

The Solitaire Game

Tales of the Arabian Nights can be played solo using the rules below.

Setting Up

When setting up for solitaire play, repeat the set-up for the Standard game.

Winning

To win the Solitaire game, you must fulfill three victory conditions: you must fulfill your Destiny and Story formula; you must gain Fabulous wealth; and you must complete 2 quests. You must do this *before you finish the deck*. (If you believe yourself to be an expert game player, increase the number of points in the formula or start with the Deck marker in "Night".)

If you die, alas, you lose.

Special Rules

- When drawing cards from the Encounter deck, draw two cards and choose the one you want. Discard the other immediately.
- In all cases where "another player" is supposed to be designated to make a decision, lose 1 Story or Destiny point (your choice), and make the decision yourself.
- If you are told to request a card from another player, draw one from the appropriate deck instead. (If you are told to request a specific *type* of card, draw and discard cards until you receive a card of the necessary type.)
- Pay close attention to the effects of statuses. If you make a mistake and forget to implement a status effect, there is no one to remind you. Penalize yourself a Story or Destiny point (your choice) each time you discover you have made a mistake.
- If you have a Master skill, when you read the three award paragraphs to check for your skills, you may ignore "mandatory" paragraphs.