player game, with the following exceptions:

    a. Botric does not use or hire Donkeys, so you do not need to place a starting Donkey on the Church for them. Put their Donkeys back in the box, as they won't be used in the game.

    b. You are the starting player, so you start with 3 Gold 🪙. However, Botric starts with 2 Gold 🪙 (not 4), which is placed on the Favour tile.

2. Place the Solo Action tile in Botric's play area.

3. Place the Favour tile (with the 2 Gold 🪙 currently on it) face up in the recess in the top-right of the Solo Action tile.

4. Place the 5 Action tokens in a line underneath the Solo Action tile, left to right, in a random order. This forms Botric's "action line."

5. Take 4 player markers from an unused player colour, 3 of another unused colour, and 2 of Botric's own player markers. These will be referred to as "Action markers" in the solo rules.

6. Place 1 of the 4 same-coloured Action markers on the left-most spot on the bottom row of the Solo Action tile (under the red triple-dots).

7. Place 1 of the 3 same-coloured Action markers on the 2nd spot on the bottom row of the Solo Action tile (under the orange double-dots).

8. Place 1 of Botric's 2 player markers on the 3rd spot on the bottom row of the Solo Action tile (under the green single-dot).

9. Place the remaining 6 Action markers in the bag/cup.



*ACTION MARKERS*

***EXAMPLE BOTRIC COMPONENTS SETUP***
*In this example, you would be playing using the Green components (not pictured), and Botric would be using the Yellow components – hence why yellow is the right-most Action marker placed on the Solo Action tile and has only 1 yellow Action marker going into the bag.*

## GAMEPLAY

### ACTION PHASE

You and Botric take turns in the usual turn order. You take your action as per the usual rules.

#### BOTRIC'S TURN

When it's Botric's turn, they pick an action to take with each of their Villagers in turn, based on the Solo Action tile. **Botric evaluates again what action to take with each of their villagers.** They will always try to do one of the "priority" actions if possible; otherwise, they will do one of the "non-priority" actions.

**Priority actions** are those shown at the top of their Solo Action tile: Hire Villager, Church Delivery, and Market Sale. **Non-priority actions** are those shown on the Action tokens underneath the Solo Action tile: Produce, Purchase Blueprint, Refine, Build Tile, and Build road. These are all explained in detail later in these rules.

#### AFTER BOTRIC'S ACTIONS

Whenever Botric finishes an action, if the action draw bag/cup is empty:

- Put all 6 previously drawn Action markers back into the bag/cup (do not remove the ones from the Solo Action tile itself!).

- Flip the Favour tile face up if it is face down.

- Place 1 Gold 🪙 on the Favour tile (whether it was just flipped face up or was already face up).

### GENERAL RULE CHANGES FOR BOTRIC:

- They do not hire or use Donkeys; pulling in favours wherever possible, they can access materials (Raw/Refined) from any tile that is connected to the road network.

- They do not use the Market to buy materials, for any reason.

- They do not gain Gold 🪙 from any bonuses or when purchasing Blueprints. Whenever they would gain any Gold 🪙 from a bonus or from a purchased Blueprint, give them 1 Point ⭐ instead.

- They only need to spend Gold 🪙 to hire Villagers or to deliver to the 10-Gold 🪙 delivery space at the Church. In all other cases, Botric does not need to spend Gold 🪙. This is explained in more detail in any relevant actions later in these rules.

- Botric hires Villagers for just 5 Gold 🪙 each (instead of 5/7/9 like a player)

- Botric gets a discount on Church deliveries:

  » Raw materials: 2 materials discount (so costs them 8 Raw materials)

  » Refined materials: 1 material discount (so costs them 2 Refined materials)

  » 10 Gold 🪙: 3 Gold 🪙 discount (so costs them 7 Gold 🪙)

# PRIORITY ACTIONS

Botric first attempts to do one of the actions shown in the top row of its Solo Action tile, preferring the left-most possible action they can perform. If Botric succeeds in performing any of these actions, remember to move and lay down 1 Villager on the relevant tile (Town Hall, Church, or Market respectively), to indicate the action performed.

## HIRE A VILLAGER + PURCHASE BLUEPRINT

If Botric already has all 4 of their Villagers, they skip this action entirely (this does not count as either a Success or a Failure – do not add Gold 🪙 to, or flip, the Favour tile in this case).

If Botric has enough Gold 🪙 on the Favour tile, they will hire a Villager from the Town Hall, which costs them 5 Gold 🪙 (discard that Gold 🪙 from the Favour tile back to the supply).

**Success:** If Botric **does** hire a Villager:

- If they do not already have 3 Blueprints in their supply, they also purchase a Blueprint from the display (see Purchase Blueprint section). Note that this does not move the Purchase Blueprint Action token to the right of the action line!

- Flip the Favour tile face down (it will get flipped back up when the Action markers return to the bag/cup).

**Failure:** If Botric couldn't hire a Villager on the **first** Villager action of their turn, and the Favour tile is currently face up, place 1 Gold 🪙 from the supply onto the Favour tile for use in a future Hire Villager or Church Delivery action (on this turn or a future turn). **Botric only does this once per turn, not per Villager!**

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## DELIVER TO THE CHURCH

Botric makes a Church delivery if they are able to (using Gold 🪙 from the Favour tile for the 10-Gold 🪙 delivery space, and applying Botric's discount on Church delivery requirements).

If more than one space can receive a Church delivery, Botric prioritises according to the following list, in order:

- Worth the most Points ⭐
- Uses most of their own High Quality materials;
- Uses most of their own Refined materials;

- Requires the fewest total materials;
- Player's choice if still tied.

Both you and Botric gain bonuses for any Refined materials used, as usual. Remember, Botric gains 1 Point ⭐ instead of **any amount** of Gold 🪙 for each bonus triggered this way. For example, if Botric uses two of their own High Quality materials for the delivery, they would gain 2+1 Points ⭐ (2 Points ⭐ as usual, plus 1 Point ⭐ instead of 2 Gold 🪙) per material used, for a total of 6 Points ⭐.

If Botric has made **all** the deliveries to the Church themselves, they will have no player markers left to put on the Church to mark their 4th delivery. Just use one of their unused Donkeys to mark this instead (it will only be there for the rest of this turn!).

**Failure:** If Botric couldn't deliver to the Church on the **first** Villager action of their turn, the Favour tile is currently face up, and a Gold 🪙 was not placed on the Favour tile from a failed Hire Villager action already this turn, place 1 Gold 🪙 from the supply onto the Favour tile for use in a future Hire Villager or Church Delivery action (on this turn or a future turn). **Botric only does this once per turn, not per Villager!**

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## MARKET SALE

Botric sells materials to the Market if they are able to. If there is a choice between Market Sale tiles Botric can sell to, they prioritise according to the following list, in order:

- Worth the most Points ⭐.
- Uses most of their own High Quality materials.
- Uses the most of their own Refined materials.
- Requires the fewest total materials.
- Player's choice if still tied.

Both you and Botric gain bonuses for any Refined materials used, as usual. Remember, Botric gains 1 Point ⭐ instead of **any amount** of Gold 🪙 for each bonus triggered this way.

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# NON-PRIORITY ACTIONS

If Botric can't perform any of the Priority Actions, they will select a Non-Priority Action to perform. To do this, draw an Action marker from the draw bag/cup, then:

- Match its colour to the marker colour on the Solo Action tile.
- Botric attempts to do the action shown on the Action token directly below this marker.
- If Botric cannot perform this action, they attempt the next action to the right, and so on, until they have performed an action.
  » If they get to the end of the action line and still can't perform an action, loop back to the left-most Action token to try that, and so on.
  » If they loop all the way around to where they started and still can't perform an action, they just lay down an unused Villager on the Church tile and place 1

Gold 🪙 on the Favour tile, then continue their turn with their next unused Villager.

- When performing the action, remember to move one of Botric's unused Villagers onto the respective tile to perform the action, then lay it down. The specific Villager that must be moved is explained in the respective actions, where relevant.
- Move the Action token for the action performed to the far-right of the action line, and slide all the tokens left to fill in the gap. If the action performed is already the right-most Action token, it just stays where it is.
- Put the drawn Action marker aside for now.

### EXAMPLE OF NON-PRIORITY ACTION

*It is the first Villager action of Botric's turn. They fail to hire a Villager, so place 1 Gold from the supply onto the Favour tile. They then also fail to perform both a Church Delivery and a Market Sale*



*Botric then draws an Action marker from the draw bag. A blue marker is revealed, and they attempt to perform the Non-Priority Action second from the left (the action below the matching blue marker on the Solo Action tile): Purchase Blueprint. Botric finds they are unable to take a new tile as they already have 3 in their supply, so they move to the next action to the right: Refine. Botric is also unable to perform this, as there are no empty Refinery tiles on the map. So they move to the next action on the right: Produce. Botric **is** able to perform this, so this is their chosen action for their first Villager.*
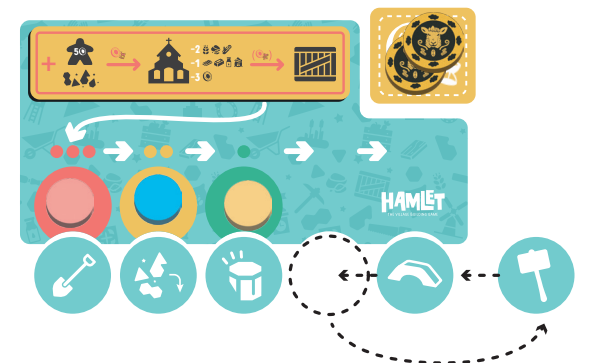


*Once the Produce action has been resolved, Botric must move the Produce Action token to the far-right of the line and move all tokens left to fill the gap, as shown here.*

*This means Produce is now **less likely** to be performed by another of Botric's Villagers any time soon, and Build road has become a little **more likely**.*

## PRODUCE

Botric produces on the Production tile with fewest materials remaining on it (that are not at their maximum), then gains 1 Point ★ (instead of the Gold ◉ production reward).

- If multiple tiles are tied for having the fewest materials, Botric picks the tile closest to one of their Villagers.
- If there are multiple valid tiles equally distant from a Villager, or multiple Villagers equally distant from the chosen tile, **the player** may choose which tile/Villager is used from the tied options.
- For the Barn's production, Botric will choose to produce one of **each** Raw material.

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## PURCHASE A BLUEPRINT

If Botric does not already have 3 tiles in their supply, they will purchase a new Blueprint tile at the Town Hall, chosen as follows:

- Refinery (of a type with its Milestone still available) > Landmark > Refinery (any type) > Barn.
- The left-most tile from any tied options.

Botric places Gold ◉ **from the general supply** (**not** from their Favour tile) onto any tiles skipped over, then adds the chosen Blueprint tile to the right of any other tiles they have (as a build queue). Refill the tile selection above the Scoreboard as usual. If there was **any** Gold ◉ on the tile Botric took, they discard the Gold ◉ and score 1 Point ★ instead.

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## REFINE

Botric will activate a Refinery tile connected to the road network, with space left to refine on, that has the required materials available somewhere in the village. If tied for which Refinery to activate, they pick:

- One that generates **Botric's** High Quality materials.
- One that can create the most Refined materials.
- Closest Refinery to one of Botric's Villagers.
- If there are multiple valid tiles equally distant from a Villager, or multiple Villagers equally distant from the chosen tile, **the player** may choose which tile/Villager is used from the tied options.

Once activated, the closest required materials to the tile are consumed (you pick where from if tied), then add Botric's respective Refined material to the tile (or High Quality material, if they have the respective Milestone).

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## CONSTRUCT A BUILDING

Botric constructs a building from their tile queue that they can afford to construct (only the required materials must be available in the village – Botric does not need to pay any Gold ◉!). They choose to construct a building as follows:

- Refinery (of a type with its Milestone still available) > Landmark > Refinery (any type) > Barn.

- The left-most (oldest) tile in their queue.

Botric pays the construction cost of the tile (ignoring any Gold ◉ cost). They choose to use materials in this priority: Their own High Quality material > their own Refined material > closest to the tile being built from. Botric then picks a location to construct it following this priority:

- In all cases below, Botric avoids joining a road network relying on **your** roads if possible, and avoids joining to **your** Landmark tiles if possible.
- Next to a tile as far along the longest road network with none of your roads on it, where they can match at least one terrain type to a segment (road-to-road, Forest-to-Forest, or Mountain-to-Mountain).
- Next to a tile as close to the Church as possible.
- If multiple locations are still available, **the player** may choose where the tile is placed from the tied options.

Botric will place the tile in a way that joins road-to-road if possible, otherwise Forest-to-Forest or Mountain-to-Mountain (equal priority). Placing Forest-to-Mountain is a **last resort**. Botric will always try to match as many sides as possible when placing.

You and Botric gain the bonuses for any Refined materials consumed for the construction (Botric gains 1 Point ★ instead of **any** Gold ◉ reward, per bonus).

Finally, Botric gains the construction bonus Points ★ from the newly built tile and a Refinery Milestone if available.

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## BUILD A ROAD

If the required materials are available (any missing materials **may not** be purchased from the Market for this action!), Botric looks for:

- an unconnected tile in the village closest to the Church (where a road can legally be built); else
- a tile with the fewest roads connecting it already (again, where a road can legally be built).

If there is more than one available option, Botric prioritises in the following order:

- In all cases below, Botric avoids building a road that connects **your** Landmark tiles to the road network, if possible.
- Extends the longest road network with only **Botric's** roads on it.
- Extends the longest road network with only **your** roads on it.
- Extends the longest road network with no constructed roads on it yet.
- From a tile as close to the Church as possible.
- If multiple locations are still available, **the player** may choose where the road is placed from the tied options.

Once Botric has built all 5 of their roads, this action can no longer be taken. Remove it from the Action token line entirely (there will only be 4 Action tokens there now).

## ADJUSTING DIFFICULTY

Choose one or more of the modifiers to adjust the game's difficulty against Botric. It is not recommended to use **all** the modifiers in a section together! Pick a combination that suits your desired gameplay experience.

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### EASIER GAME

- You start with 2 Donkeys on the Church.
- Botric only scores 1 Point ★ for each Landmark building at game end.
- Whenever Botric should pay Gold ◉ for something but doesn't (so anything except Hire Villagers and the 10-Gold ◉ Church Delivery), they lose Points ★ equal to the ignored Gold ◉ cost.

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### HARDER GAME

- Botric starts with 2 active Villagers, but no Gold ◉.
- Botric doesn't flip the Favour tile over after hiring a Villager / delivering to the Church. It is always kept face up.
- For you to win the Merchant Award, you must have made a majority of Market Sales and have made 5 or more sales in total. A tie is automatically won by Botric, not shared.
- For you to win the Chaplain Award, you must have made a majority of deliveries to the Church. A tie is automatically won by Botric, not shared.
- Botric scores 5 Points ★ for each Landmark building at game end.
- Botric sells any remaining Refined materials they have left in the village at game end for the materials' bonus Points ★, including 1 Point ★ for the Gold ◉ they would have received from the bonus.