

TERRACOTTA ARMY

兵马俑



SOLO MODE





CHALLENGING LI SI



Li Si, the Prime Minister, is dissatisfied with the laggard pace at which the Mausoleum is being constructed. He has decided that he will oversee the work himself, and will honor the Emperor. You must prove that you can do better, or you will face eternal shame.

In these rules “you” will refer to the lone human player while “The Prime Minister” or “him” will refer to the automated solo opponent.

The Prime Minister follows **all rules** of the multiplayer game, **unless** explicitly noted otherwise.

To play this solo mode you will need two regular six sided dice, and the last two pages of this document printed.

SETUP

1. Choose one player colour for yourself, and another for the Prime Minister. Set up the game as covered in the multiplayer rules for 2 players (including starting 3 Coins, 5 Assistants, 4 inactive Weapon tokens, and a supply of 6 Master tokens for both yourself and him).
 - a. The Prime Minister will be the starting player for each round. As such, return your Turn Order Marker and all Priority tokens to the box.
 - b. Give yourself an extra Clay (since you're technically 2nd player).
 - c. Return the first Horse and the first Musician figure to the box. These figures are considered “built” for determining the price of later Horse/Musician figures to be built.
 - d. Organize the Prime Minister's Weapon tokens in a randomly ordered row, so that there is a clear order between them.
 - e. You both start the game with 0 VP.
 - f. Place the Prime Minister's Turn Order Marker next to the Worker space **opposite** of the “gain Artisan” action. This marker will be referred to as the *Overseer*.
2. Randomly select one of the six Masters. Place one of the Prime Minister's Master tokens on that Master.
3. Place the Decree chart and the two dice near the Prime Minister's play area. Place the craftsmen of both unused colors near the Decree chart.
4. The game is ready to begin. **Remember: The Prime Minister starts every round.**



ACTION PHASE

Several times across these rules, you will be instructed to “roll for a Decree”. Whenever this happens, roll the two dice, and place a marker (you can use the unused colors’ workers for this) on the Decree chart corresponding to the sum of the values rolled. If that row has a marker already, place the marker on the row above it (or the row below it, if every row above is already marked).

When it is your turn to play, you play as described in the multiplayer rules. The only change is the “Take the Priority token” action is replaced with: “Gain 2 VP and either a Coin or a Clay.”

When it is the Prime Minister’s turn to assign a worker, perform the following procedure:

1. Roll both Overseer dice.
2. Move the Overseer clockwise as many slices as indicated by the **smaller** of the two dice. (If both dice show equal numbers, move that many slices). During movement, *skip* over places he already has a Craftsman or an Artisan present and where you have Artisans present.
3. If possible, the Prime Minister places one of his available Workers on the current position of the Overseer. If both Craftsman and Artisan are available and can be placed there, he places a Craftsman.
4. If a Worker cannot be placed there (your Craftsman is already present, and he does not have an Artisan):
 - a. Roll for a Decree.
 - b. Advance the Overseer to the next space clockwise where the Prime Minister can place a Craftsman.
5. Resolve all 3 actions (inside-out, same as you) for the Prime Minister corresponding to his Worker’s placement. See page 4 on how to resolve his actions.
6. At this point there might be one or more rows on the Decree chart marked. If so:
 - a. Rotate the rings as shown on the marked rows (if any rotation icons are shown). If multiple marked rows show rotation icons, perform their combined effect.



Rotate inner ring clockwise



Rotate middle ring counter-clockwise

- b. Resolve the actions of all marked Decrees the same way, in top to bottom order (not the order they were marked in).
 - c. Remove all markers from the Decree chart.
7. Proceed with your next turn.

SCORING PHASE

SURPRISE BUILD

Before resolving Inspector scoring, check the Prime Minister’s resources.

If he has 6+ Clay, he discards 5 Clay. Then he immediately builds a Warrior (see page 5). If at this point he still has 6+ Clay, repeat this once.

If he has 8+ Coins, he discards 5 Coins. Then he immediately builds a Warrior (see page 5). If at this point he still has 8+ Coins, repeat this once.

This way the Prime Minister may build up to 4 Warriors during Surprise Build.

INSPECTOR SCORING

Perform the Inspector scoring with no change, as described in the multiplayer rules.

SCORING MUSICIANS AND TILES

Score Musicians and the current Round’s tile for the Prime Minister and yourself with no change, as described in the multiplayer rules.

CLEANUP PHASE

Perform the Cleanup phase as described in the multiplayer rules, with the following changes:

- The Prime Minister's Clay **never dries out**. The Prime Minister does **not** receive Coins for Master tokens either.
- Then, if this is **not** the last round, randomly select one more Master the Prime Minister hasn't placed a token on yet, and place one of the Prime Minister's Masters on it. This costs no Coins to the Prime Minister.

THE PRIME MINISTER'S ACTIONS

WHEEL ACTIONS

	<p>TAKE COINS</p> <p>When resolving this action, he simply takes the shown amount of Coins.</p>
	<p>TAKE CLAY</p> <p>When resolving this action, he simply takes the shown amount of Clay.</p>
	<p>BUILD A WARRIOR</p> <p>When resolving this action, he spends the Clay as required by the action - including placing one of them in the corresponding Warehouse, and then places a Warrior. See page 5 on the process of building Warriors for him. If he does not have enough Clay to spend, roll for a Decree.</p>
	<p>SOAK THE CLAY</p> <p>When resolving this action, he takes Clay (from the supply) equal to the number of (dry) Clay in the largest Warehouse stack.</p>
	<p>UPGRADE ASSISTANT</p> <p>When resolving this action, he upgrades his present Craftsman to an Artisan the same way you would. In the extremely unlikely case of him resolving this action with an Artisan, roll for a Decree instead.</p>

MASTERS

The Prime Minister never places Master tokens during the Action Phase.

If the Prime Minister resolves a Master Action where he does not have a Master token, he resolves a Spare Action (see page 6) instead.

Master action spaces corresponding to ones where he **does** have a token, work the following way:

- When resolving the **Master Builder** he spends the Coins as required by the action (equal to the Round number), and then places a Warrior. See page 5 on the process of building Warriors for him. If he does not have enough Coins to spend, roll for a Decree.
- When resolving the **Master Administrator** simply resolve the copied action the same way as described above.
- When resolving the **Master Inspector** the Prime Minister receives 2 Coins (unlike you would) and moves one of the Inspectors by up to 2 spaces forward, making the move that creates the biggest swing in scoring (your loss + his gain).
 - If there are multiple tied options, it prefers to move as little as possible. If the two tied options are between the two different Inspectors, he makes the choice randomly.
- When resolving the **Master Claymaker** the Prime Minister simply receives 3 Clay.
- When resolving the **Master Craftsman** he takes all the Clay from the largest Warehouse stack, and flips them to wet Clay immediately. Then, discard the now largest Warehouse stack. In case of ties between stacks, choose randomly.
- When resolving the **Master Blacksmith** flip all of the Prime Minister's Weapon tokens available.

TAKE THE PRIORITY TOKEN

When resolving this action, roll for a Decree and he takes a Spare Action.

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TAKE A WEAPON

When resolving this action, flip the Prime Minister's corresponding Weapon token to available. If it is already available, flip the leftmost not-flipped Weapon instead. If all four are available, do nothing.



BUILD A SPECIALIST

When resolving this action, in **right-to-left** order of the available Weapons, determine if the Prime Minister is willing to place the corresponding Specialist. Ignore Specialists where he cannot pay the Coin cost.



- The Prime Minister is willing to place a Kneeling Archer if there is a group without a Kneeling Archer, containing Warriors of both you and he, and the Kneeling Archer can be placed facing one of his Warriors of that group. If multiple such groups exist, he will choose the one with smallest difference between the two of you, preferring ones it is not dominating (i.e. tied groups first, then groups where you lead by one, then groups he leads by one, then groups you lead by two, and so on). Amongst the legal spaces to place this Archer, you may choose any (facing one of his Warriors of that group).
- The Prime Minister is willing to place a Footman, if there is such a place where the difference between the number of surrounding (orthogonally and diagonally adjacent) Warriors belonging to him and you is **greater** than the number of empty surrounding spaces. (That is, his 8 VP is guaranteed.) If multiple such spaces exist, **you** may choose any.
- The Prime Minister is willing to place a Musician, if there is such a place where the difference in VPs the Musician would score him (should it be evaluated right now) is **twice as much** (or more)

than the VP it would score you, and he would score at least 2VP. If multiple such spaces exist, he will choose the one where this difference is the greatest. Amongst tied options, **you** may choose any.

- The Prime Minister is never willing to place a Horse. Only you will build Horses against him. If the **only** Weapon he has available when resolving this action is a Sword, it is considered a wildcard instead, and check the other three Specialists for willingness instead (in the same order as if their corresponding Weapon was available).

Once determined which Specialist to place, the Prime Minister flips the corresponding Weapon (or the Sword), and pays the corresponding Coin, placing the Specialist as described above.

If no Specialist can be placed (no weapons available OR not enough Coins available) he gains 1 Coin instead.

DECREE ACTIONS

Actions shown on the Decree chart are resolved the same way as their Wheel counterparts, except if they cannot be resolved the Prime Minister resolves a Spare Action instead of rolling again.

SPARE ACTION

When an action “does nothing”, the Prime Minister has the option to gain 1 Clay or 1 Coin, same as you do. **But when he does, he also scores 2 VP.**

- If the current round's scoring token is showing Clay or Coin, he takes that.
- Otherwise, **if he has 5 or more Clay**, he gains a Coin.
- Otherwise, he gains a Clay.

BUILDING THE PRIME MINISTER'S WARRIORS

The Prime Minister selects a Warrior type the following way:

1. During Build a Warrior or Master Administrator action, he prefers to build a type he has an available Weapon for.

- Ignore this condition, if there is a type he does not have a Weapon type for, but that type is worth 3 or **more** VP more than any type(s) he does have a Weapon for.
 - Always ignore this condition during Surprise Build and Master Builder actions.
2. Amongst multiple possible types, he chooses the one worth the most VP.
 3. If still tied between multiple options, he builds whichever type is to be scored by a Scoring tile sooner.
 - Ignore this step if no Warrior type appears on any upcoming Scoring tiles.
 4. If still tied, he builds whichever type corresponds to a more wanted Weapon he has.

Then, place the piece on the board (using one of the Prime Minister's plastic base), and **he scores the corresponding VP regardless** of what action allowed him to build (even Master Builder and Surprise Build). Select the group which the Prime Minister extends with this piece:

1. Find a group or a lone warrior of the matching Warrior type that has at least one adjacent empty space, and meets the earliest of the following criteria:
 - a. **Gaining Dominance:** A mixed group tied for Dominance.
 - b. **Tying for Dominance:** A mixed group you are dominating by a single Warrior (or a Kneeling Archer) OR a lone Warrior of *yours*.
 - c. **Catching up:** A mixed group containing more of *your* Warriors than his.
 - d. **Challenging you:** A group containing *your* Warriors (and none or some of his), where the difference in Warriors in your favour is equal or less than the number of rounds remaining (including the current round). *For example, on the 2nd round, he would join a group of 4 or fewer of your Warriors.*
 - e. **Grow his lead:** A mixed group containing more Warriors of his than *yours* (but at least one of yours).
 - f. **Grow his own:** A lone Warrior of his, or a group containing only his Warriors
2. If neither of the above criteria yielded any options, he will place a new lone Warrior. Select a space amongst all **spaces not adjacent** to Warriors of the matching type using the below steps.
3. If a single option was found, select a space amongst **all spaces adjacent to that group** (or lone Warrior) using the steps below.

4. If multiple options were found, exclude all but the largest groups, then select a space amongst **all spaces adjacent to either of the remaining groups** (or lone Warriors) using the below steps.

Then, narrow the selection of the possible spaces, until exactly one space is found. (Ignore any step that would result in narrowing the selection to no spaces.)

1. Determine the **priority** of each space using this chart, and the current relative positions of the two Inspectors. (The space in the intersection of both Inspectors has the highest priority, then the space orthogonally “forward” of it, etc.)



2. On rounds 1-2, narrow the selection to the ones with priority 1-3, if possible. On rounds 3, narrow the selection to the ones with priority 1-2 if possible. On round 4-5, narrow the selection to the one with priority 1 if possible.
3. Then, narrow the selection to spaces satisfying the remaining Scoring tiles, starting from the current round's, proceeding to the next, and so on.

To clarify: in rounds 1 and 2, placing on a space prone to score with Inspectors (priority 1-3) is more important than following the current and upcoming Scoring tiles, while in rounds 4 and 5 only a “perfect” placement (priority 1) is more important than following the last Scoring tile(s). This logic reflects the fact that the value of the Scoring tiles increase, while the value of the Inspectors is constant.

4. Then, narrow the selection to the highest priority possible.

5. Then, narrow the selection to the space(s) that have the most Musicians in their column and row.
6. Then, narrow the selection to the spaces adjacent to a Footman. If multiple such Footmen exist, prefer the one where the difference of surrounding pieces between you and the Prime Minister is the smallest (in either direction).
7. If at this point the selection still contains multiple legal placements, **you** may choose any of them.

When building via the Build a Warrior or the Master Administrator action, **if the corresponding Weapon token is available:**

1. Move the corresponding Weapon to the front of his Weapon token row.
2. **Flip** the token to unavailable
3. The Prime Minister resolves the corresponding bonus:
 - *Officer (Sword)* : He scores 2 VP. Then, he moves one of the Inspectors by up to 1 space forward or backward, making the move that creates the biggest swing in scoring (your loss + his gain).
 - If there are multiple tied options, it prefers to move forward instead of backwards. If the two tied options are between the two different Inspectors, he makes the choice randomly.
 - *Guard (Halberd)*: He scores 3 VP.
 - *Archer (Bow)*: He scores 3 VP.
 - *Soldier (Spear)*: He scores 2 VP and gains 2 Coins.

FINAL SCORING

The Prime Minister does score VP for any left over Coins or Clay, same as you do.

Perform scoring of the Groups of Warriors with no change, for both yourself and the Prime Minister.

If after that, you have **more VP** than the Prime Minister, you have won the game, otherwise you have lost.

INCREASING DIFFICULTY

If you can steadily defeat the Prime Minister's nefarious plans, consider adding one or more of these options to increase difficulty:

- If during the Prime Minister's turn no Decree is rolled, roll for one Decree anyway.
- Each time the Prime Minister resolves a Spare Action, he gains an additional 3 VP (for a total of 5 VP).
- During Surprise Build, if the Prime Minister has 6+ Coins/Clay, he discards 3 of them (instead of 5 of them) to build a Warrior.
- During Setup randomly select two Masters the Prime Minister starts with a token on, instead of just one.
- During Setup, exchange one of the Prime Minister's Craftsmen for an Artisan, and add +4 Clay to his starting resources.
- During Inspector scoring, score as if the Prime Minister had one additional Warrior in the scored row/column.
- During Tile scoring, score as if the Prime Minister had one additional Silver/Clay/Warrior to be scored.
- Every build a Warrior action costs 2 Clay for the Prime Minister, regardless of the actual number shown.



CREDITS

TERRACOTTA ARMY

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Terracotta Army

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A Word From the Designers:

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For more information about Terracotta Army, please visit www.boardanddice.com.



QUICK REFERENCE



WHEEL ACTIONS

	<p>TAKE COINS</p> <p>When resolving this action, he simply takes the shown amount of Coins.</p>
	<p>TAKE CLAY</p> <p>When resolving this action, he simply takes the shown amount of Clay.</p>
	<p>BUILD A WARRIOR</p> <p>When resolving this action, he spends the Clay as required by the action - including placing one of them in the corresponding Warehouse, and then places a Warrior. See page 5 on the process of building Warriors for him.</p>
	<p>SOAK THE CLAY</p> <p>When resolving this action, he takes Clay (from the supply) equal to the number of (dry) Clay in the largest Warehouse stack.</p>
	<p>UPGRADE ASSISTANT</p> <p>When resolving this action, he upgrades his present Craftsman to an Artisan the same way you would.</p> <p>In the extremely unlikely case of him resolving this action with an Artisan, he rolls for a Decree instead.</p>

MASTERS

See page 4 for details.

TAKE THE PRIORITY TOKEN

When resolving this action, he takes a Spare Action **and** rolls for a Decree.

TAKE A WEAPON

When resolving this action, flip the Prime Minister's corresponding Weapon token to available. If it is already available, flip the leftmost not-flipped Weapon instead. If all four are available, do nothing.



BUILD A SPECIALIST

When resolving this action, in **right-to-left** order of the available Weapons, determine if the Prime Minister is willing to place the corresponding Specialist. Ignore Specialists where he cannot pay the Coin cost.



See page 13 for detailed Specialist building procedure.

When resolving this action, in right-to-left order of the available Weapons, determine if the Prime Minister is willing to place the corresponding Specialist. Ignore Specialists where he cannot pay the Coin cost. See page 5 for detailed Specialist building procedure. If he cannot build any, gain 1 Coin.

SOLO WARRIOR PRIORITY

Gain Dominance > Tying for Dominance > Catching Up > Challenging you > Grow his lead > Grow his own

DECREE CHART

2		Resolve a Spare action.
3		Flip  if unavailable, resolve a Spare action otherwise.
4		Flip  if unavailable, resolve a Spare action otherwise.
5		Flip  if unavailable, resolve a Spare action otherwise.
6		Flip  if unavailable, resolve a Spare action otherwise.
7		  , if not enough Clay, resolve a Spare action instead.
8		  , if not enough Clay, resolve a Spare action instead.
9		  , if not enough Clay, resolve a Spare action instead.
10		  , if not enough Clay, resolve a Spare action instead.
11		Flip leftmost unavailable Weapon to available. If all are available, resolve a Spare Action instead.
12		Score 3 VP.