

Age of War solitaire

This uses the complete game rules but also requires an extra standard six-sided die.

Set up

Stack the cards in the following order by color with green on top (the castles can be in any order as long as they are together by color). This leads from the southwest of medieval Japan to the northeast.

Green → Black → Red → Yellow → Purple → White

Begin the game as normal: roll all seven dice and try to claim one battle line. You do not have to claim the special daimyo battle line to capture a castle.

Divine Wind

On (only) your first roll against a castle, you can claim multiple battle lines at the same time. After the first roll, you can only claim one battle line per roll.

Then roll again with any dice not used to fill a battle line. If you cannot claim a battle line with a roll, remove one die and continue rolling.

If you capture a castle, add it to your pile of captures. If you fail to capture a castle, put the card in a separate “enemy” pile as its capture. Once a castle is captured by you or the “enemy”, it cannot be captured by the opponent.

Political Influence

If you capture all the castles for a color and/or if you claim the special daimyo battle line before capturing a castle, you gain political influence. Track your political influence with the extra die; you can never have more than six political influence. At any time you can spend one political influence to change the face of a die to any face you wish. Only one political influence can be spent per roll to claim a battle line.

Ninja

If the enemy captures all the castles for a color, dishonorable ninja are sent to disturb your rule. Immediately shuffle your captured castles and randomly discard one from the game. It is worth no points to you or the “enemy”.

Scoring

At the end of the game, count the points you and the “enemy” have earned for your castles and clans as normal.