



MY LITTLE PROVINCE

A solo variant for **Province**,
a **Laboratory** game created by **Samuel Strick**.

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Thanks to Nick Shaw for his ideas & testing

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GENERAL RULES

Apply game rules except when these rules say opposite. You play against a bot, so choose a color (blue, red) for you and the other for the bot.

WINNING:

Winning conditions are:

The player has built 7 structures. The player wins.
The player has claimed all Goal Tokens. The player wins.
The bot has built his structures (set difficult mode). The bot wins.

COMPONENTS:

You must use all game components, except 3 sailor workers (bot color) and the crown. As additional component you need a six-side die.

SETUP:

First of all, set difficult mode:

- TOO EASY: Same as EASY, except the bot still has to build up 1 coin on a structure in order to build it if that structure has already been built by the player. Also, if the player builds a structure with a bot coin on it, the player gets to take those bot coin for himself.
- EASY: Same as NORMAL, except the player starts with 2 coins.
- NORMAL: Player starts with 0 coins; the bot wins if it builds 7 structures.
- HARD: Same as NORMAL, except the bot wins if it builds 6 structures.
- TOO HARD: Same as HARD, except if the player tries to build a structure with a bot coin already on it, the player must pay an additional coin on that structure (bot coin is returned to the pot after player pays for such a structure, as usual).
- INSANE: Same as TOO HARD, but the bot wins if it builds 5 structures.

The bot starts without coins. He uses the pot.

TURN ORDER/HOW TO PLAY:

First the player plays, then the bot plays.

Player's turn

Player's turn is as described in the original rules, except:

- When a player builds a structure and there is a bot coin on it, simply return coin to the pot.
- If the bot builds a structure before the player, this structure will not be worth VP for the player at the end, and the player hasn't access to its benefits (one more worker, its effect, etc.), but it counts for his win condition.
- If the player builds Lender first, it will give him 1 additional VP at the end, but if the bot builds Lender first, it will give -2 VP to the player. The only way to avoid these -2 VP is returning Lender to the supply by paying 3 coins during player's turn. The Lender hasn't other effects during the game.
- The player can only claim a Goal Token per turn.
- At the end of the player's turn flip all workers to mark them as actives.

Bot's turn

The bot's turn has the following steps:

- 1) Roll a die
- 2) The value of the die determines the structure that can be built by the bot:
 - 1 - Mill (or Smithy later)
 - 2 - Lender (or Bank later)
 - 3 - Harbor
 - 4 - Union
 - 5 - Camp (or Village later)

To build a bot's structure:

- 1) If the player has already built this structure, place a bot structure next to it.
- 2) If not, if there was previously a coin next to the label, remove it and build the bot's structure. If there was not a coin, place a coin (from the pot) next to the label.

If the value of the die matches a structure previously built by the bot, instead the bot build a structure the player must mark as used (flip workers over) for the next turn all workers placed in the top Labor space of Work Cycle. You can move them but you don't obtain Labor for them in next turn.

If the value of the die is 6, the player must mark as used (flip workers over) for the next turn all workers placed in the top Labor space of Work Cycle, and you can't move them. Moreover, the bot will have a new turn with a new die roll.

The bot doesn't activate any effect (additional worker on Camp, for example) when builds a structure.

ENDING THE GAME:

If the player wins the VP are calculated.

- VP earned by Structures (not previously built by the bot)
- VP earned by claimed Goal Tokens
- If the player has the Lender token, lose 2 VP.
- 1 additional VP for each 2 coins
- 1 additional VP for each additional Worker (Camp, Village, sailors) on play.