KARVI
SOLO VARIANTS

OVERVIEW

With these solo rules you can play Karvi alone in 2 different ways using the same core mechanic. Both variants let you play the game using the normal rules, but against a simplified opponent. Neither variant requires any additional components.

Variant 1 – Highscore Mode is a beat-your-own-score for you to learn the game and improve your score. It uses simple rules where the opponent blocks spots and removes some cards and tiles.

Variant 2 – Battle against the Völva adds some opponent rules and is intended to give you a challenge where you have to beat the opponent's score.

The initial setup is identical in both variants with some additions for **variant 2**, which are explained later. We recommend using Orange as your own color, which will help you to understand the examples.

SETUP

Set up a 3 player game as usual with the following changes to the base rules:

2 LOCATIONS

Use only 2 **raid** 🃏 and **trade** 🃏 tiles for each location, as in a 2-player game (but in step ⑤ still use 3 **special rune stones** as usual).

3 ACTION TRACK

Place **2 blockades** ☒ on the bottom right of the action track, **1** on the middle **beer spot** and **1** on the middle **provision spot**. These spots count as *unavailable* but are counted when opponent dice are moved (this will be explained on the next page).
We suggest playing the first game with the action boards showing this symbol ⚓. But these rules will work with the boards with the 🛡 as well.

6 TRADE AND UPGRADE CARDS

After forming the 3 stacks of **upgrade cards**, remove the top 3 cards of each stack (helmet, beer and ship) from the game.

Note: Some upgrade cards are less strong or even useless in the solo game. But you can still discard them for gold.

7 SCORING MEEPLE AND SHIPS

Only setup your scoring meeple and ship. The opponent does not travel the sea nor scores any points.

INDIVIDUAL SETUP & START CARDS

Only setup your **player board**, as shown in the base rules.

The opponent is using **4 dice** in total. Use the 2 purple and 2 blue dice as the **opponent's** dice. To determine their starting positions, shuffle the 5 **start cards**, draw 3 at random and assign them to Purple, Blue and you. Place all **6 dice** (including yours) according to the base rules for 3 players. Also take the items shown on your card. The opponent doesn't receive any items.

Variant 1 – Highscore Mode

Your goal in **Highscore Mode** is to beat your own score!

You play by the usual rules (see **Overview and Gameplay** in the rulebook). Whenever at least **1** of your **opponent's dice** is furthest back on the action track, it is your **opponent's turn**. During the game, these dice will block action spots. They don't care about costs, requirements, benefits or anything else. Their color is not relevant in this variant.

Opponent's Turn

Take **all dice** that are further back than your next die into your hand and **roll them** all at once. Put all **blank** rolls aside for now.

Then place each rolled die according to its **pips** on the corresponding spot, counting from the next spot **ahead** of your next die. Meaning a **1** would be placed on the **first** spot ahead of your next die, a **2** on the **second** spot, and so on. If the assigned spot is unavailable, place the die on the **next available** spot ahead. Ignore all beer costs.

All empty and **locked action** spots 🔒 **always** count as available for the opponent. Already occupied spots and spots with a blockade 🚫 count as **unavailable**.

After this, if you rolled any **blank** dice, place them on the first available **yellow** 🛡 **red** ⚔ or **brown** 0️ spot, whichever comes first.

*After your turn, 1 purple and 1 blue die are further back than your die so you roll them both at once. You rolled a 3 with Purple so you count spots **ahead** of your die and place it on the **third** spot. You rolled a 4 with Blue so you count spots and would place it on spot 4. Spot 4 and 5 are occupied so you place it on the next available spot instead (spot 6 in this case).*

*Of the dice you've rolled, you first have placed the dice with pips. **After** that, you place the 2 blanks remaining. You place the blue and purple blank die each on the next available yellow 🛡, red ⚔ or brown 0️ spot.*

Generally, any die moving **past** the **stop area** is placed on the last available spot within the stop area.

End of Round

As usual, a round ends when **all** the dice are back in the stop-area (see **End of Round** in the rulebook). This also triggers the following events:

- Discard all 3 face-up **trade cards** and replenish them with 3 new ones.
- Remove the top **special rune stone** on each spot.
- At the end of the **first round**: Remove 1 random raid tile from each **2** 🛡, **5** 🛡 and **8** 🛡 raid stack and 1 random trade tile from each 🛡, 🛡 and 🛡 trade stack.
- At the end of the **second round**: Remove 1 random raid tile from each **12** 🛡, **18** 🛡 and **24** 🛡 raid stack and 1 random trade tile from each 🛡, 🛡 and 🛡 trade stack.
- At the end of the **third round**: The game ends and the final scoring begins.

End of the Game and Final Scoring

Score your end game points as usual.

For your own evaluation: A score of **above 170** points is a **good score**, **above 200** is a **great score** and **above 250** is an **impressive score**.

Your goal in **Battle against the Völva** is to beat "the Völva" (Purple), an Automa opponent *(a Völva is a seeress with the ability to foretell future events)*. The setup is the same.

The Völva will use everything in her might to beat you, even using her magical powers *(some may say cheat)*, but still similar to how a real player would perform those actions. She does not care about resources, beer, provisions, strength or any text on cards, but will use her magical powers to raid, trade, build, take cards and score points.

The Völva has **2 assistants**: The Blazy is her local helper who is only interested in blocking action spots, drinking an unlimited amount of beer – he will not work on those action spots and points are none of his concern. The Greenhouser is only blocking building spots on the game board and has no dice.

You play by the usual rules (see **Overview and Gameplay** in the rulebook). Whenever at least **1 opponent die** is furthest back on the action track it is the **opponent's turn** (see **Opponent's Turn**).

Additional Setup

- The Völva needs a **player board**. But place only 1 of each **upgrade tile** above it. Place 1 **rune stone** at random on one of the designated spots on her player board. Additionally place 2 random rune stones as a stack above. Also place the **purple** scoring meeple on 0 on the scoring track.

- Place all buildings (**trading posts** and **towers**) of Völva and Greenhouser in an empty tuck box. Place the tuck box next to the playerboard.

- Of the remaining **trade tiles** take 3 tiles with these symbols: 🍃, 🧤 and 🍯. Then shuffle them and place them as a stack face down next to the Völva's player board. Next take 3 tiles with these symbols: 🛡️, 🍺 and 🍶. Also shuffle them and put them ontop of the trade tile stack.
  Do the same with **raid tiles**: First shuffle a **12** ◈, **18** ◈ and **24** ◈ and place them as a face down stack next to the Völva's player board, then shuffle a **2** ◈, **5** ◈ and **8** ◈ and put them ontop. You do not need the remaining 6 trade and 6 raid tiles, leave them in the box.

Opponent's Turn

Check if any of the Völva's dice are further back than your next die. If there are any available spots in between, the Völva scores **1 point** for each of these spots (**locked action** spots 🔒 count as well).

If only Blazy's dice are further back than yours, no scoring happens.

After your turn, at least 1 purple die is further back than your next die. The Völva scores 1 point per unoccupied spot between her dice and your next die. Since there are 5 spots in-between and there is 1 spot occupied by Purple and another by Blue, the Völva scores a total of 3 points.

After this apply the exact same **opponent's rules** as mentioned in **Variant 1 – Highscore Mode** (page 2), with a few minor changes:

- If you have rolled any of Blazy's dice, place these **first** according to the rules (first numbers, then blanks).

- If you have rolled any of Völva's dice, place these **second** according to the rules (first numbers, then blanks). However, unlike Blazy's dice, the Völva's dice perform an **action** based on the **action spot** they land on.

The Völva's Actions

Instead of the usual actions, the **Völva's** actions are different. She doesn't gather any resources, cards, warriors, neither does she care about requirements nor costs.

Raid

When performing the **raid action** the **Völva** takes 1 raid tile from the **main board**, automatically raids (activates) it and scores points for it.

To determine the **Völva's** raiding location look at the **raid tile stack** next to her player board (which was set up at the beginning). The symbol of the topmost tile indicates the **Völva's** raiding location. Draw the topmost raid tile from the corresponding stack on the game board. Flip it and place it on the leftmost empty space of the **Völva's** raid track. She will only score the points shown on that raid tile but ignore the rest. Then remove the raid tile which determined the raid location from the game (revealing the location she will raid next).

If there are no more raid tiles left (the **Völva** has raided 6 times), she will raid Francia and score **12 points**.

Trade

When performing the **trade action** the **Völva** takes 1 trade tile from the **main board**, automatically trades with it (activates it) and scores points.

As with raiding, the location is determined by the topmost **trade tile** of the stack next to the **Völva's** player board. Flip the corresponding tile on the game board and place it on the **Völva's** trade track. Score the points shown on that tile and ignore the rest. Additionally discard all 3 trade cards in the display and replenish it with 3 new ones.

If there are no more trade tiles left (the **Völva** has traded 6 times), she will trade with Francia and score **8 points**.

Upgrade

The **Völva** upgrades her ship. She doesn't care about the effects, only about the points. She places the leftmost available upgrade tile and scores the covered points: **2**, **5** and then **8**. Once the **Völva** has built all upgrades, she builds a rune stone. If there are no more rune stones left, she will simply score 5 points.

Build

Draw 2 random buildings from the chest with the **Völva's** and Greenhouser's buildings in it. First you place **Völva's** buildings, then the Greenhouser's buildings on the location that is closest to Kaupanger. If there is already a building of the same color at that location, go to the next available location, and so on. For any **purple** building she has placed, the **Völva** scores points accordingly. Greenhouser's buildings only block spots (and are not scored).

If there are no more buildings left, the **Völva** will simply score 5 points. If a building is placed in Waterford or Vík í Mýrdal, remove the topmost special runestone.

Note: Of course you could feel if you have a trade post or a tower in your hand. Just try to randomize it, without trying to feel the shapes of the components.

Brown Spots

The **Völva** scores 1 point for each **beer** or **provision** she would normally get, based on the number of tiles on her **raid** and **trade tracks**. This will be between 2-5 points.

> **Note:** If you can decide between beer **or** provision action, the **Völva** uses the action that scores more points.

Grey Spots

If the spot offers resources, the **Völva** scores 1 point for each **resource** shown.
If the spot offers warriors, she scores points equal to the **warrior combat strength**, she would get.
If the spot offers **points**, she scores the points.

> **Locked Spots**
> Both **purple** and **blue** dice can move onto these spots, regardless if the **Völva** has **unlocked** them on one of her tracks or not.
> If she has **only** unlocked the locked action via her **trade track**, she scores **2 points** (corresponds to 2 resources).
> If she has unlocked it with her **raid track** (or both), she scores 3 points (corresponds to 3 combat strength).

End of the Game and Final Scoring

Score your and the **Völva's** end game points as usual with some adjustments:

- The **Völva** scores all of her built rune stones. She will score the weaker option for all activated runestones (the one with fewer points). She doesn't care about any requirements.

- The **Völva** never collects any **combat strength**, **beer**, **provisions**, **upgrade cards**, **gold nor resources**. Therefore she always scores 0 for these.

Difficulty Adjustments

Suggestions for an easier game:

- Set up the **Völva's** upgrade tiles as usual (2 each instead of 1).

- Draw only 1 building when performing the build action.

Suggestions for a harder game:

- Score 2 points for each resource, beer and warrior the **Völva** takes (instead of 1).

- The **Völva** scores the stronger option for all activated runestones (the one with more points)

- During setup: Mark **2 beer spots** and **2 provision spots** with blockades (instead of 1 each).

- The **Völva** starts with 1 extra rune stone.

- The **Völva** scores 2 points for each trade card shown on her activated trade tiles.