

BASED ON A UBISOFT CREATION

ANNO 1800

THE SOLO MODE by Stephen Hurn

Only playable with
"Anno 1800 – The Board Game"
by Martin Wallace!

SOLO CAMPAIGN

On the following pages you will find instructions on how to play the solo mode of *Anno 1800 – The Board Game*.

First play your way through the 10 missions of the campaign, which tell an ongoing story which constantly presents you with new challenges. After the campaign you will find general rules for a solo game, with which you can play an (almost) normal game of *Anno 1800* and attempt the ultimate high score!

GAME SETUP

In principle, the same setup applies to the solo campaign as described on pages 2 and 3 of the rulebook, with the following exceptions:

- Step 1: 1 construction token of each industry is sufficient.
The shipyards and ships are all placed as usual.
- Steps 5, 8 and 9 are omitted: Objective cards, fireworks token and the starting player token are not required and you never start with gold.

Most missions also have custom changes in game setup. In the first missions, some game elements are not available, e.g. certain industries or the Old and New World islands. These limitations mean you are unable to pursue certain strategies. In Mission 1, for example, sails are not available, so no ships can be built ... and you cannot trade without ships.

IMPORTANT: For **all** solo campaign missions – set aside all farmer/worker cards from your starting hand that give an engineer as their effect and draw a replacement card. Repeat this process until you have no bonus engineer cards in your hand. Shuffle the cards you set aside back into the deck. This is done after you have assembled the time stack.

TIME STACK AND DIFFICULTY LEVELS

In each mission you have to put together a time stack before you draw your hand cards. You can see what the stack looks like in the images below:

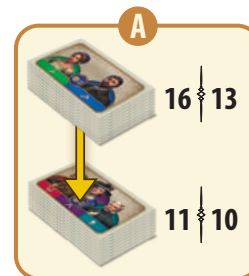
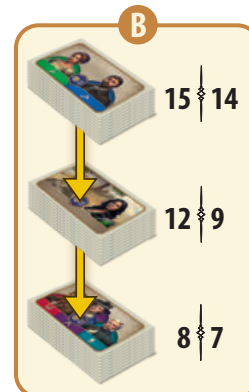


Figure A shows a stack of 16 farmer/worker cards placed on top of a stack of 11 artisan/engineer/investor cards.

Figure B shows 15 farmer/worker cards placed on 12 New World cards and these in turn are placed on 8 artisan/engineer/investor cards. You then place the assembled time stack next to the gameboard.



If you wish to **increase the difficulty level** of your game, you can use the second number in each of the examples. In figure A the time stack then consists of 13 farmer/worker and 10 artisan/engineer/investor cards instead of 16 and 11 respectively. In figure B, the composition is 14-9-7 instead of 15-12-8.

Every time you complete a **regular action**, you reveal the top card of the time stack and put it on a separate discard pile. What the card shows is only relevant for a few missions. First and foremost, the stack serves as a guide to how much 'time' you have left for the mission. Because you have as many regular actions available for each mission as there are cards in the time stack. The free action *Activate population cards* as well as additional actions received through effects cost you no cards from the time stack.

VICTORY AND DEFEAT

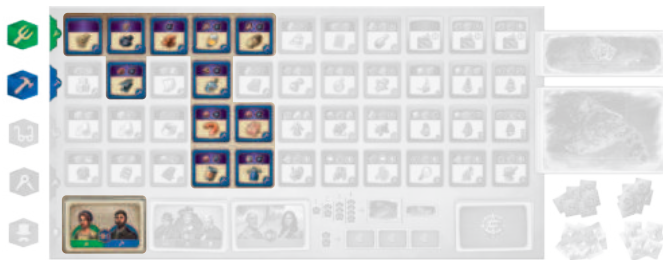
Each mission has individual goals which are listed at the bottom of the page. A mission can end in two ways:

- **Victory:** All goals are fulfilled at the same time (the order of play remains up to you).
- **Defeat:** You discard the last card on the time stack, but at least one goal has not been fulfilled.

SPECIAL RULES

Each mission lists special rules that only apply to this one mission. These rules always take precedence over all other card and instruction rules. It can be, for example, about restrictions of the game material, changed card effects or trading.

The special rules of the game components in each mission are highlighted in an illustration. E.g. The following example shows that your access is limited to farmers, workers, farmers/worker cards and some worker industries (blue).



TRADE

Trading is only possible from Mission 3 onwards, as before this there are no naval tokens available. Trading works in the same way as the base game: You must have enough trade tokens available and you can only trade for the same resource once per turn. Basically every resource, including farmer resources (green), is available for trade. However, restrictions may apply depending on the mission:

- **Trade ban:** Resources listed under this keyword cannot be traded for under any circumstances — you will have to manage without them or produce them yourself. As a reminder, place an investor from the supply on each affected industry on the gameboard.
- **Trade restrictions:** This limitation specifies how many of each individual resource category (blue, red, purple) you can trade for during the game. You don't have to define these resources at the beginning. Instead, whenever you trade for a resource in a restricted category for the first time, you mark it on the gameboard with a suitable population cube from the supply.

You may trade for a resource marked in this way as often as you like during the game, but you are only allowed to have as many different resources as are specified by the trade restriction.



If the trade restriction is 3 worker resources (blue) then you can trade for up to 3 different blue resources in this mission. You already traded for sausages and soap on a previous turn and have marked these with a population cube.

Example 1: You wish to play a card that requires canned meat and work clothes. However, you may only use one additional worker resource for your trade. Therefore you need to produce one of the two resources yourself.

Example 2: You want to play a card that requires soap and canned meat. Since you have already traded for soap and marked it, you can trade for this resource again every turn.

You can use the resources on the **preprinted green and red industries** on the home island at any time, even if you have already built over them. The trade restrictions of the mission **never** count for the preprinted artisan resources (red), so you can trade for as many of them as you want in **addition** to the trade restriction.

Have fun with the solo campaign of *Anno 1800 – The Board Game*! If you get stuck on any of the missions, you will find **helpful tips** on page 13.



1 – The Founding of Ditchwater

Your return from the New World was swift. You had left as soon as you had got the letter that your father had been imprisoned for treason. But now Hannah, your sister, tells you that he has died. Though the funeral is only attended by you, Hannah and uncle

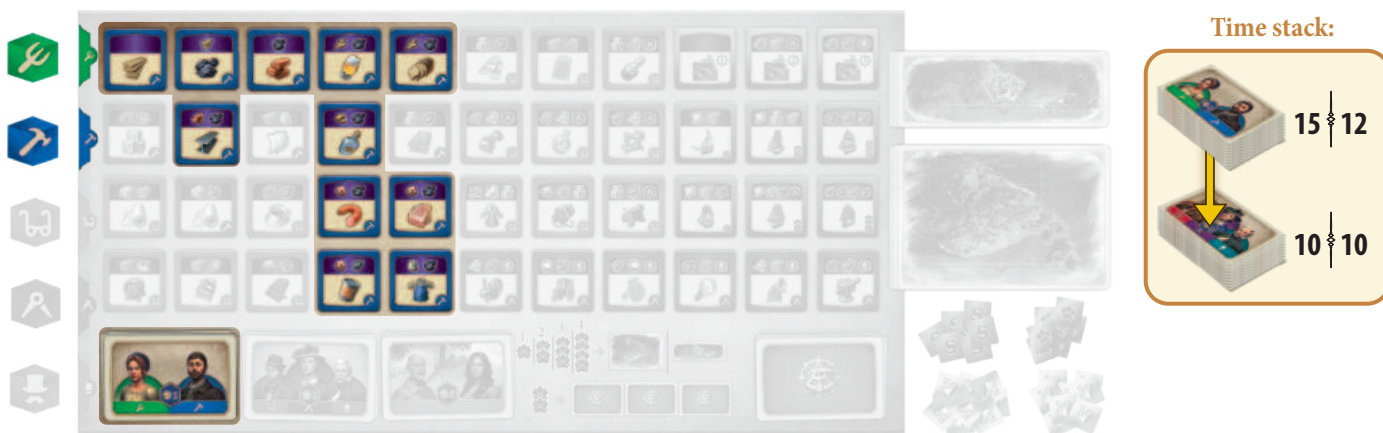
Edvard your grief is overwhelming.

“What a pathetic man,” Edvard Goode says. “You return to mourn the death of a traitor to the crown.”

“Uncle!” Hannah exclaims. “Father was a good man. I do not believe for one minute the lie that he would betray the Queen.”

Edvard scowls and leaves the funeral.

“A remnant of our father’s loyal followers are wanting to escape Edvard’s iron rule of Bright Sands. We must create a community here on Ditchwater. It can never be as good as Bright Sands, but our father’s followers are trusting you to provide them with a better life,” Hannah tells you. “We will have to start small. Only a handful of farmers and workers are willing to work for us, but if we can do this then I’m sure we can attract more sophisticated classes of people later.”



Changes to the game setup:

- Put all 11 farmer/worker cards that show exploration tokens, cotton fabric or goods as costs back into the box.
- Remove the 2 artisans from your home island (also do not draw their cards, only those for your farmers and workers).
- Remove all naval tokens from your home island (ships are not yet available to you).



Special rules:

- Only the elements highlighted in the illustration above are available to you. So you cannot build, receive or trade for anything else.
- You cannot activate the effects of any population card.

Goal:

Empty your hand of population cards.

“You did it! You gave these people a home. Father would be proud.”

2 – Explosive Progress

“We have a problem,” your friend Aarhant says. “We cannot get past this cliff wall. We need you to attract engineers to blast a path through the cliff so we can expand to the fertile lands beyond. They will need some dynamite to complete the excavations.”



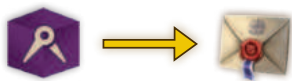
Changes to the game setup:

- Put all 8 farmer/worker cards that show exploration tokens or cotton fabric as costs back into the box.
- You do not draw any cards for your 2 artisans.
- Remove all naval tokens from your home island (the ships are not available to you).



Special rules:

- Only the elements highlighted in the illustration above are available to you, so you cannot build, receive or trade for anything else.
- You don't draw cards for additional artisans or engineers.
- The “Receive 1 engineer” effect becomes “Receive an additional action”.



- The effect “Receive 3 trade tokens” becomes “Receive 4 gold”.



Goal:

Have at least 3 engineers.
Build the dynamite factory.
Complete at least 10 population cards.

“The engineers made it through the cliff wall. We are thrilled at all the fertile land beyond. With it we may one day be able to earn ourselves a shipping licence,” Aarhant says.

3 – Signed and Sealed

“Terrific news, the Queen is considering giving us a shipping licence,” says your sister Hannah. “With it the world will be our oyster. This will be the key to finding out what truly happened to father.”

“I am Archibald Blake and I am the Queen’s favourite Lord,” a man with a grey beard asserts. “Deliver to me a frigate and a schooner for use by her majesty and we will grant you a full shipping licence.”

“Our friend, Madam Kahina has opened her exotic goods shop for us to import from. She has the finest wares from all around the world. It is said that she even possesses items from the new world and the most advanced technology from the old world,” says Aarhant.



Changes to the game setup:

- Remove the Old World island with the bonus “Draw 2 expedition cards”.

Special rules:

- While you may only build the industries highlighted above, you may trade for any resource, even resources you cannot build an industry for.

Goal:

**Receive at least 50 influence points from population cards.
Build at least 1 trade and 1 exploration ship of strength 2.**

*“These ships will serve the needs of the Queen. Here is your shipping licence. Next time be quicker.”
You cannot quite tell if Archibald Blake is complimenting you or scolding you.*

4 – The New World

“One of Father’s former employees has informed us that the reason he was in jail for treason was the sale of the New World island Prosperity. We must travel to the new world to find out the truth behind this rumour,” Hannah says.

“Time for an expedition, old friend,” Aarhant has a glint in his eye.



Changes to the game setup:

- Remove the Old World island with the bonus “Draw 2 expedition cards”.

Special rules:

- While you may only build the industries highlighted above, you may trade for any resource, even resources you cannot build an industry for.
- **Trade ban:** Coal, bricks, goods, steel beams, sails, cotton fabric, cannons.



Goal:

Fulfil at least 7 New World cards.

“With the help of our new friend Isabel Sarmento, we have found the bill of sale for Prosperity.

We found it just in time before a fanatic from a group known only as the Pyrphorians burned the building to the ground.

It appears that your fathers signature was forged!” Aarhant says.

“So he was framed,” Hannah says. “I knew it, father would never betray the Queen.” “Thank you for your help, friend,” said Isabel Sarmento. “The damage wrought by the Pyrphorians was extensive, but we are survivors. With your help we will grow strong again.” With proof that the bill of sale for Prosperity was a forgery and evidence of a strange new cult, you head back to the Old World with hope in your hearts.

5 – Investing in the Future

“Now that we have proof that father was innocent we must prepare to present the evidence and clear his — and our — names,” Hannah says. “We also must begin preparations to deal with these Pyrphorians,” says Aarhant. “We should seek some outside capital to help us.”

“I have recently made the acquaintance of an investor by the name of Anabeth Riche who is willing to join us if we can prove to her that we’re worth her time,” says Hannah.

“Then what are we waiting for,” Aarhant replies. “Let’s get to work.”



Changes to the game setup:

→ None.

Special rules:

→ You are not allowed to have investors in your city until you have either 4 expedition cards **or** own 1 expedition card with an investor space.

→ **Trade ban:** Cotton fabric, windows, fur coats.



→ **Trade restrictions:** 4 worker resources (blue), 4 artisan resources (red), 3 engineer resources (purple).



Goals:

Gain at least 1 investor via the action *Increase the Workforce*.
Empty your hand of population cards.

“With Anabeth Riche on board, more investors are likely to follow suit. She, and others like her, will help us build what we need to face the troubles that lie ahead,” says Aarhant.

6 – Rewarding Investment

“It is time to make some real money together,” says Anabeth Riche. “The Queen has imposed a very heavy, and completely extraordinary tax burden on me this year. Help me pay off my debts so that we may begin to work on even greater projects together.”



Changes to the game setup:

- Remove the Old World island with the bonus “Draw 2 expedition cards”.
- You start with an additional investor (and therefore also draw an additional artisan/engineer/investor card).

Special rules:

- When you reveal a card from the time stack, look at the cost of the first resource on the far left. If you own an industry that could produce this resource, you receive 1 gold. If this is not the case or if the cost shows exploration tokens, you do not receive any gold.
- The “Receive 4 gold” effect on farmer/worker cards only yields 2 gold.



- **Trade ban:** Worker cotton fabric (blue).



- **Trade restrictions:** 4 worker resources (blue), 4 artisan resources (red), 3 engineer resources (purple).



Goals:

Have at least 25 gold.

Explore at least 1 New World island.

Fulfil all New World and artisan/engineer/investor cards in your hand.

“While you were busy raising funds for the Queen, the Pyrphorians began an invasion of Bright Sands. It turns out that Edvard was conspiring with them all along,” says Aarhant. “Archibald Blake issued an arrest warrant for Edvard and he was captured and imprisoned this morning.”

7 – The Pyrphorians

“The Queen has sent urgent word - we must defend Bright Sands,” Aarhant says. “The Pyrphorians are on their way with a huge fleet of ships. The Queen has gifted us the outpost of Gilded Dust and her fastest frigate. We must ramp up industry there fast and have our fleet ready when the Pyrphorians attack.”



Changes to the game setup:

- Remove the Old World island with the bonus “Draw 2 expedition cards”.
- You start with an additional exploration ship of strength 2.

Special rules:

- You can open up a maximum of 1 Old World island.
- Whenever you reveal a card from the time stack whose cost shows exploration tokens, you must immediately exhaust the corresponding number of exploration tokens. If that is not possible, you do not exhaust any tokens, but the Pyrphorians burn down one of your construction tokens, provided you have already built at least one. You always choose the token on your islands on the left and start in the bottom row of land spaces, then in the middle and finally in the top row. They ignore preprinted industries and shipyards. Put the token back on the gameboard. Move any population cubes from the burned token into the exhausted area.

- **Trade restrictions:** 3 worker resources (blue), 3 artisan and/or engineer resources (i.e. 3 in total, which you can split between red and purple).



Goals:

Have at least 12 exploration tokens (including unused tokens on fulfilled population cards).

Fulfil at least 5 artisan/engineer/investor cards.

Build the dynamite factory and the advanced weapons factory.

“You did it. You bought enough time with your fleet that the population of Bright Sands could be saved. The Queen rejoices,” says Aarhant. “Unfortunately, most of Bright Sands was burned to the ground. We will rebuild it, but first we need to find and destroy the Pyrphorian menace once and for all.”

8 – The Search for the Nest

“We managed to destroy the Pyrphorian fleet but at great cost. We suffered a huge loss and the Pyrphorian base of operations still exists,” says Archibald Blake. “The Queen instructs you to seek out the home of the Pyrphorians so that we may route them for good.”



Changes to the game setup:

→ None.

Special rules:

→ **Trade restriction:** 4 worker resources (blue), 4 artisan and/or engineer resources (i.e. 4 in total, which you can split between red and purple).



Goals:

Score at least 30 influence points from occupied expedition cards.

Score at least 40 influence points from population cards.

“We found them,” says Aarhant. “The Queen is going to send the fleet to destroy them.”

“We were successful,” Archibald Blake informs you after a long, nervous wait, “But we lost too many good men and women. Anti-war and anti-crown protestors are calling for revolution. Unwashed filth the lot of them. But the Queen has spoken and she wants you to cheer up our population to prevent a full scale revolt.”

“I have an idea,” says a voice from the shadows.

9 – The End Justifies the Means

“We could print some ... alternative facts for you,” says the newspaper editor, stepping into the light. “If the realm is at stake, we could make sure that the population is informed of the things that are important to them. Like the beer festival we held last month.

We might even be able to publish an article explaining the need for them to spend, spend, spend instead of riot. And we certainly won’t mention the fire that tore through the industrial district on Tuesday.”

“In a completely unrelated matter,” the Editor continues, “I trust that everything is in order with the funding increase we asked for. I would hate to have to stretch our resources too thin to properly ... review the articles written by our sometimes over-enthusiastic and mildly revolutionary writing staff. That would be most improper.”

“Whatever you do,” Archibald Blake interjects, “It’s important that we reserve as many supplies as we can for rebuilding the fleet as quickly as possible.”

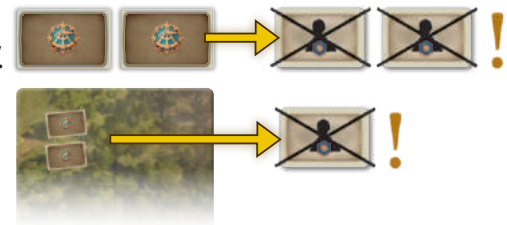


Changes to the game setup:

- Display the objective card **The Editor**.
- You start with an additional exploration ship of strength 2.

Special rules:

- The card effect “Draw 2 expedition cards” becomes “Discard up to 2 cards from your hand”.
- The Old World island effect “Draw 2 expedition cards” becomes “Discard up to 1 card of your choice”.
- Using the effect of **The Editor** counts as one action!
- **Trade ban:** Worker cotton fabric (blue).



- **Trade restriction:** 4 worker resources (blue), 3 artisan resources (red), 2 engineer resources (purple).



Goals:

Have at least 20 population cubes, including at least 5 artisans, 3 engineers and 2 investors.
Score less than 60 influence points — you lose if you score more!
Empty your hand of population cards.

“You did what was necessary,” says Aarhant.

“Very good,” says Archibald Blake, “The Queen has been impressed with your work here.”

10 – A New Beginning

“Now that the people have calmed down and we have repaired the fleet, the Queen has a new project for you,” says Archibald Blake. “We must rebuild Bright Sands from the ground up and it must be more beautiful, more grandiose and more productive than ever before.”



Changes to the game setup:

- None.

Special rules:

- As a free action, you can exhaust 6 trade tokens at any time to receive an additional *Expand Industry/Expand Shipyards* action (but not *Expand Ships*).
- You can perform the action *Open up the Old World* a 5th and 6th time. To do this, you have to exhaust 5 or 6 exploration tokens.
- As soon as the time stack is used up for the first time, turn it over and use it a second time. The time stack gives you 70 or 50 actions in total.
- When you reveal a card from the time stack, look at its costs. If the costs include resources and you could produce at least 2 of these resources, you receive 1 gold. If the costs include a trade token, you can count it as 1 of the 2 resources, provided you exhaust 1 trade token. If you are already on your second round of the time stack, you have to exhaust 1 additional trade token in both cases in order to receive the gold.
- **Trade ban:** You cannot trade for any resource.

Goal:

Empty your hand of population cards.

Have at least 10 trade and 6 exploration tokens (including unused tokens on fulfilled population cards).

Score at least 10 influence points from occupied expedition cards.

You must have one industry of each of the 33 different resources on your home island and Old World islands (including preprinted industries). You only need one type of sawmill and cotton mill.

The band played loudly as the cavalry parade marched down the main street of Bright Sands. The Queen waves at the crowds as they pass by. She has a smile on her face, the first she has shown since the crisis began.

The Queen turns and addresses you. “You have done well. Bright Sands is once again the radiant jewel in the crown of the empire,” she says. “The duchy of Bright Sands is yours, just as it was once your father’s.”

A small tear forms in your eye.

MISSION TIPS

Mission 1:

- You will need to build a coal mine.
- The key to victory is planning your turns.
- Upgrade your farmers (requires building brick).
- Remember that you can exchange up to 3 population cards as an action.
- Don't try and build everything first before fulfilling your cards. You will need to take care of both priorities at the same time.

Mission 2:

- Try to get the most out of the population card effects.
- Remember that you can spend gold to remove population cubes from vital industries, even in the middle of an action.

Mission 3:

- Don't build everything yourself, trade regularly.

Mission 4:

- You don't have to complete anything but the New World cards, so don't bother completing other cards that don't help you.
- A shipyard strength 2 and a strong focus on trade are the keys to success.
- You can't trade for cannons or sails, so managing your artisans to build your ships efficiently is important.

Mission 5:

- You need windows and fur coats for an investor and will have to produce them yourself.
- New World population cards may bring you additional expedition cards.

Mission 6:

- Avoid gaining additional artisans, engineers and investors, if possible.
- Building worker industries (blue) early in the game is the key to bringing in income.

Mission 7:

- This mission is pretty difficult. To succeed you will need to make use of every single island field you have.
- Build industries that become less important over the course of the game in places that the Pyrphorians might hit. Hide your important industries further back.

Mission 8:

- A large population is the key to victory.
- Remember that you do not have to use the effects of fulfilled population cards immediately.

Mission 9:

- Make ample use of The Editor's effect to get rid of the cards that are harder to fulfil.
- Cards which allow you to discard two other cards are highly efficient.
- Upgrading lower level population cubes instead of increasing the workforce is a good strategy.

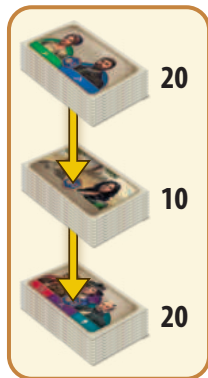
Mission 10:

- Building worker industries (blue) quickly will earn you quite a bit of gold.
- Later in the game, trade tokens are also a good source of income.
- Try to balance fulfilling cards with building industry. Too much industry will slow you down with extra festivals, too little industry will leave you cash poor.
- The additional *Expand* action you can receive via trade tokens is extremely powerful. Try to use it as often as possible.
- Spend your gold!

THE NORMAL SOLO GAME

These are the rules and rule changes for the normal solo game. It largely corresponds to a multiplayer game, so you can use it to practice or test new strategies. Do you squeeze out as many victory points as possible by using all 50 turns, or do you try to finish as quickly as possible? The choice is yours.

GAME SETUP



The same setup applies to the normal solo game, as described on pages 2 and 3 of the rulebook, only steps 8 and 9 are left out. In contrast to the solo game, you need all industry tiles for the normal solo game. The time stack consists of 20 farmer/worker, 10 New World and 20 artisan/engineer/investor cards.

TRADE

In essence, trading works similarly to the campaign game, so you need to have enough trade tokens available and you can only trade the same resource once per turn. However, the following special rules apply to availability:

→ If you trade for a resource **for the first time** you need to do the following:

1. You exhaust 1 additional trade token.
2. You place the corresponding industry tokens in a separate trade display above the gameboard, with the built side up.

Through the trade display, you can keep an eye on which resources you have already traded for. **Any further trade** involving these resources only requires the **regular amount** of trade tokens that are indicated on the residential districts.

You want to trade beer for the first time so you exhaust 2 trade tokens (1 because you are trading it for the first time and 1 because it is a worker resource). Then you place a brewery on the trade display.

→ You can only trade for 1 resource per action that you have not traded for yet.

You want to build the pocket watch workshop, but there is no glass or brass on your islands or in the trade display. You cannot trade for both new resources in one action. Therefore you have to first build one of the industries or otherwise trade for one of the resources and thus place it in the trade display.



→ You can trade for the resources of the preprinted green and red industries on the home island at any time, even if you have already overbuilt them. To get them you only have to exhaust the regular number of trade tiles (1 or 2), even if you are trading them for the first time (this is hardly worthwhile for the red industries, as their blue alternatives are more efficient).

→ If you want to trade for a resource whose industry would need a population cube to build, you must already have that kind of population cube. It does not matter whether it is still in its residential district, at a workplace or in the exhausted area.

→ You can only trade for resources whose industries **could** already be built. This means that the costs for these industries must be able to be met by your already built industries and/or the trade display.

You want to trade for advanced weapons, but the necessary dynamite is not available on your islands or in the trade display. Since no dynamite "exists" at the moment, you cannot trade for advanced weapons (or other resources that need dynamite).



→ You may never have more factories in the trade display that require a New World resource than you have such industries on your own islands.

Suppose you have already built the rum distillery and cotton mill. You now have two industries that have required New World resources (sugar cane and cotton, respectively). Therefore, a maximum of two industries can be traded for which also require New World resources to be built (e.g. the cigar factory and the bicycle workshop).



In summary: Trade costs are 1 higher each time you trade, only 1 new resource can be traded per action and a combination of your islands and the trade display are required to produce the industry for a new resource that you are trading for. You must also have at least as many industries that require New World resources as are already in the trade display at any given time.

RECEIVE GOLD

When you reveal a card from the time stack, look at its costs. If the costs of this card include resources and you could produce at least 2 of these resources, you receive 1 gold. If you could produce all 3 resources of a card, you receive 2 gold. If the costs include a trade token, you can count this as 1 of the 2 or 3 resources, provided you exhaust 1 trade token.

If the revealed card costs canned food, sewing machines and a trade token, you receive 1 gold if:

- You built the canned food and sewing machine factory.
- You have built one of the two industries and exhaust 1 trade token.

*Receive 2 gold if you have built both factories **and** you exhaust 1 trade token.*

OBJECTIVE CARDS

The following objective cards work a little differently in the normal solo game than in a multiplayer game, all others remain unchanged.



Hannah Goode – if you have 20 or more population cubes at the end of the game, you receive 8 influence points.



University – If you have 4 or more engineers at the end of the game, you receive 8 influence points.



World's Fair – If you have 3 or more investors at the end of the game, you receive 8 influence points.



Madame Kahina – If you have 12 or more trade tokens at the end of the game, you receive 8 influence points.



The Visitor – If you have 6 or more expedition cards at the end of the game, you receive 8 influence points.



Pyrphorians – You start with an additional exploration ship of strength 2. Whenever you reveal a card from the time stack whose cost shows exploration tokens, you must immediately exhaust the corresponding number of exploration tokens. If that is not possible, you do not exhaust any exploration tokens, but the Pyrphorians burn down one of your construction tokens, provided you have already built at least one. You always choose the leftmost construction token on your islands and start in the bottom row of land spaces, then in the middle and finally in the top row. They ignore preprinted industries and shipyards. Put the construction token back on the gameboard. Move any population cubes from the burned construction token into the exhausted area.



END OF THE GAME AND SCORING

The game ends when one of the following conditions occurs:

- You discard the last card from the time stack.
- You have no population cards left in your hand after discarding a card from the time stack.

The scoring corresponds to that of the basic game (rulebook, p.11) with the difference that you will only receive the fireworks token if the game ends and **at least one card** is still in the time stack.

You get additional influence points for **every** card that is now still on the time stack, depending on how many cards are still on the time stack in total.

CARDS IN TIME STACK	INFLUENCE POINTS
1 to 5	1 per card
6 to 10	2 per card
11 to 15	3 per card
16 to 20	4 per card
21 or more	5 per card

If, for example, at the end of the game there are still 3 cards in the time stack, you receive a total of 3 influence points. If there are 13 cards instead, there are 39 influence points (13x3).

Of course, you can always measure yourself against your previous best performance, but you can find a little orientation for your result here:

INFLUENCE POINTS	ASSESSMENT
49 or less	Dreary settlement
50 to 79	Ordinary outpost
80 to 99	Quaint village
100 to 129	Pleasant town
130 to 159	Enticing city
160 to 199	Glamorous metropolis
200 and more	Jewel of the Empire

Goal:

Build a great empire by collecting as many influence points as possible.

ACKNOWLEDGEMENT

Stephen Hurn and KOSMOS would like to thank everyone who contributed to the test games, rule-reading and who were involved in the creation of the solo mode *Anno 1800 – The Board Game*.

In particular to Martin Wallace, Derek Long, Mario Rossi, Nico Berger, Ernst Christopher Eick, Andrea Pasquinelli, Matthias Heck, Nat Gruca, blackholexan, Peter Klocke, Taylor Fontaine, Gabriele Goldschmidt, Ernst-Jürgen Ridder, Nina Schütz and André Deibert.

Special thanks from the author Stephen Hurn also goes to Ubisoft Blue Byte for developing the computer game *Anno 1800*, which has given him and many others hours of enjoyment.

THE AUTHOR



Stephen Hurn is a game designer from Brisbane Australia. He has been fascinated by board games since childhood. Stephen has worked as a play tester for Martin Wallace's designs, testing games such as *Rocketmen*, *Lincoln* and *Anno 1800 – The Board Game*. After 15 years as a software engineer, he has been a full-time stay-at-home dad to his three children since the end of 2019.

IMPRINT

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License & images: Ubisoft Blue Byte

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Only playable with "Anno 1800 – The Board Game".

The same safety instructions apply.



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