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HAMLET

By the Lake



SOLO RULES

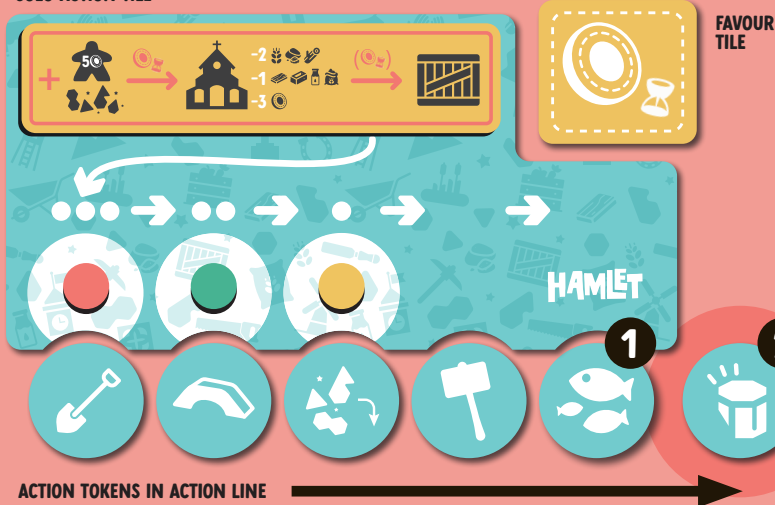
SOLO COMPONENTS

NEW



SOLO ACTION TOKEN: FISHING

SOLO ACTION TILE



ACTION TOKENS IN ACTION LINE

SOLO MODE SETUP CHANGES

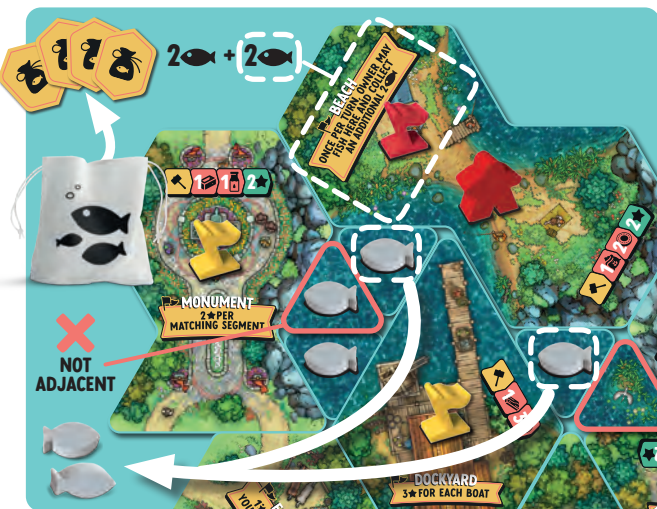
- 1 When setting up Botric's action tiles below its board, include the new Fishing token with the others when randomly laying them out.
- 2 There will be one more action tile than the number of recesses under Botric's board – the 6th tile just goes to the right of the others.
- 3 Do not give Botric a Villagers' house tile.

BOTRIC GAMEPLAY CHANGES


FISHING ACTION



When Botric goes Fishing, place a Villager on a tile adjacent to a lake where they can catch the most Fish. Fish all tokens from the chosen lake(s) adjacent to the tile the worker is on.




- If there's a tie for which lake to pick from, Botric picks one adjacent to its closest worker, and if still tied, you may choose which tied lake they Fish from.
- Botric draws a Fish tile from the bag for each Fish token they Fished.





SELLING AND EATING FISH

At the end of their turn, if Botric now has more than 3 Fish tiles , they immediately discard any surplus Fish tiles in least-rare order (green > blue > red), until they only have 3 remaining. For each tile discarded, they ignore the Sell and Menu abilities of the Fish types, and instead gain the following rewards:







 Common Fish (green):
Gain 1 Gold  onto the Favour tile (even if on its X side).







 Uncommon Fish (blue):
Gain 1 Gold  onto the Favour tile (even if on its X side) and gain 1 Point .

 Rare Fish (red):
Gain 2 Points .


CONSTRUCT A BUILDING ACTION

When constructing a building, Botric has a change in priority for how it chooses where to place its building tile. The placement choice is now as per the following (bold showing the additions vs the base-game solo rules):

- 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 form a lake to place the most Lake tiles**, then 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, **where they can form a lake to place the most Lake tiles**.
- 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 **lets them form a lake with the most Lake tiles possible**, then tries to join 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.

FORMING LAKES

When Botric forms a lake, they gain Points  for the Lake tiles placed, as usual.

PLACING BOATS



After creating any lakes, Botric decides whether to place a Boat in one of the just-formed lakes. They will choose to place a Boat if they formed a lake of at least 2 Lake tiles, and they have any Flags left, and if either of the following is true:

- 1 A lake they just formed is adjacent to a Refinery tile they don't currently have access to (via a road or another of their Boats);
- 2 They can trigger the end of the game by placing their last Flag as a Boat.

If Botric chooses to place a Boat, they place it in the lake they just formed. If they formed multiple lakes at once, the Boat goes into the lake that complies with point 1 above. If still tied, the Boat

goes into the largest (tied) lake formed (if tied for largest, you may pick which tied lake is used).

USING BOATS

-  1 When Botric wants to use one of their Boats to transport resources across, they have to be able to pay 1 Wheat , just like a player would.



THE VILLAGERS' HOUSE

Botric does not use a Villagers' house - keep their workers on the map between their turns (as a number of their action tiebreakers use "nearest to one of their workers").



GAME END

Game End is triggered as usual. Before scoring up, Botric discards any remaining Fish tiles, gaining the same rewards as per their **Selling & Eating Fish** section. Then, score up as usual.

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CREDITS

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