

You'll have to work twice as hard to thrive
alone in these mines!



SOLO



1



45'



10+

RIVER VALLEY

JEWELCRAFT



SOLO SET UP

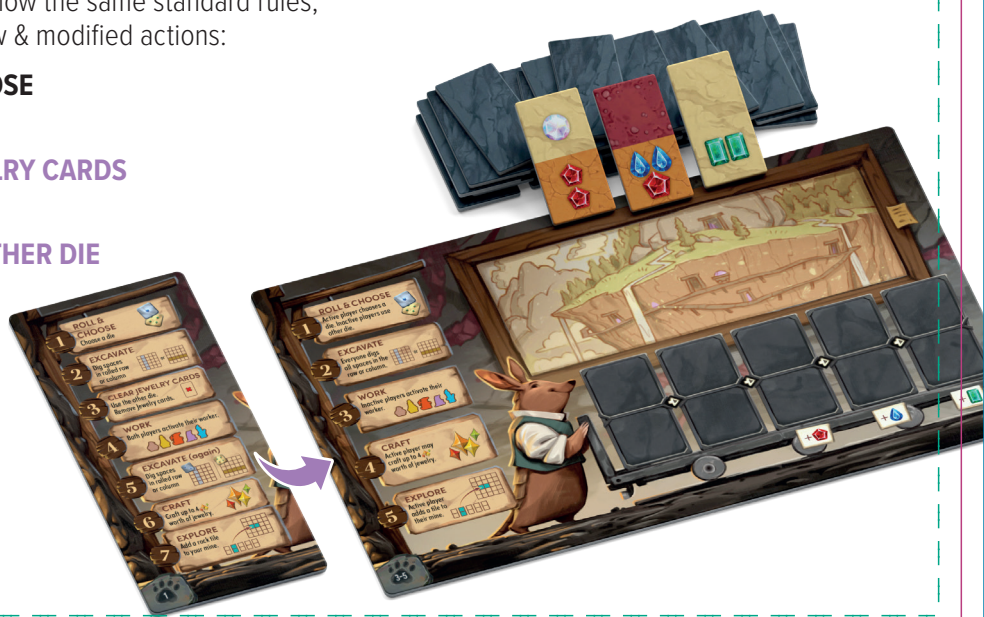
Set up according to player count (See Rulebook pg 2). Use either side of the Tile Market board and place the Solo Mode Action Bar on top of the printed actions.

SOLO RULES

Earn as many Victory Crystals  as you can over 9 rounds.

1-player games follow the same standard rules, but with a few new & modified actions:

- 1 **ROLL & CHOOSE**
- 2 **EXCAVATE**
- 3 **CLEAR JEWELRY CARDS**
- 4 **WORK x2**
- 5 **EXCAVATE OTHER DIE**
- 6 **CRAFT**
- 7 **EXPLORE & DISCARD**



CLEAR JEWELRY CARDS

Move displayed Jewelry cards to the bottom of their deck based on the value of the chosen die:

- : Return all available Artisan jewelry cards to the bottom of the deck, then replenish.

- : Return all available Fine jewelry cards to the bottom of the deck, then replenish.

: All available jewelry cards stay in play.

WORK x2

Perform the Work ability on your Character Board.

Perform the Work ability a second time.

EXCAVATE OTHER DIE

Use the unchosen die from Roll & Choose. Excavate this row or column.

EXPLORE & DISCARD

Choose 1 of the 5 rock tiles in the market. Collect the gem shown below the space, if any. Add the tile to your mine board. Discard the rightmost available tile before replenishing.



In Solo Mode, **Thornwell Jewelers & Co.'s**

SHARE THE WEALTH ability is changed to:

- ◆ “Move exactly 3 spaces or 3 spaces .
- ◆ When moved this way, and you chose the : Dig 3 times on this space.
- ◆ When moved this way, and you chose the : Dig 1 time on this space.”



SOLO SCORING

Score normally, then earn the following number of based on your score:

Score	Crystals
39 or less	
40-49	
50-59	
60-69	
70-79	
80-89	
90-99	
100-109	
110-119	
120+	

Earn 1 more for each achievement you accomplish at end of game:

Jewelry Achievements

- ◆ **Focused:** Craft 6+ pieces of the same jewelry type, , , or .
- ◆ **Leapfrog:** Craft only Basic and Artisan jewelry.
- ◆ **Picky Customers:** Spend no for jewelry.
- ◆ **Matchy Matchy:** No , , or that aren't a part of a jewelry set.

Mine Achievements

- ◆ **Dirt Mover:** Have 4 or fewer rock groups in your mine.
- ◆ **Rubble Rouser:** Have 4 or 5 remaining .
- ◆ **Remodeler:** Cover all starting rock spaces.
- ◆ **Rock Row:** Have at least 1 filled row with all the same rock type.
- ◆ **Rock Column:** Have at least 1 filled column with all the same rock type.

Gem Achievements

- ◆ **Gem Collector:** Have 5 or more gems of the gem type you have the least of.
- ◆ **Spend It All:** Have 5 or fewer total gems remaining.
- ◆ **White Wrangler:** Have 10 or more remaining.
- ◆ **Purple Plucker:** Have 10 or more remaining.