



The King is Dead Solo Rules

Solo rules designed by Ricky Royal (<https://www.boxofdelights.net/>)

SETUP

Set up as per the 2-player game.
Shuffle the Saxon hand of action cards and place in a face-down stack.

TAKING ACTIONS

You are always the first player to act and the Saxons will do nothing until you Pass. As soon as you Pass, you may NOT play another Action Card during this Power Struggle. Reveal the top card of the Saxon deck. Perform the action for them in such a way as to, in priority order (i.e. if step 1 can't be done, move to step 2):

- 1 Remove a faction majority in the Region being contested, or [if not summoning a Follower] leave it with a majority of just 1 cube;
- 2 Reduce a faction majority. (Priority to the topmost region not being contested)
- 3 Act so as not to create or increase a majority. (Priority to the topmost region not being contested)
- 4 Lastly, they act in the region(s) nearest the top of the order below the one being contested, irrespective of outcome.

If equally viable options exist (such as what colour cube to add or remove), you get to decide, so choose wisely!

The Saxons will then summon 1 follower from the board, using the same logic as described above, before resolving the Power Struggle.

Note: when the Saxons play "Negotiate", they place their negotiation disk on the current region (or the next in line if the current region already has a disk) and swap it with the first region with the smallest majority.

WINNING THE GAME

If an INVASION occurs, you immediately lose the game, otherwise determine the winner as per the regular rules.

VARIANT

To reduce the difficulty of the solo game, either:

Play with the Saxon deck face-up, so you can [only] see the card they will play this turn.

or

Play with 4 Instability discs instead of 3. (Tip: Swap black discs for white)

