

NOUVELLE FRANCE

RULES FOR SOLO PLAY

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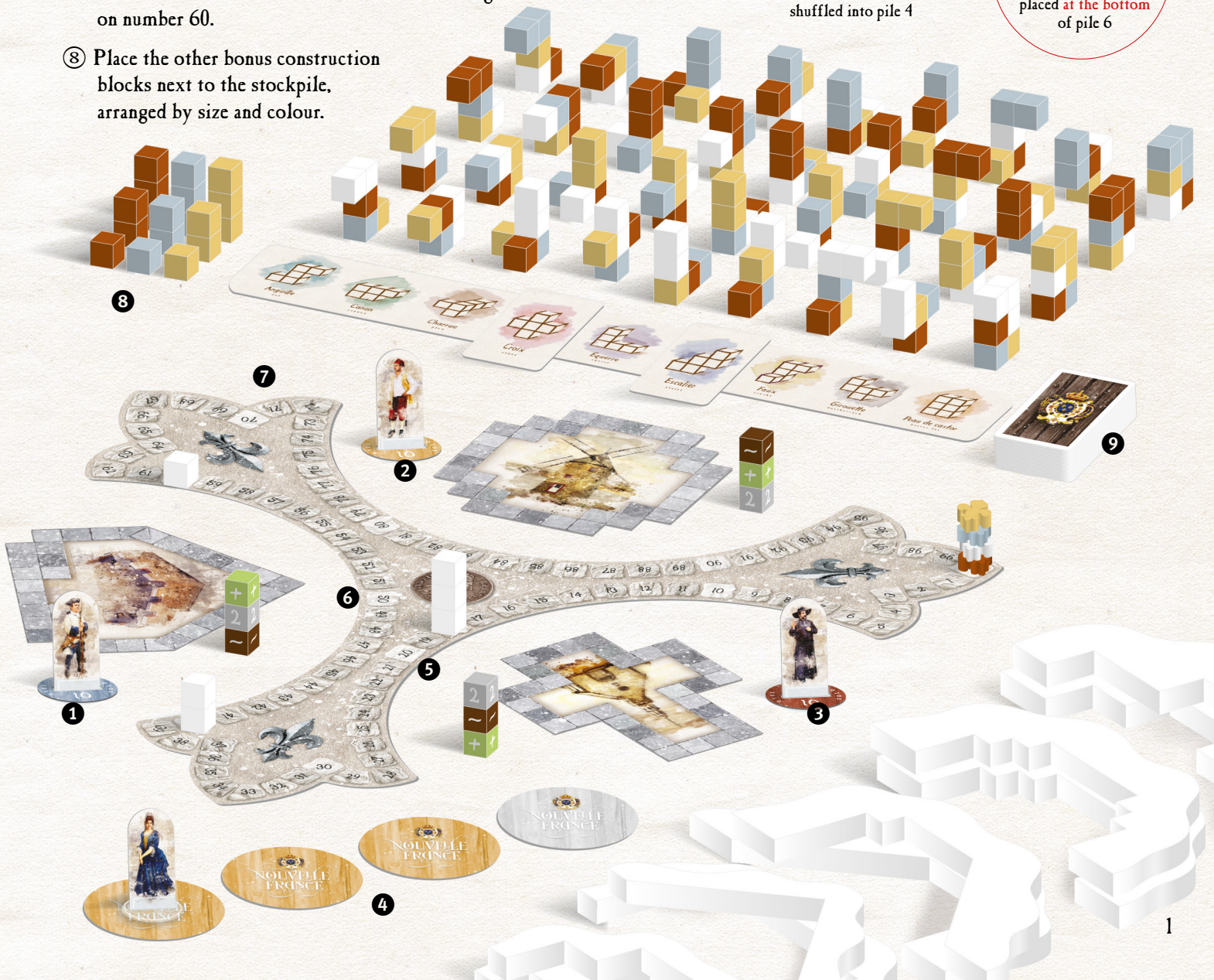
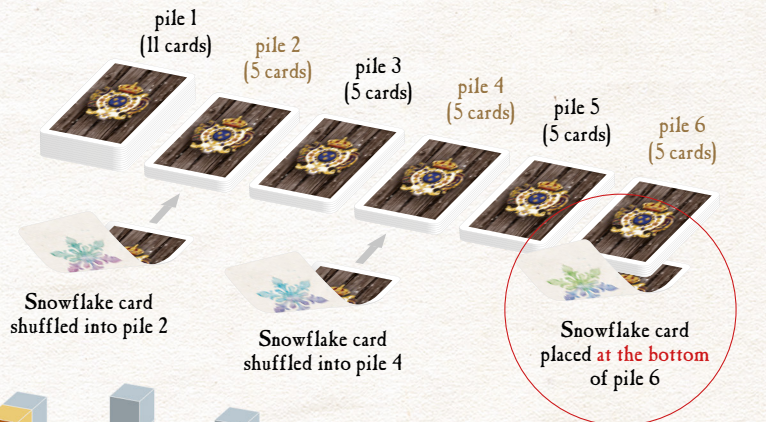
Translation: Tom Welham

GAME SETUP

Make the following changes to the regular game setup:

- ① ② ③ Place the SOLO Bonus Point Disks as follows: the blue under the soldier, the yellow under the colonist, and the brown under the priest.
- ④ Create the turn tracker by placing three Ally tokens of the same colour (either brown, yellow, or blue), followed by a white token, face down in a line (from left to right). Place a character standee of your choice on the leftmost coloured token. Return the other Ally tokens to the box.
- ⑤ ⑥ ⑦ Place the white bonus construction blocks on the game board as follows: the white Beam on number 18, the white Post on number 40, and the white Peg on number 60.
- ⑧ Place the other bonus construction blocks next to the stockpile, arranged by size and colour.

- ⑨ The construction-block deck is prepared as for a regular game except that the third snowflake card is placed at the bottom of pile 6 (rather than being shuffled into the pile).



CONCEPT AND GOAL OF THE GAME

In the solo game, you will lead the colony in Nouvelle-France in the struggle against Winter, a most formidable adversary. You are responsible for completing as much of the three buildings as possible before the third snowstorm hits the colony. In the solo game, each building is associated with a particular colour:

- The SEIGNEURIAL MILL with YELLOW (the colour of wheat)
- The MILITARY REDOUBT with BLUE (the colour of the uniform of the soldiers of the Compagnie franche de la Marine)
- The CHURCH with BROWN (the colour of the cross)

To win, at the end of the game the three coloured point markers must be AHEAD of the white point marker (representing WINTER) on the game board. If this is not the case, Winter wins.

PLAYER TURN

Make the following changes to the gameplay:

Upon adding a construction block to a building, you only receive points for the cubes of the colour associated with that particular site. For example, when adding a construction block to the mill, you only receive points for the yellow cubes and advance the yellow point marker forwards on the game board the corresponding number of spaces.

Winter is your adversary and receives a point for each white cube on the newly placed block. Advance the white point marker forwards on the game board the corresponding number of spaces.

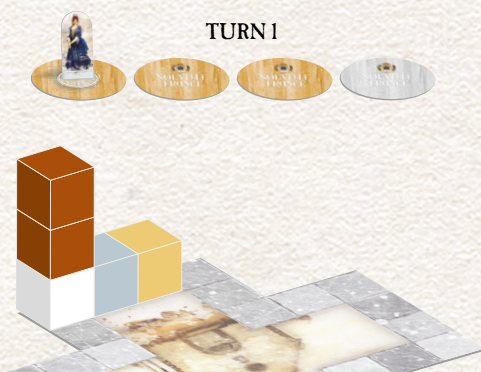
You play three consecutive turns before it is Winter's turn (see Winter's Turn below).

In the solo game, it is not necessary to alternate between the construction sites. You can therefore focus on one site in particular to advance the associated point marker as quickly as possible.

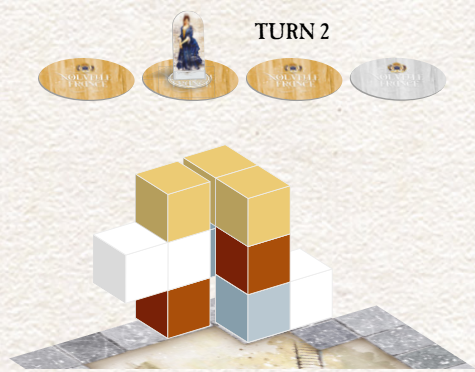
SUMMARY OF PLAY

- Draw a construction-block card and add it to the identification strip with the two already in play.
- Choose one of the three visible cards and add the corresponding construction block to one of the three construction sites.
- Calculate the points for the cubes of the colour associated with the construction site. Advance the point marker of the same colour by the corresponding number of spaces on the game board.
- Calculate the points for the white cubes and advance the white point marker.
- Discard the used construction-block card.
- Move the character standee forward one space on the turn tracker.

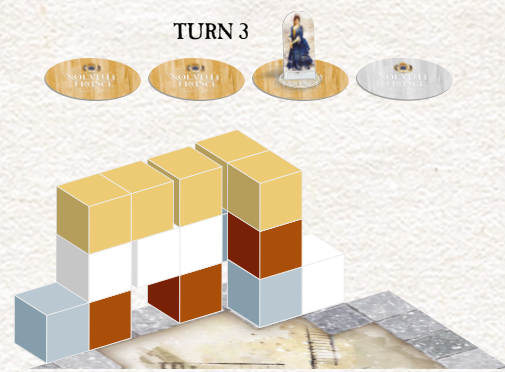
EXAMPLE GAMEPLAY



By adding the "Square" to the church, the brown point marker advances two spaces on the game-board. The white point marker advances one space.



By adding the "Scythe" (on the right) to the mill, the yellow point marker advances three spaces. The white point marker advances one space.



By adding the "Eel" again to the mill, the yellow point marker advances five spaces. The white point marker advances three spaces, one for the newly added block and two more as it is linked to two cubes already in play through face-to-face contact.

WINTER'S TURN



As indicated when the character standee lands on the white token on the turn tracker, every fourth turn is Winter's. It is time to add a construction block that benefits Winter, the placement of which being determined as follows:

STEP 1 - CHOICE OF CONSTRUCTION BLOCK

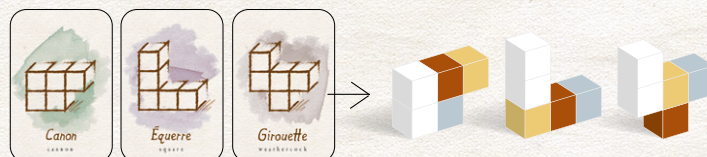
Choose the block from the three on offer that has the most white cubes. If blocks have an equal number of cubes, choose the one that fits best in the chosen site.

STEP 2 - CHOICE OF PLACEMENT

Place the construction block in the position where the most points can be scored for cubes already in play linked to the new block through face-to-face contact. If the possible placements are of equal value, refer to the tally sticks used to calculate the points for each snowfall to determine the most advantageous position.

EXAMPLE OF WINTER'S TURN

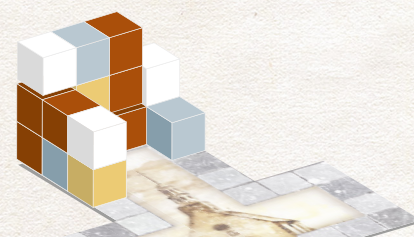
STEP 1



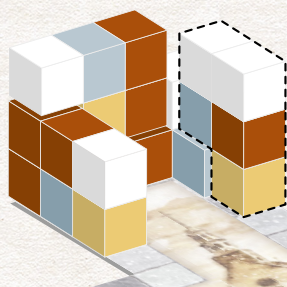
The available construction blocks all have the same number of white cubes, so it is the placement that will determine which will be chosen.

STEP 2A

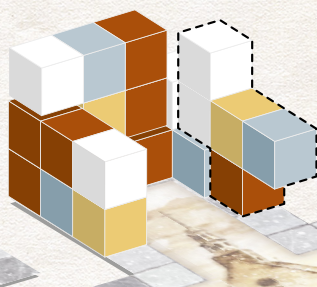
The mill is chosen as neither the church nor the redoubt has a white cube in play.



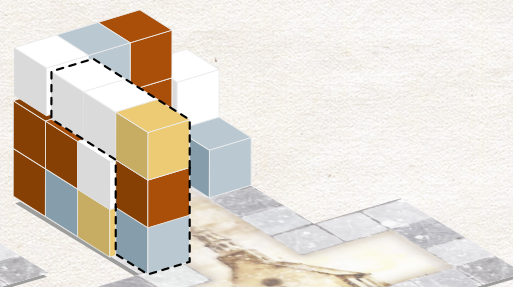
STEP 2B



The "Cannon" is not a good choice as its two white cubes do not touch a white cube already in play.



The "Weathercock" placed in this way is worth three points.



The "Square" placed in this way is worth four points. Therefore, this is the block to place. Remember: the other colours do not score points during Winter's turn.

BONUS CONSTRUCTION BLOCK

When a point marker reaches or passes the white bonus construction blocks placed on the game board, IMMEDIATELY choose a block of the same form, but of any colour, and add it to the construction site of your choice. For example, when the brown point marker passes 18 on the game board, you can choose the yellow Beam, add it to the mill, and advance the yellow point maker.

After the first snowstorm, remove the white Beam from the game board; after the second, remove the Post.



SNOWSTORMS

When calculating the points for the level in play, only tally the points for the colour associated with each construction site and the white cubes for Winter.

COMPLETION OF A BUILDING

For each Bonus Point Disk won for the completion of a building, the white point marker is moved backwards by 10 spaces at the end of the game. The white point marker can therefore be moved backwards 10, 20, or even 30 spaces depending on the number of buildings completed.



END OF THE GAME

To win, at the end of the game the three coloured point markers must be AHEAD of the white point marker on the game board. If this is not the case, Winter wins.

THE INTENDANT'S CHALLENGES

THE INTENDANT OF THE COLONY WISHES TO TEST YOUR ABILITIES WITH THE FOLLOWING CHALLENGES.

CONSTRUCTION-SITE CHALLENGES

Apprentice

As explained above, each turn, construction blocks can be added on any site.



Artisan

The site available for play every second turn is determined by a randomly chosen Ally token.



Master Builder

The sites available for play for the first and second turns are determined randomly at the start of the game.



King's Engineer

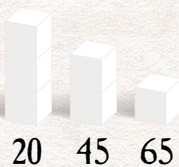
The site available for each player turn is determined randomly at the start of the game.



GAME-BOARD CHALLENGES

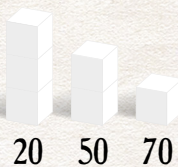
Stalwart

The bonus construction blocks are placed as follows:



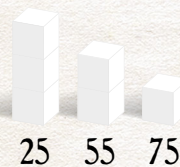
Plucky

The bonus construction blocks are placed as follows:



Dauntless

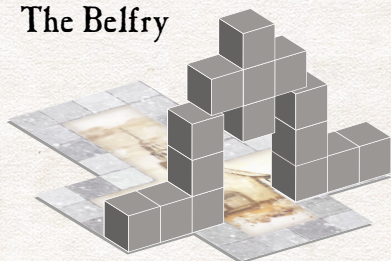
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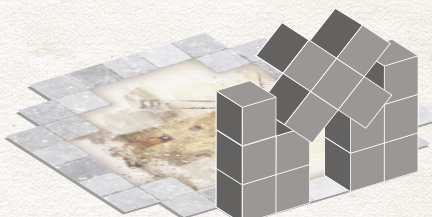
ARCHITECTURAL CHALLENGES

Upon completion of an architectural challenge, a bonus of 10 points is immediately awarded to the associated colour. Note that no points are awarded for the four uppermost cubes of the Belfry, and the three uppermost cubes of the Windmill's Sails.

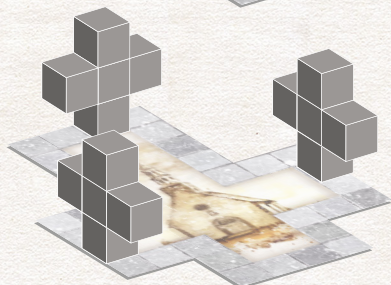
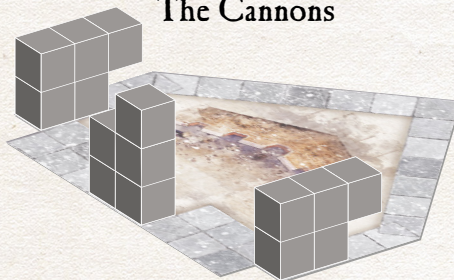
The Belfry



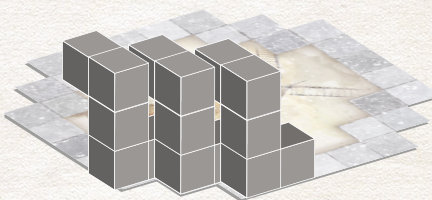
The Windmill's Sails



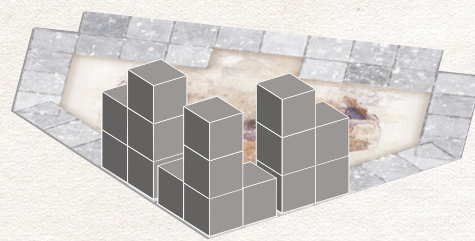
The Cannons



The Way of the Cross



Stowing the Scythes



The Ramparts