

# THE TWO HEIRS

## SOLO VARIANT

### Components

All the components from the base game of *The Two Heirs*

- 1 10 treasure tokens
- 2 1 scaffolding token
- 1 solo rules sheet



### Overview and goal of the solo variant

Your objective is to score more points than your imaginary opponent Henry, whose turns are automated. Carry out your turns following the 2-player rules from the base game. After your turn, play a turn for Henry according to the special rules below. Continue taking turns until the end of the game is triggered.

Points are scored in the same way as the base game (including roads). Henry gains points according to a modified scoring system.

### Setup

Prepare the solo game according to the 2-player rules from the base game, with the following changes:

1. Choose your colour and give the other to Henry.
2. Place all of Henry's troop tokens face down to the side of the play area, outside the royal reserve (their crosses should be revealed).
3. Shuffle the treasure tokens and place them face down (with the treasure symbol revealed) in a pile near the edge of the play area. Choose a difficulty level below and remove the corresponding number of tokens from the pile. Return them to the box without looking at them.  
**Level 1: HENRY THE POOR** – remove 4 treasure tokens  
**Level 2: HENRY THE BRAVE** – remove 2 treasure tokens  
**Level 3: HENRY THE HAMMER** – do not remove any treasure tokens

### How to play

You always have the first turn. Carry out your turn according to the 2-player rules from the base game. Then carry out Henry's turn in 2 phases, according to the following rules:

#### 1. Take a building tile:

Take a building tile for Henry from the royal reserve, counting clockwise from the royal shield. Henry always has an unlimited reach in the royal reserve. Take:

- a) The first building tile of the same type (colour) as the top tile of the shared supply.
- b) If there are no tiles of the given type in the royal reserve, or if the shared supply is empty, take the first building tile in the royal reserve.

After taking the tile, move the royal shield to the vacant slot, flip it to its opposite side and replenish the reserve from the shared supply as normal.

#### 2. Place the chosen building tile:

Place the building tile face up in the play area, as follows:

- a) Orient it upside down from your perspective, to show it belongs to Henry.
- b) Place it orthogonally or diagonally adjacent to the last building you constructed yourself.
- c) When determining the position where the new tile should go, always start from the top position and go clockwise until you find the first valid placement.

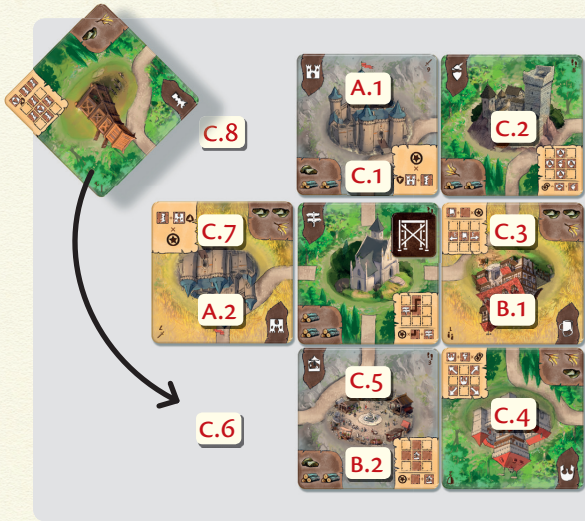
#### The tile must either:

- A. Connect to one of the roads on your last building  
*or if that's not possible*
- B. Block one of the roads on your last building  
*or if that's not possible*
- C. Place the tile in the first available **empty** space,  
*or if that's not possible*
- D. Remove the building tile from the game without any further effect

**Note:** Henry ignores the building's construction cost. He always constructs the building for free, as long as he can legally place it via options A through C.







### Example: Henry's building placement

It is Henry's turn. The top tile on the shared supply is green, and so you take the Siege Tower from the reserve. Next, you try to place it adjacent to your last constructed building, which is the Pilgrimage Site. First, you check option A. You could connect to one of the roads on the Pilgrimage Site by placing the tile in positions A1 or A2. However, both those spaces are already taken. Second, you consider blocking one of the tile's roads (B1 and B2). However, as both those spaces are also filled, you move on to option C. Starting at C1, you check all eight adjacent positions in clockwise order. The first empty space is C6 – this is where you place Henry's building.

3. Place a treasure token on the building Henry just constructed, if there are any left in the pile. The token should be face up and oriented towards you.
4. Move one of Henry's troops to the newly placed tile, always using the troop with the cross of the same colour as the tile type.

**Note:** To avoid having to memorise which building tile you constructed last, you can mark it with the scaffolding token. Remember to move the scaffolding token the next time you construct a building yourself. Do not move the token after constructing a building for Henry!

**Note:** If you haven't constructed any buildings in the play area yet, Henry places his tiles adjacent to the starting tile.

#### Treasures and how to remove them

Treasures are worth a lot of points to Henry at the end of the game (see 'Scoring'). Luckily, you can remove Henry's treasures from the play area if you meet the conditions shown on the treasure token. If the conditions are already met when the token is placed, remove it immediately.

The types of conditions are:



**Vertical:** There must be 2 tiles of the depicted type/colour anywhere in the same column as the treasure. The tile containing the treasure doesn't count.



**Horizontal:** There must be 2 tiles of the depicted type/colour anywhere in the same row as the treasure. The tile containing the treasure doesn't count.



**Formation:** There must be 2 tiles of any type/colour around the treasure tile, in the depicted formation.

**Note:** If a condition shows brown tiles, it can be met using tiles of any type/colour.

## End of the game

The end of the game follows the same rules as normal.

#### Scoring

Score your points as normal. Count Henry's points as follows:

1. Score for buildings he constructed as normal. His three highest-scoring buildings at the end of the game score double their usual point value. Ignore the location of Henry's troops.
2. Score for roads as normal.
3. Score 5 points for every remaining treasure token in the pile or the play area.

**If you score more points than Henry, you win and the crown is yours!**

**If you score fewer, you lose and spend the rest of your life as your brother's humble subject. If it's a tie, you lose.**