

Solitaire Game Player Aid Assembly Instructions

Print all pages on a suitable printer. Ideally the printer should be able to print borderless, but a print border of 5 mm is acceptable. Set printer to 100% size (do not scale for printing), a slight cropping in print is acceptable.

Cut out the excess material from the table slider (page 2).

Cut the left white border off page 4 (cut line to the left of hex 1).

Glue page 4 onto page 3 (left border of page 4 goes on top of the triple "Glue here" marks on the right border of page 3, the dash-dot line should just be hidden by the paper).

Score along all 4 vertical dash lines on pages 3 and 4 (use a blunt knife or a blunt needle) Be careful only to score where the lines are, leave the "flaps" unscored Do not fold yet.

Cut out the window above the map borders. Make the 4 horizontal cuts from the page borders to the score lines. Cut off the excess material from the "flaps".

Fold the sheet along the score lines. Glue the upper and lower parts together at the back, taking care not to use too much glue (the dash-dot line shows where the paper edge should ideally be). These parts now form a "tunnel" to insert the table slider.

Cut out and glue "Turn# / Easy-Medium-Difficult Game" table in place above the window.

Cut out and glue "Die Roll Modifier" table in place below the window.

Have Fun.

Lutz, aka Pun the Hun, Berlin

Turn #	Easy Game	Medium Game	Difficult Game
	Die Roll: 1-5 No Event 6-8 Event 1 9-10 Event 1 + 2	Die Roll: 1-4 No Event 5-7 Event 1 8-10 Event 1 + 2	Die Roll: 1-3 No Event 4-6 Event 1 7-10 Event 1 + 2

Die Roll Modifiers: **+1** for each enemy Inn on the map
- 3 in each turn in which the player has built an Inn beyond the border through which the enemy has attacked (this Inn is not actually built, but the food cost is expended)

1	E1	-	E1	-	E1	Famine +1
	E2	-	E2	-	E2	-
2	E1	-	E1	Famine +1	E1	-
	E2	-	E2	-	E2	Inn
3	E1	-	E1	-	E1	Famine +1
	E2	-	E2	Inn	E2	Inn
4	E1	Famine +1	E1	Famine +1	E1	Inn
	E2	-	E2	-	E2	Pollution 3
		-		-		<i>Stable</i>
5	E1	-	E1	Famine +1	E1	Famine +1
	E2	Inn	E2	Inn	E2	Pollution 3
6	E1	Inn	E1	-	E1	-
	E2	-	E2	Pollution 3	E2	Pollution 3
		-		<i>Stable</i>		<i>Dump + Stable</i>
7	E1	Famine +1	E1	Famine +1, Explorer -1	E1	Famine +2, Explorer -1
	E2	-	E2	Inn	E2	Pollution 4
		-		-		<i>Dump</i>
8	E1	Inn	E1	-	E1	Inn
	E2	Pollution 3	E2	Pollution 3	E2	Pollution 4
		-		<i>Stable</i>		<i>Dump + Stable</i>
9	E1	Inn	E1	Inn	E1	Inn
	E2	-	E2	Pollution 4	E2	Pollution 5
		<i>Stable</i>		<i>Harbour</i>		<i>Dump + Harbour</i>
10	E1	Famine +1	E1	Famine +2, Explorer -1	E1	Famine +2, Explorer -1
	E2	Inn	E2	Pollution 4	E2	Pollution 5
		-		<i>Dump + Stable</i>		<i>Dump + Stable</i>
11	E1	Inn	E1	Inn	E1	City
	E2	Pollution 3	E2	Pollution 5	E2	Pollution 6
		<i>Stable</i>		<i>Dump + Harbour</i>		<i>Dump + Stable</i>
12	E1	Inn	E1	Famine +2, Explorer -1	E1	Inn
	E2	Pollution 4	E2	Inn, Pollution 5	E2	Pollution 6
		<i>Harbour</i>		<i>Dump + Stable</i>		<i>Dump + Stable + Harbour</i>
13	E1	Famine +1, Explorer -1	E1	City	E1	Famine +2, Explorer -1
	E2	Pollution 4	E2	Pollution 6	E2	City, Pollution 7
		<i>Dump + Stable</i>		<i>Dump + Stable + Harbour</i>		<i>Dump + Stable + Harbour</i>
14	E1	City	E1	Inn	E1	Inn
	E2	Pollution 5	E2	Pollution 6	E2	Pollution 8
		<i>Dump + Stable</i>		<i>Dump + Stable</i>		<i>Dump + Stable + Harbour</i>
15 +	E1	Inn	E1	City	E1	City
	E2	Pollution 5	E2	Pollution 7	E2	Pollution 9
		<i>Dump + Stable + Harbour</i>		<i>Dump + Stable + Harbour</i>		<i>Dump + Stable + Harbour</i>

Glue here

Glue here

Glue table

Glue modifier

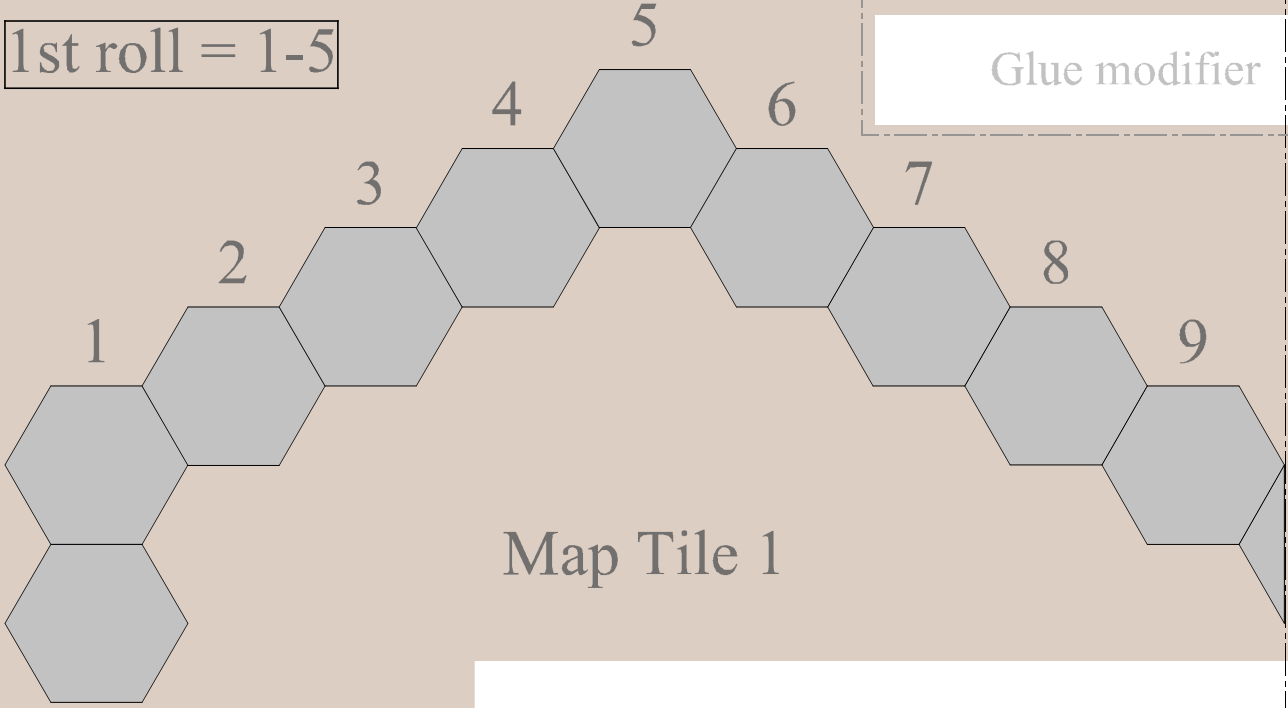
1st roll = 1-5

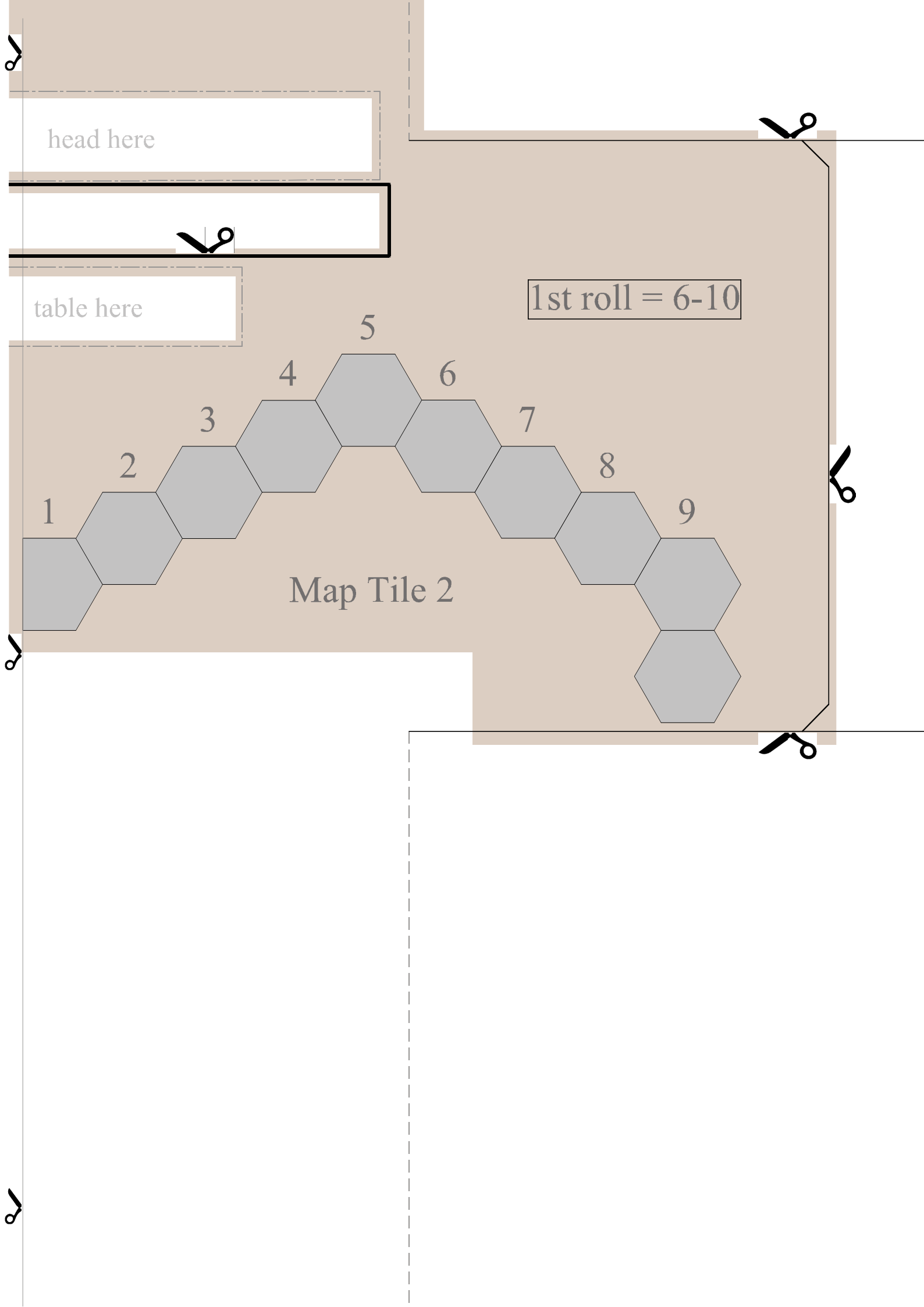
Map Tile 1

Glue here

Glue here

Glue here





head here

table here

1st roll = 6-10

Map Tile 2

1

2

3

4

5

6

7

8

9