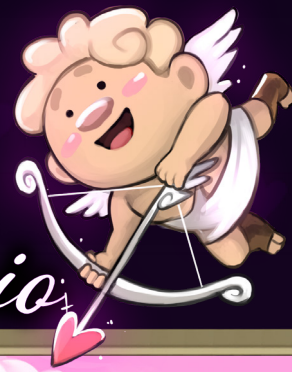


# valentine's day

solo scenario



Love is all around! It floats in the creation of clouds, skips through the dew-drenched garden, and scurries deep underground in search of return. What does your true love want for Valentine's day? A fancy fish feast or a plot of fertile land in the highlands? Perhaps the secret of the Nile or a flail covered in the blood of their enemies? No one ever said love is easy...

## SETUP CHANGES:

Setup the game as usual, with the following changes:

1. Use any 2 Progress boards and the one printed on this Scenario sheet.
2. You do not create the Event deck or use Event cards in this Scenario. Return all the Event cards back to the box.

3. Take the following cards: **BELOVED FISH** ↑053, **PROPOSAL** ↑108, and **UNREQUITED LOVE** ↑130, then place them above the Surface board in an area called the **LOVE STORY**.

## RULE CHANGES:

1. Each round, after resolving all the effects of your cards and Surface board, choose any card in the **LOVE STORY** and resolve its effect as if it was in your Mine.
2. A new effect is depicted on the Progress track: place a card in the **LOVE STORY**. When resolving this effect, you may choose any card from your hand and place it in the **LOVE STORY** (placing this card is free).

## VICTORY CONDITION:

Get as many as possible. At the End of the Game, sum up all according to regular rules and resolve the following as well:

- **Lose 3** for each card that shares a Faction with 2 or more adjacent cards.
- **Gain 3** for each card that shares a Faction with exactly 1 adjacent card.

After counting up your final score, compare your with the table on the right to determine how well you did.

	Rank
<56	Puppy Love
56-70	Rom-Com Love
71-85	Storybook Love
86-100	Legendary Love
>100	True Love

**Example:** For cards **A**, **B**, **D**, **G**, **H**, and **I**, you **gain 3** each because they share a Faction with exactly 1 adjacent card.

For cards **C** and **E**, you **lose 3** each because they share a Faction with 2 adjacent cards.

For card **F**, you score 0 because it does not share a Faction with any adjacent cards.



Activate the effects of up to 3 cards of your choice in the **LOVE STORY** (in any order).

Gain 3 .

Place a card in the **LOVE STORY**.

Gain 4 .

Place a card in the **LOVE STORY**.

Draw 1 and 1 .

Gain 2 .

Gain 2 .

Place a card in the **LOVE STORY**.

Draw 1 and 1 .

