

## Solitaire Rules

The player takes on the role of Tonga. The initial setup is the same as for a two-player game. Your “opponent” will be Samoa and he will expand from there.

### Setup

Set the four “Attack!” Solitaire Game Chits aside – these are added after six chits have been pulled. Place the remaining 11 Solitaire Game Chits in an opaque container.



There is no reason to place Island Group Tiles and Pieces onto the map face down; always place everything face up while playing the solitaire game.

### Procedure

In all situations involving a choice to be made by your “opponent”, and there is a tie, use the die to choose randomly. (For example, when choosing the Island Group with the most Warrior Bands and more than one Island has the same number of them.)

It is recommended that the Solitaire game be played without using any of the Advanced rules. However, if you wish, you may add The South Island, Saved Resources, and/or Malaria to your Solitaire game.

The game proceeds in the usual manner, with changes to each Step as outlined below. Most changes govern the actions of your “opponent”.

### Turn Order Step

Beginning with the second turn, during each Turn Order Step you must draw one Solitaire Game Chit and immediately apply the results. First, provide your “opponent” with the material listed on the “Expand” side of the Chit. Then, carry out the directions on the “Action” side of the Chit. See the Expand and Action sections below.

### Exploration Step

If you draw an Off Course chit, then shift your Explorer to the eligible hex that is furthest from Tonga.

Each time you discover an Island Group, it may already be occupied by your “opponent”. Roll the die:

- If the result is LESS THAN the number of hexes that the discovered Island Group is away from Tonga (measured in hexes, as the albatross flies, with no concern about what is in the intervening hexes), then the Island Group is Controlled by your “opponent”.

–1 Subtract one from the die roll if the hex in question is an equal distance from Tonga and Samoa.

–2 Subtract two from the die roll if the hex in question is closer to Samoa than it is to Tonga.

If the discovered Island Group is controlled by your “opponent”, then determine what enemy pieces are occupying the islands.

- First, always place an enemy Transport Canoe on the Island Group—even if it is just an Atoll.
- Next, roll the die for each green box on the tile: on an even result, place a Village in the box. On an odd result, don’t place a Village. Do not roll for brown boxes.
- Finally, roll the die for each Village you have placed: on an even result, place a Warrior Band in the Island Group. On an odd result, don’t place one.

If you discover an Island Group, and it is *not* controlled by your “opponent”, and it has four Village boxes on it (total, green and brown boxes), then you must draw one Solitaire Game Chit and apply the results (see the Expand and Action sections below) immediately after your Exploration is complete. Note that it’s possible to have more than one Chit to resolve at this time; you may do so in any order you wish.

For a more challenging solitaire venture, experienced players should draw a Solitaire Game Chit whenever an Island Group with 3 or 4 boxes on it is discovered.

### Movement and Battle Step

Movement and Battle are handled in the same way as the basic game. In Battle, when your “opponent” must pick a piece to Panic or Remove, use the following guidelines:

- When a piece is Removed, first remove Local Warriors, then Warrior Bands, and finally War Canoes.
- When a piece Panics, first shift back War Canoes, then Warrior Bands, and finally Local Warriors.

If you occupy Samoa, then pick another of his Island Group for your “opponent’s” Home Island group. Pick the Island Group with the most Villages on it. If there are no other Island Groups, then the next Island Group assigned to your “opponent” with at least one Village becomes his Home Island Group.

### 4. Building Step

Your Builds are handled in the usual manner. Your “opponent” never Builds anything during this Step.

### 5. Victory Step

You win the Solitaire Game by attaining 30 Victory Points during any Victory Step when there are at least two Solitaire Game Chits remaining in the opaque container. (That is, you have not drawn more than 13 of the 15 chits.) If you fail to attain 30 Victory Points before there are two or fewer Chits remaining during the Victory Step, you lose.

### Expand

**1 Card:** Provide your “opponent” with one Arts & Culture card. Leave the card face down until the next time you attack your “opponent”, or he receives an “Attack!” or “Explore!” Action, at which time all of his cards are revealed. Cards with an ability will be used by your “opponent” at the first opportunity.

**Transport Canoe Chain:** Place a Transport Canoe in your “opponent’s” current Home Island Group (usually Samoa), and add Transport Canoes as required to connect all of your “opponent’s” Island Groups and Atolls (that can be connected) to his

current Home Island Group. Do not place a Transport Canoe in any location already containing one. Transport Canoes must be placed in Known hexes that are not occupied by you. If there are no such Island Groups, or if all are already connected, then ignore this Expansion.

**1 Village:** Provide your “opponent” with one Village, placed on his Island Group that has the most empty green and brown boxes. If there are no empty boxes, then ignore this Expansion.

**1 Village per Island:** Provide your “opponent” with one Village on each of his Island Groups that have an empty green or brown box. If there are no empty boxes, then ignore this Expansion.

**2 Warrior Bands:** Provide your “opponent” with two Warrior Bands, placed using the order of precedence below:

#### ORDER OF PRECEDENCE:

- 1 Place with any War Canoe without a corresponding Warrior Band.
- 2 Place on any Island Group that has more Villages on it than it has Warrior Bands—highest priority given to the Island Groups with the most Villages.
- 3 Place on Island Groups with no Villages and no Warrior Bands.
- 4 Place on Atolls—never more than one Warrior Band per Atoll.
- 5 Finally, any remaining Warrior Bands go to Island Groups with more than one Warrior Band per Village—highest priority given to the Island Groups with the most Villages.

**1 Warrior Band:** Provide your “opponent” with one Warrior Band using the order of precedence listed above.

**1 Warrior per Village:** Provide your “opponent” with Warrior Bands as required, so that each of his Island Groups has at least one Warrior Band per Village. If all Island Groups have one or more Warrior Bands per Village, then ignore this Expansion.

**1 War Canoe:** Provide your “opponent” with one War Canoe, placed on your “opponent’s” current Home Island Group (usually Samoa).

## Action

**Build:** Take no additional actions beyond the placement of Expansions.

**Defend:** Take no additional actions beyond the placement of Expansions.

**Explore!:** Your “opponent” Explores around Samoa:

- Reveal any face down cards that your “opponent” has.
- Exploration proceeds in the following manner: from the first Unexplored hex southeast of Samoa (marked Niue) counter-clockwise with the hexes adjacent to Samoa through to the hex labeled Tuvalu; then to the hex north of Tuvalu, clockwise through all of the Unexplored hexes that are two hexes from Samoa, to the Rarotonga hex; then three hexes from Samoa, counter-clockwise beginning with the hex labeled Tubai. Continue outward in this manner as necessary.



Shown are Samoa’s first 4 hexes to explore and the order that other Unknown hexes are explored.

- Skip any hexes that have already been Explored, including those Explored by Tonga (you), jumping directly to the next Unexplored hex in the above sequence.
- Keep Exploring hexes until at least five total Knots are showing – or at least six total Knots if your “opponent” has the Navigation or Ocean Chart card.
- Place a Samoan Transport Canoe on every Island Group that is found, including Atolls.

The Samoan Explorer cannot be Lost. Off Course Chits have no effect on your “opponent”.

**Attack!:** All of the War Canoes of your “opponent”, with one Warrior Band each (if available), attack your islands:

- Reveal any face down cards that your “opponent” has.
- Determine which of your Controlled Island Groups (those with at least one Village) that your “opponent” can reach. Consider any possible Transit on Transport Canoe Chains as well as any additional movement possible because of Double-Hulled Canoes or Poi.
- Your “opponent” will attack your Controlled Island Group with the fewest defending pieces (Warrior Bands + War Canoes + Local Warriors). When tied, the closest tied Island Group to Samoa is attacked.
- If your “opponent” has War Canoes in more than one location, each location will determine its target separately. This may or may not end with your “opponent’s” War Canoes combining their attack.
- See the Solitaire Movement & Battle Step above for choices made by your “opponent” in battle.
- If your “opponent” wins and takes your Island Group, you must Retreat as in normal Battle. Your “opponent” will “save” just one Village, and his remaining pieces will remain in the hex.
- One attack by your “opponent” can be stopped by an Arioi card that you have.