

SOLO MODE

SIX BOARDS WITH INCREASING DIFFICULTY TO PLAY ON YOUR OWN

There are six solo boards. The time signatures on the board (see right) determine the difficulty of the board and which Keep board side to use (2 or 4 cards).

The boards differ in the Move criteria, the amount of Income cards required for more actions and the legacy reveals. All boards have different (amounts of) notes.

First play? Read the game rules first; you will play using these rules, with minor differences for the Opponent*.

ADDITIONAL COMPONENTS

- 6x solo Opponent boards
- 1x Keep board for two or four cards (printed on both sides)
- 16x brown numbered tiles (I to XVI)
- 12x black priority tiles, 6 sets of 2 (black, square)
- 6x black priority tiles (large rectangular)
- 3x double sided reputation tiles (white, rectangular)
- 3x instrument type bonus tiles (Strings, Woodwinds, Brass)
- 8x instrument order tiles (first two letters of instruments)
- 1x black instrument bonus cube (for instrument order tile)

ADDITIONAL GAME SETUP

After all nine steps of Game Setup, choose one of the Opponent boards to play against. Place it left of your own board. Draw a starting city for the Opponent. Place a cube on this city and two cubes on (or left to) the game board next to the first black key. For additional setup, see example 1.

1) Place one priority tile corresponding with the overall legacy left of the first bar, on the legacy track. Remove the priority tiles equal to your (player) legacy and the remaining tile equal to the overall legacy. Shuffle the others and put the stack at the top spot, face down.

When you play as one of the twelve Characters, remove both “Multi-instrumentalist” priority tiles:

2a) Place the brown tile numbered “I” top left, place the II, III and IV tiles from left to right on the top row. **2b)** Place V to VIII on the second row, IX to XII on the third row and XIII to XVI on the fourth row.

Experienced players: you may place these tiles randomly on their respective rows(!) for more variation in your game, but the round I tile always goes top left. See ! note next page.

3) Place one Opponent cube on 0 on the income track. **4a)** Draw an instrument order tile and place it at the top of the bonus tiles track. **4b)** Place the instrument type bonus tiles.

5) Place the reputation tiles next to the board. **6)** Place three cubes next to the bottom of the board. **7)** Place the Keep board corresponding to the keep value (lower value time signature) below the Opponent board. **8a)** Place the Priority tile matching the overall legacy (top right of the game board) on the left space “Overall Legacy”. **8b)** Put the remaining (large) Priority tiles next to the board.

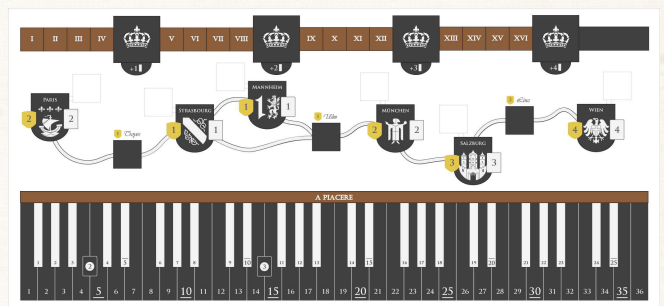
* The opponent in this solo mode is referred to as Opponent



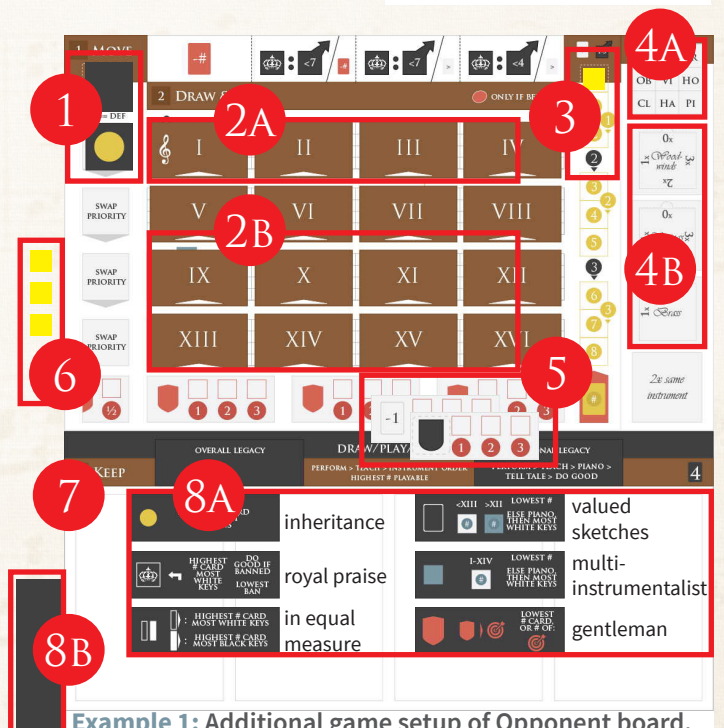
Easy: Opponent draws and keeps a low number of cards

Intermediate: Opponent either draws or keeps a high amount of cards.

Hard: Opponent draws and keeps a high amount of cards.



Recommended layout with game board (top), Opponent board (left above), Keep board (left) and player board (above).



Example 1: Additional game setup of Opponent board.

1. MOVE

The Opponent only moves if a condition is met. Use the **leftmost open space** on the Move track at the top of the Opponent board. See example 2. The conditions are:

- Negative draw bonus (variety tile) on current city (2a)
- Royal Event within that number of spaces and/or negative or lower draw bonus (variety tile) on current city (2b)
- Draw bonus (variety tile) higher than current city (2c)

When met, the opponent moves a maximum of three spaces towards the **city or town closest to the Royal Event**. If equal, the city with the most draws. If equal, you choose.

2A. DRAW CARDS

Slide the brown tile with current round number up to cover the move option in the same column. The Opponent always draws a fixed number of cards, either two, three or four, shown by the top value of the time signature. See example 3.

Cards are **drawn in a left to right order**. The color of the note corresponds with the card type that is drawn. If a red or yellow note has no face-up card available, skip this note and draw the card for the next note. See example 3.

The draw may depend on the overall and personal legacy tiles. see Draw/Play/Keep priorities on the next pages.

(LEGACY) PRIORITY TILES

The rightmost measures have a  symbol on it. Upon revealing this symbol, move down the current priority tile.

Draw and place a priority tile left of the current bar. This priority tile is active for the remaining rounds on this bar. Replace the priority tile on the keep board. See example 4.

Only move a priority tile for the first  revealed on a bar.

When the same priority tile is **drawn twice**, this is the **definitive legacy** of the Opponent (no more tiles are drawn). If by the fourth bar there are no matching priority tiles, draw tiles for the fourth bar until you match an earlier tile.

2B. PLAY CARDS

The **height of the note** on the bar determines the **order of playing cards**; higher notes are played first. See example 5. Instruments are played in the order on the instrument order tile. Place the black instrument bonus cube on the last played instrument to mark it. See example 6.

Place all played cards on the discard pile (the same as used by the player), except for cards with a progress marker. When cards of a higher level than the Opponents' action points have to be played, use the **progress circles** marked 1 or 2 and place progressed cards aside the board. When a note of the progressed card's color has to be played in a later turn, play a progressed card first (draw/keep priorities decide if there are multiple. If that is still undecided, you choose).

The **yellow income track replaces Housing**, see example 5. The Opponent starts with one action point and can advance on the track when the required *Teach* or *Perform* cards are played (advance two spaces for every *Teach* card, one space for every *Perform* card), allowing  or  actions points.

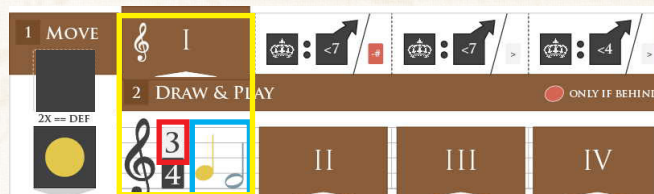
Play can depend on the overall and personal legacy tiles. see Draw/Play/Keep priorities at the bottom of this page.



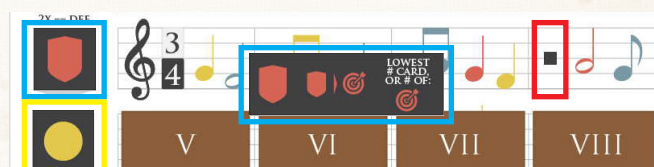
Example 2a: yellow rectangle. When Opponent is on Paris with a -1 variety tile, Opponent moves.

Example 2b: red rectangle. When Royal Event is Salzburg and Opponent is in Paris (less than 7 moves). Or when Paris has -1 variety tile.

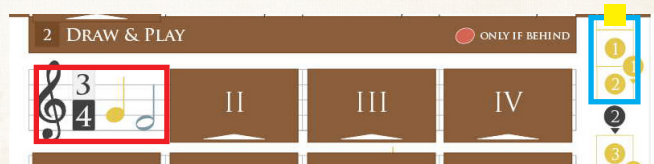
Example 2c: blue rectangle: when moves to Royal Event are less than 7 or 4, or when variety tile within three moves is better (e.g. +0 compared to current -1).



Example 3: Slide brown tile of current round (for first round "I") up (yellow rectangle). Opponent always draws 3 cards (red rectangle). In this example, draw an income card if face up or draw three Compose cards. If an income card is face up, draw it, a Compose card and another face down(!) card from the red & yellow stack, playing this "measure" again because there are only two notes and three cards to draw (blue rectangle).

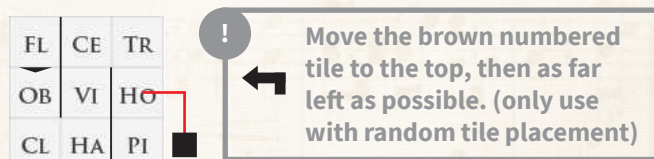


Example 4: On  (red rectangle), move down current priority tile (florins) (yellow rectangle) and draw a tile different to player or overall legacy (blue square). Place the corresponding priority tile (blue rectangle) on the Personal Legacy space of the Keep board.



Example 5: During the first round, if an income card (Perform or Teach) is drawn, this is played first since it's the highest note. In this example the Opponent has only one action point (blue square).

If there was no income card face up, play a Compose card. If holding multiple Compose cards, decide based on the instrument order tile (see example 6 below).



Example 6: Instruments are played in the order of the instrument order tile, from top left to bottom right. The letters correspond with the first two letters of an instrument. Place the cube on the played instrument. Level 3 Compose cards are played to complete a chain first, then for highest bonus, otherwise player decides.

INTERACTIVE CARDS

On **red notes**, the Opponent plays interactive (red) cards only if behind in white plus black keys (use one free red action point) **or** when there are action points remaining due to not being able and/or allowed to play other cards. See example 7.

A (subsequent) Ban is always played on the city of the upcoming Royal Event. A Take card played in the same city takes your yellow card(s) according to the keep rules of the currently active legacy tile.

Ban or Draw reductions played by you on the Opponent, or *Do Good* cards played as shields by the Opponent, are marked with cubes at the bottom of the solo board. As with players, a maximum of three red cards can be played on the Opponent or by the Opponent. Use the white double sided reputation tiles for *Draw* reductions or *Bans*.

Take cards played on the Opponent immediately move back the income marker by the level of the *Take* card played (level 1 means one step up, level 2 two steps up, level 3 three steps up, regardless of the number the marker was on).

3. INSTRUMENT (TYPE) BONUS

When a Compose card other than piano is played, place the instrument bonus cube on the instrument order tile. Rotate the corresponding **instrument type** bonus tile(s) clockwise. See example 8.

When the instrument type bonus tile is rotated past the highest value (1x for Brass, 3x for Strings & Woodwinds), flip the tile and score the bonus instantly. Every time another Compose card of this type is played, score the bonus.

When the same **instrument** as marked by the instrument bonus cube is played again, or a Variation card is played, take the corresponding bonus tile from the player supply if available (the same as in the normal game). See example 8.

The Opponent can play any Variation card (level 1 or 2) on any Compose card (level 1 or 2). Level 2 Variation does not copy two level 1 Compose cards unless played in the same turn (this happens very rarely).

4. KEEP CARDS

The Opponent can keep two or four of cards, shown by the bottom of the time signature. See example 9.

Cards that can be kept are chosen based on the overall spots (left) and personal legacy tile spots (right). Use the center Priority on the board for situations not described on the tiles. See next page for more examples.



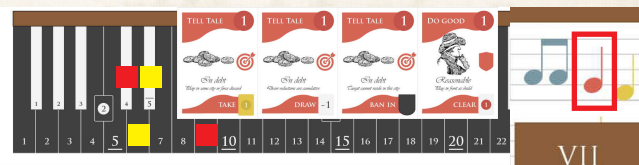
Priority: the highest # card matching the criteria which is currently possible to draw and play with the actions allowed in one turn. See example 10 and next page.



Priority: the lowest # card matching the instrument or criteria; type: Brass > Strings > Woodwinds. See example 10.



Valued Sketches: keep Compose cards of unlocked bonuses unless there are remaining action points.



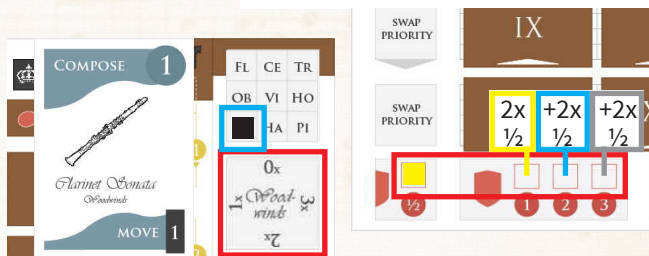
Example 7: Only play a red card if the Opponent (yellow in example above) is behind on white plus black keys.

If the Opponent can choose between multiple red cards during draw, play, or keep, use the priorities on the back of the first round cover tile (see left below). Every 1st/2nd/3rd/4th round corresponds to every 1st/2nd/3rd/4th round before each Royal Event.

The back of the first round cover tile also decides which interactive card is removed when there are three active. Remove the lowest level if the cards are the same type.

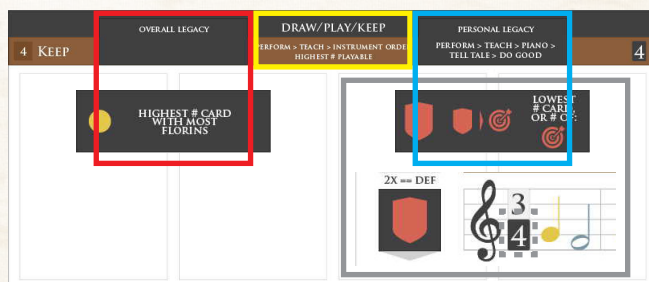


Example 7b: When the Opponent has no red cards, place a cube on 1/2 in the bottom left corner. This can add up to 1, 2 or 3 Do Good.



Example 8: When playing a Compose card (Clarinet Sonata), place the black cube on "Cl" (Clarinet, blue square). Rotate the corresponding instrument type tile, "Woodwinds", clockwise to 1x (red square). Flip it when rotating past the maximum (0x is again at the top).

A "Variation" card counts as that instrument (1 black key for level 1, 3 black keys for level 2, possibly rotate instrument type tile). Take the instrument bonus tile and place it on the "2x same instrument space". Every time this instrument is played again, score the bonus. If another instrument is played twice, replace the tile.



Example 9: Opponent can keep four cards (dashed gray rectangle) with the 3/4 board. These four cards can be prioritized by either the overall (red rectangle) or personal (blue rectangle) legacy tile spots. If these are undecisive, use the center priorities (yellow rectangle). The priority tile left of the active bar determines whether to use overall or personal (gray rectangle).



Example 10: Level 3 cards always played over Level 2, Level 2 always played over Level 1, but only if they are currently possible to draw (even if blind draw).

DRAW/PLAY/KEEP PRIORITIES

Below are examples of the priority tiles. Always use the center Priority on the board for situations not described on the tiles.

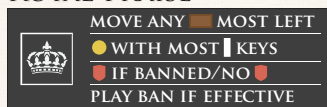
INHERITANCE



Example 11a: Opponent has Teach 1, Perform 2 and Teach 2; Teach 2 gives the most florins, so Opponent plays this.

Example 11b: Opponent has two Perform 2 cards but is on space 7 of the income track. Opponent does not play any of these cards.

ROYAL PRAISE

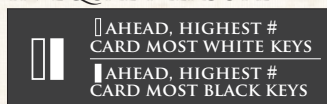


Example 12a: When Opponent has to choose between yellow cards, always play the one with the most white keys. Always move brown tiles to the leftmost space.*

Example 12b: Only play Do-Good to clear Ban. Only play a Ban on upcoming Royal Event city if player is not already banned.

**used in advanced games (additional setup) !*

IN EQUAL MEASURE



Example 13a: If Opponent is ahead on black keys, play the Teach or Perform card scoring the most white keys.

Example 13b: If Opponent is ahead on white keys, play the Compose card scoring the most black keys (include bonuses).

VALUED SKETCHES



Example 14a: Before round XIII, Opponent completes bonus that requires the least cards to complete. See Example 15a.

Example 14b: After round XII, Opponent draws and keeps cards (Brass) that are on an active bonus (if Brass is unlocked) first.

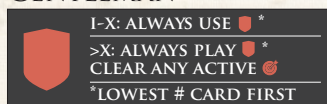
MULTI-INSTRUMENTALIST



Example 15a: Opponent has Woodwinds at 1x, Strings at 2x, and Brass at 1x, Opponent plays Brass as this takes only one card.

Example 15b: Opponent has Woodwinds at 3x and three different Woodwinds cards (level 1, 2 and 3). Play the level 1 card.

GENTLEMAN



Example 16a: Before round X, even when there are no active Tell Tale effects on Opponent, Opponent plays Do-Goods.

Example 16b: After round X, Opponent always plays Do-Good cards to (partly) clear any active Tell Tale cards.

ROYAL EVENTS

Royal Events are scored as in the normal game. However, the **Opponent does not use the advantage** of that city. Flip the event tiles the Opponent wins to avoid confusion.

After a Royal Event, remove the brown tiles from the previous four rounds from the board. See example 17. Throw the die for moving the draw variety tiles as you would in the normal game and reveal the next Royal Event.

GAME END & SCORING

The game ends after the fourth royal event is played. The scoring is the same as when playing with other players.

The Opponent and yourself both score cards that have progress markers on them for the part progressed; half, third or two third (rounded half up, so 2 1/2 keys becomes 3 keys, 2 1/3 keys becomes 2 keys). This includes bonuses from chains or bonus tiles if applicable (so 1/2 progress on a 2 card worth 3 keys and a bonus of one key = $1/2 * 3 + 1 = 2$ points).

You add up the number of black keys, white keys, both your own legacy tile and the overall legacy tile. The player with the most points is the winner; in case of a tie, having the most money left decides. If that is tied, the game ends in a tie.

The legacy "Inheritance" is scored by the yellow income track; the solo opponent can score up to 8 points. See example 18a.

If you have "Sincerest Form of Flattery", you will score the legacy of the Opponent. See example 18b.

Example 17: After every Royal Event, remove all brown numbered tiles from the move bar (red rectangle). So after the first Royal Event, remove tiles I, II, III, IV from play. Do the same for tiles IV-VIII after the second Royal Event, and so on. Always keep the back side of the tile marked I visible during play.

EVERY 1ST & 2ND	-1	#	
EVERY 3RD & 4TH		#	-1

Example 18a: The Opponent has "Inheritance" (red rectangle). Its income cube is on the yellow "5" space on the income track (blue rectangle). The opponent gets five points.

Example 18b: If you have "Sincerest Form of Flattery" and the Opponent has "In Equal Measure" (closest between white and black keys). You have five spaces between them and the Opponent three spaces. The Opponent gets eight points, you get three points.