

What Solo Games Are On Your Table?

Talk About Games!

[pillbox](#) #1 March 15, 2020, 1:39am

I've been posted quite a bit about solo gaming sessions lately and I thought there may be justification for a separate thread to talk about solo games and solo gaming.

I don't have any 1-player-only games in my collection. Here's the list of games I've recently played solo:

Recent Solo Games

And here's some games that I have lined up to get to the table soon-ish for a solo play or two

On The Solo Docket

So, tell me: what solo games have been on your table lately? What plans do you have to play a solo session soon?

3 Likes

Solitaire Games to Stay Safe

[Introduction Thread!](#)

[Lost2Requiem](#) #2 March 15, 2020, 2:10am

Pretty much all my gaming is solo, here's what I've played lately:

Core Space

Kingdom Death: Monster

X-Wing (with AI module)

Gloomhaven (this is the only game my wife will play, so this has been solo and coop)

Coming up soon (played them all before, though):

The City of Kings

Imperial Assault

Ravenloft

SDE Forgotten King

3 Likes

[Phil](#) #3 March 16, 2020, 8:28pm

Not so much *at my table*, but it was interesting to see how many solo-supporting games I have in my collection, given that I've never tried to play most of them that way.

- Arctic Scavengers
- Castle Ravenloft

- Elder Sign
- K2
- Letterpress
- Railroad Ink
- Shahrazad
- Sherlock Holmes: Consulting Detective
- Space Alert
- Space Hulk: Death Angel
- The Isle of Doctor Necreaux
- The Lost Expedition
- The Mind
- Ubongo

In recent times I've had solo games of **Letterpress**, Railroad Ink, and Space Hulk: Death Angel.

3 Likes

pillbox #4 March 15, 2020, 2:57am

Phil:

The Mind

Wait, what?

Phil #5 March 15, 2020, 2:59am

pillbox:

Phil:

The Mind

Wait, what?

Just making sure you're paying attention :)

4 Likes

pillbox #6 March 15, 2020, 3:00am

You joke. But I looked:

<https://boardgamegeek.com/thread/1995101/solo-variant>

2 Likes

VictorViper #7 March 15, 2020, 3:28am

I don't consider myself a regular solo gamer, but I do go through my spurts. I also teach a lot of games, so I do a fair amount of two(plus)-handed gaming as well. In some cases I'll play multiple hands just because the gameplay is still compelling—*Vast* is probably the most notable example in my collection, and I play all 5 roles simultaneously.

Recently I've been playing **Pipeline** two-handed for fun. It's not a particularly tough game to explain, but I'm just awful at it and it's the kind of game where some guidance for new players would go a long way toward enhancing their first play. It's enjoyable "solo" for now while I try to get to grips with the puzzle and see how many dollars I can squeeze out of its miserly veins.

As mentioned previously in the just played thread, I've been playing against the "Teotibot" in **Teotihuacan** recently. The solo rules are a decent way to enjoy the game alone, though it's flat out better with real competition, particularly at 4.

1 Like

pillbox #8 March 15, 2020, 3:31am

I had been avoiding Teotihuacan because it seems like YASE (yet another soulless euro). Learning it has a solo mode made me drop it onto my wishlist. It looks like a fun efficiency puzzle which is the style of euro I enjoy the most.

On the subject of non-solo games played as solo games, I'm working on crafting up an automa deck for **Altiplano**.

1 Like

COMaestro #9 March 15, 2020, 4:57am

I have so far been soloing a few games on my 10x10 for the year: **Arkham Horror TCG**, **Imperial Assault**, and **Black Orchestra**. I really only solo because my wife is not always up for learning a new to her game, or playing a lengthy one, but I do want to play one.

Other than those, I have also soloed **The Bloody Inn**, **Space Hulk: Death Angel**, **Sherlock Holmes Consulting Detective**, **Ghost Stories**, **Samurai Spirit**, and played both sides in **Batman: GCC**.

I do prefer playing with others, I just know that sometimes the games I feel like playing are not as appealing to my family or friends at that time.

2 Likes

VictorViper #10 March 15, 2020, 7:25am

I'm pretty sensitive to Eurosaturation myself, and while I can't say Teotihuacan wouldn't still end up coming off as soulless to you, there are a few key points that really make it stand out for me:

- it involves time management and manipulation
- it has three separate, light race elements via the upgrade paths (only one can take the top spot(s)), the temple track (true race), and the path of the dead ("economic" race)
- player interaction is passive, but *meaningful*. You need to stay flexible and think tactically, but...
- ...having a long term strategy is still key to long term success. You can't waffle around and expect to compete
- there's a surprising amount of depth to the spatial puzzle within the construction/decoration boards

It's got a good number of paths to victory, a good length-to weight ratio, yada yada... any number of things you could say about dozens of other games, but those are the real standout points for me. I usually need heavy interaction baked in to get on board with a game like this (Bus and more recently Barrage are good examples). Typically I favour economic or area control games, but there's something in the way it all comes together that really pushes my buttons here.

Worth mentioning it's also a game where you'll rarely—if ever—see all of your best laid plans bear fruit, so if you're the type of gamer who can't be satisfied by compromise and making the best of it, it's gonna drive you mad. Anyway, I *love* Teotihuacan and it's one of only a few "pure Euros" with a permanent place in my collection.

1 Like

RogerBW #11 March 15, 2020, 6:56am

The only solo-only game I have is **Maiden's Quest**, and I haven't yet played it.

My solo gaming is very sporadic. I'm involved in running some racing leagues on BGG (Rallyman, GT, and Go 500) so at a minimum I play those challenges, sometimes on Tabletop Simulator. Depending on my whim I may do more; my 10×10 last year was deliberately all soloable, and I ended up knocking off several solo games of **The Networks** late in December.

2 Likes

RossM #12 March 15, 2020, 7:29am

Arkham Horror LCG

KDM on TTS

Exit

Unlock!

Sherlock Holmes consulting detective.

Deep Space D6

First Martians

And my favourite.

2 Likes

Scribbs #13 March 30, 2020, 9:38am

Off the top of my head without checking:

- Lord of the Rings LCG
- Peloponnesian War
- Sherlock Holmes Consulting Detective
- Pulp Detective
- 1066: Tears for Many Mothers
- Pandemic: Fall of Rome
- Space Hulk Death Angel
- Warhammer Quest Adventure Card Game
- Warhammer Quest 1st Edition
- Imperial Assault (with Legends of the Alliance app)
- The Lost Expedition
- Pathfinder Adventure Card Game - Rise of the Runelords
- Mice and Mystics
- DungeonQuest
- Tiny Epic Quest
- Hand of Fate: Ordeals

The Peloponnesian War and Pulp Detective are the two solo games, the rest support solo play.

3 Likes

michaelg #14 March 15, 2020, 11:13am

It turns out that I'm not a big solo gamer (I just don't have the patience or motivation to deal with the admin) but I do have a few games that I've enjoyed on my own from time to time.

Fields of Arle is great for a lovely pastoral time of just playing the game without another player getting in the way. Usually that's not my bag but this is one of the better ones.

Tiny Epic Galaxies has a fantastic solo mode featuring a race to 21 points against several different difficulty levels of scripted opponent that mess with your plans in a variety of different ways.

[Your Name Here] and the Argonauts is a very clever little print'n'play legacy solo card game. The maguffin is that in each game you tell a story of a voyage to distant lands to battle mythical creatures, but after each game you add new cards to the deck, and also take a pen to some of the existing cards and upgrade their stats. The effect of this is that each time you "tell the story", it becomes more and more embellished and by the end barely resembles what it was when you told it for the first time. Very nice.

I also enjoy a couple of games from Shadi Torbey's Onirim series, which are beautifully inventive. The ones I've played are **Sylvion** and **Aerion**. Admittedly I've only played the later as a two-player co-op but I would definitely play it as a solo in the (what seems likely to be not too distant) future.

pillbox #15 March 15, 2020, 5:09pm

michaelg:

Fields of Arle

I recently had a chance to pick this up fairly cheap. I've read a number of opinions that it's good but not great, though. I'm on the fence.

Yashima #16 March 16, 2020, 3:52pm

I do play two types of solo games: those that have an actual solo mode or those that I just play me against myself. Although these days I have enough games with actual solo modes that I don't play Terra Mystica against myself that much anymore and Gaia Project has an automa. These days most of my two-handed plays are new games I am teaching myself.

Solo plays from recent months:

- Wingspan
- Gaia Project
- Root
- Spirit Island
- Sprawlopolis
- Railroad Ink
- Cartographer
- Terraforming Mars
- Nusfjord

I also own and love the solo of Ghost Stories, Fields of Arle & The Bloody Inn but it's been a while for all of these. I tried the Arkham Horror card game but somehow couldn't get into it. Some of the games mentioned above I played as app like Elder Sign.

While I think automas make for really good solo modes it still feels like playing two handed. Of the 3 automa games I listed, I enjoyed the Mechanical Marquise from Root the most but maybe that is because Root is pretty new to me...

pillbox:

Nations: The Dice Game w/ Unrest

I am really interested how that one plays. As the big **Nations** box was the first game I ever noticed to feature a solo mode but somehow I never even got to try or buy the game.

VictorViper:

That sounds fascinating. The most hands I can manage in any given game is 3. And Vast is not even coop, right? 😊 5 roles is great. I love it.

RossM:

Pandemic: Fall of Rome.

I have been playing regular Pandemic on the app recently and I've been loosing all kinds of ways and I remember from my previous attempts with the actual board game that I don't solo well on the table either. Is Fall of Rome better for solo-ing or do you just like that one over the default setting?

2 Likes

CrookedCandle #17 March 16, 2020, 3:53pm

Parks is excellent solo.

2 Likes

pillbox #18 March 16, 2020, 4:02pm

It's been so long since I've played **Nations: The Dice Game** that I don't remember how the normal game plays. I've attempted to set it up as a solo game twice now, and both times I just didn't have the mental capacity to grok the game as a solo. I wish games that had solo modes would publish both "How to Play" and "How to Play Solo" videos.

I should really prioritize this one because I simply adore N:tDGw/U

1 Like

Plum #19 March 16, 2020, 6:13pm

I'm not much of a solo gamer, but I do enjoy the occasional **Spirit Island** without other players getting underfoot. **Mistfall** and **Darkest Night** for the same reason - other players just get in the way 😂

3 Likes

RossM #20 March 16, 2020, 6:14pm

It has a specific solo mode, and I find it really compelling. Lots of crunchy decisions.

Put it like this, it was the only solo game I kept when I gave the others away.

1 Like

pillbox #21 March 16, 2020, 7:24pm

Mostly as an academic exercise, I've (hurriedly, I am supposed to be working at the moment...) gone through my collection and identified games that can be played solo and games I've tried solo.

Soloable Games

Solo Board Games GAME, SOLO TYPE, PLAYED SOLO, LINK 18Lilliput, Official Variant 7 Wonders, Unofficial Variant Age of Steam, Expansion Maps Agricola, Official Variant, Yes Agricola All Creatures Big and Small, Unofficial Variant Alhambra Big Box, Unofficial...

5 Likes

VictorViper #22 March 17, 2020, 2:36am

I totally forgot about Parks. I have it loaned out at the moment, so out of sight, out of mind I guess. I completely agree, the solo player is dead easy to operate, and it's a pleasing game to chase scores with.

2 Likes

MetricalSky #23 March 20, 2020, 2:46am

I did up a BGG geeklist of my soloable games because I kept forgetting that some of my games have solo modes:

<https://boardgamegeek.com/geeklist/265252/soloable-games>

That doesn't mean I've been any better about actually *playing* them 😅 though I did pull out **Parks** not too long ago and it's a fun (and very pretty) game. I think the next one I'll try to get out for a solo run is **Terraforming Mars**.

3 Likes

CrookedCandle #24 March 22, 2020, 1:00am

Both are very good solo.

Yashima #25 March 24, 2020, 5:01pm

My latest solos were **Wingspan** and **Pandemic: Fall of Rome**. Lost one, kind of a draw for the other because new game and many mistakes were made. I made a post in **Last Played** because I keep forgetting this exists. Both are excellent solo modes.

2 Likes

Thomashworth #26 March 24, 2020, 9:25pm

I have played so much **Arkham Horror TCG** in the past week. Also, I haven't seen many people mention it - **Pocket Mars** is a lovely lightweight strategy game with a great solo mode. I think it's better this way than multi player.

2 Likes

Scribbs #27 March 24, 2020, 10:46pm

A solo dungeon delve with **Four Against Darkness** through a maze crawling with giant centipedes, which I named the Skittering Deeps.

2 Likes

RossM #28 March 24, 2020, 10:51pm

How did you get on?

2 Likes

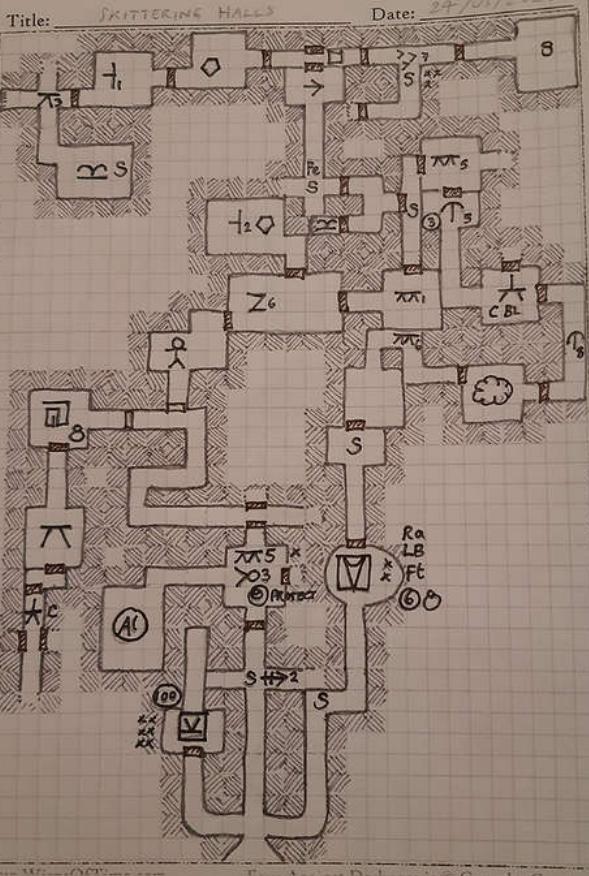
Scribbs #29 March 25, 2020, 9:37pm

It was a time limited dungeon run of an hour. I went for a 'traditional' party of a barbarian, dwarf, elf and wizard, going by the name of the Hero Questers. They very quickly stumbled into a small dragon's lair, and beat a hasty retreat, vowing to return when they stood a slightly better chance of survival. A maze of very empty long winding corridors followed; empty that is aside from giant centipedes that were on the roam.

Some encounters with minions like trolls and zombies led to a few items of treasure and gold being acquired, but more importantly the party started to become more skilled. Some invisible gremlins nicked a lot of equipment, but the party slowly navigated their way back to the dragon and unleashed rage and lightning bolts to slay the wrym. That was pretty much time up, so I declared the next room I rolled would hold the final boss. That was a nasty orc brute, but the dragon was probably more of a challenge.

Everyone survived, albeit carrying a few wounds and with most magic and other supplies completely depleted.

4AD GAME BOARD



3 Likes

Got pen, got paper, want solo something-or-other**modfan77** #30 March 25, 2020, 10:56am

I gave an unofficial **Concordia** solo variant a go 2 days ago, it's called 'Automus' (nice hehe). It was on the Corsica map, and it beat me 130 vs 119. I could have finished it a turn earlier and possibly would have won, but was pushing my luck and it ran out. I think I need to clarify one of the rules, but the bot is an expansionist beast! Was an interesting way to while away an hour anyway, and will definitely try it again.

Think next up I might give the **GWT** 'Garth' automa a go.

3 Likes

Chewy77 #31 March 25, 2020, 7:59pm

Gloomhaven made it home yesterday, cannot wait to set it up, last night I had a good read with the rule book, cannot wait to give it a go. 😊😊

1 Like

pillbox #32 March 25, 2020, 8:07pm

On the subject of large boxes that just arrived that are planned to be on a table for one soon, the **Roods & Baats** (Fourth Edition) monstrosity that I mentioned in the “Last game you bought?” thread will hopefully be hitting the table tomorrow night.

(Un)Fortunately, tonight has been designated to help us catch up on Stranger Things. We started watching Season 2 together with our neighbors shortly before our first daughter was born... (she's 2.5 years old now) and now thanks to Netflix Party, we are able to continue despite (because of?) the stay-at-home order and social distancing. But I believe by tomorrow afternoon, I'll have finished reading the rules and watching enough instructional videos to be able to play a solo scenario tomorrow night.

3 Likes

IssiNoho #33 April 9, 2020, 8:58am

I'm brand new here, so hi, but also on the subject of Solo stuff I recently picked up Nusfjord and you can get it for < £20 a lot of places. I got it from Amazon, but **Chaos Cards** have it for £16.95 at the moment.

4 Likes

RossM #34 April 9, 2020, 9:08am

Hi **@IssiNoho** and welcome to the forums!

It is ridiculously good value, although I think if you click through Chaos Cards are out of stock.

What other solos have you been playing?

1 Like

IssiNoho #35 April 9, 2020, 9:27am

It got posted on GBB hot deals so I'm not surprised! I don't have many in all honesty. My in-a-nutshell is that I got into games probably ten or so years ago properly, then had a son, and basically haven't touched them for the last seven years. But now the lockdown is practically *commanding* me to buy more games (right?). I've bought some family-friendly stuff like **Push it, Silver and Gold** (which is awesome) and **Rhino Hero**, but I'm getting off-topic. I've been trying out other things and I really like **Maquis** which is a little solo worker placement thing.

I'm dying to get back into my first love though which is Euros, especially worker placement. TTS is having to fill that void for now while I re-learn my collection, I just need to find the right group, as my 'IRL' friends are fiercely opposed to building cathedrals in Hamburg or trading goods in Macao.

Sorry for going massively off-topic, just wanted to say Hi really.

5 Likes

RossM #36 April 9, 2020, 9:31am

I'm really interested in **Maquis** why is it good?

1 Like

IssiNoho #37 April 9, 2020, 9:52am

You have a home base (it's a safe house, it's set in wartime France), and for each turn you send your meeple out on the map to gain food, money, reinforcements, intel etc. You move, the AI (i.e. random card deck) sends out police to spaces. If you're in that space they move to the next choice on the card, but the thing is at the end of every turn you need a safe route back to the safe house - not blocked by police. If you don't have it, your guy is taken out of play.

So it's a real balancing act of do I venture further from safety to get this stuff, knowing I could lose someone, do I get trapped then buy a gun to kill a policeman knowing that the next turn he'll be a soldier instead? Alongside this there's a turn track which increases discontent in the town, and the more there is, the more police come out every turn. Maybe you try to get the pieces you need to complete the missions (you draw two at the start of the game and they add conditions and new spaces to the top of the board), or maybe you try to develop one of the unused spaces to make a new safe house in the town that's not as hard to get to.

I've played maybe ten games in the last week and not won one. It's hard, you end up trying to make tough decisions of risk vs reward.

If you want to try it, Sideroom Games who make it, published their own workshop mod for it on TTS.

6 Likes

RossM #38 April 9, 2020, 10:40am

Ooh...

1 Like

VictorViper #39 April 9, 2020, 5:31pm

I can vouch for **Maquis**, and it has an excellent app if you aren't inclined to print-and-play (or to track down a copy of the Kickstarter edition). Be aware though, like any good dedicated solo game it is *tense*.

[Editing to add:] Welcome to the forums, [@IssiNoho](#) !

3 Likes

felix #40 April 10, 2020, 2:08pm

pillbox #41 April 10, 2020, 2:11pm

I gotta say, I'm a tad jealous. I was looking at how many people praise Nusfjord as a solo experience (usually with mention of the Plaice deck). Unfortunately here in the US, it's still selling for normal prices (~\$50)

1 Like

IssiNoho #42 April 10, 2020, 2:17pm

There are three decks in the box, so I'm going to play them first, I'll keep an eye out for plaice on the cheap

2 Likes

pillbox #43 April 10, 2020, 2:36pm

I'd be interesting in how it compares, solo-wise, to other Uwe Rosenberg games you have experience with.

1 Like

MrJackdaw #44 April 11, 2020, 8:23am

@VictorViper Maquis Interesting! I'm downloading the android app right now...

EDIT: **@IssiNoho** Staring at that cheap price on Amazon for Nusfjord... tempting, but the theme leaves me a little... hesitant.

1 Like

IssiNoho #45 April 11, 2020, 8:30am

Theme isn't always a strong point of euros I know. Take Hamburgum, a brilliant rondel game but try selling it to non-boardgame friends. It's about building cathedrals in 17th century Hamburg, and it has the worst box art ever.

It's impossible not to love the wooden fish in Nusfjord

3 Likes

MrJackdaw #46 April 14, 2020, 5:50am

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Well, **Maquis** was fascinating and the physical version is now on my wishlist. (Thanks [@VictorViper](#))

And **Nusfjord** is on its way, god help me. (Thanks [@IssiNoho](#))

EDIT: And more in line with the purpose of the thread - I dug **One Deck Dungeon** back out yesterday and have really enjoyed starting a new campaign. May have to grab the sequel!

2 Likes

IssiNoho #47 April 14, 2020, 7:37am

Enjoy 😊 The first playthrough can be a lot like 'holy flip, that's a lot of boards and stuff everywhere for a solo', and the fish distribution thing seems a bit odd until you consciously apply the theme. The first part of a turn is essentially your boats returning with your catch. You give it to your village elders first (they give you stuff, so let's feed them), then the shareholders, be it you or someone else (keep the shareholders happy), then anything else is in your reserve. From there it's just worker placement - take actions, buy buildings and elders to give you powers and bonuses, and manage the three currencies - wood, fish and gold.

There's an added balancing act of - do I deforest my player board and get more space to build, and get more wood at the same time, but knowing that any unused building plots will give you negative VP at the end. I really, really enjoy it.

This was my first playthrough:



4 Likes

gmwhite999 #48 April 14, 2020, 7:49am

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Despite not being in a crisis-critical job, I've found myself very busy with other work from home so have had surprisingly little time to game. When I have though, so far it's been with the following titles:

- Doctor Who: Time of the Daleks
- Eldritch Horror
- Pandemic
- Pandemic Iberia
- Terraforming Mars

Seeing *Raiders of the Lost Ark* on television this weekend has made me want to get **Fortune and Glory** out again soon - probably to try and tweak its movement issues. Plus, noticing that the Easter weekend was due to be the start of the English cricket season, I dug out a cricket strategy game I created about 25 years ago to look at it anew and redevelop it to speed it up somewhat.

Goodness I must be bored! 😊的眼光

3 Likes

IssiNoho #49 April 14, 2020, 7:51am

On top of my other posts, I'd really appreciate any little gems in the sub-£20 range that I can be soloing if anyone has any burning recommendations?

2 Likes

RossM #50 April 14, 2020, 8:31am

I'm having a look at print and plays at the moment. Will let you know!

2 Likes

VictorViper #51 April 15, 2020, 10:11pm

I'm currently backlog this at the PnP level (full version looks lovely but a bit rich for my blood). It has a TTS version and a preview PnP file available to anyone curious. Looks like a nice one, and a *dedicated* solitaire game.



[The Ratcatcher - Solo Adventure board game](#)

Featuring: action selection, a little resource management, upgradable characters, each game is varied & very challenging.

3 Likes

pillbox #52 April 15, 2020, 7:27pm

I had not seen this before... I think I shall pledge for PnP as well.

1 Like

michaelg #53 April 15, 2020, 10:22pm

I haven't played it solo, but **Nusfjord** is far and away my favourite Rosenberg game.

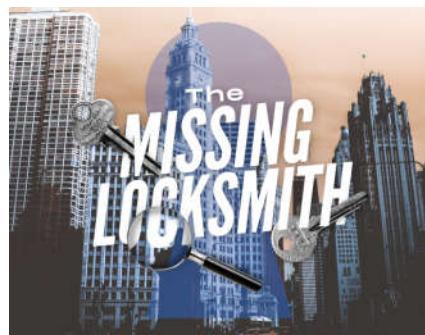
I have little pangs of resentment about how ridiculously cheap it is these days but then I think about how much value I've got out of it at even 3x the price and I feel better again.

3 Likes

RossM #54 April 15, 2020, 10:58pm

Had this recommended to me.

Not technically a board game...



The Missing Locksmith by **Elle Osili-Wood**

Can you solve a heist in this alternate reality game?

1 Like

pillbox #55 April 16, 2020, 3:38am

I thought I was doing pretty good... and then I accidentally spoiled the answer for myself... and now, knowing the answer, I don't feel as confident in how good I was doing.

1 Like

felix #56 April 16, 2020, 10:04pm

Just ordered myself a copy, I'll also report back with the results!

1 Like

IssiNoho #57 April 17, 2020, 8:59am

I just finished The Missing Locksmith (I think). I'm not sure how I got one of the numbers though, so I'm not sure I got the 'true' ending. I got the final digit for the code by using a technique I had to earlier in the mystery (trying not to spoil stuff here), so I don't know if it's an intentional thing to catch people out, or just a massive oversight. Anyone else playing/finished it?

2 Likes

felix #58 April 17, 2020, 9:11am

I think I might have a go, maybe fit it in next week sometime...
Would you recommend it?

1 Like

RossM #59 April 17, 2020, 10:29am

I have also bought it.

I went on a mad splurge of this, the ratcatcher solo kickstarter and the new xcom game.

I've spent about a tenner somehow?

1 Like

IssiNoho #60 April 17, 2020, 1:26pm

Yes, it was really good fun doing some basic, but fun, sleuthing. If you've done any kind of puzzling before it probably won't take more than an hour or so.

1 Like

RossM #61 April 17, 2020, 3:20pm



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4 Likes

pillbox #62 April 18, 2020, 6:34am

Last night I got At the Gates of Loyang, a recent acquisition, to the table for the first time to play solo. Normally when I finish a solo Rosenberg game, I think, "I'm not really sure how I could have done better." But Loyang seems a little more accessible and I definitely have some strategic take-aways- I needed to emphasize casual customers instead of regular customers more; I think with regular customers, leveraging the 1 mistake they allow you could be a huge opportunity. And, of course, trying to figure out how to use the helpers certainly will take some practice and experience.

Final score was 15 (17 is a typical score, 20 is extremely rare if not unheard of)



2 Likes

Bondy034 #63 April 18, 2020, 7:12am

Currently our table is being dominated by a big jigsaw my wife and I are doing together. Turns out completing a 1000 piece puzzle is significantly slower than the boys 500 piece Where's Wally from the Christmas stream... I'm enjoying it for now, though I may end up resenting the distraction it represents from

Once that's wrapped up I expect to play some more of **Empires of the North**'s rather good (if perhaps a bit easy) solo mode. So far I've mostly been playing the first scenario with different factions, though I'm keen to try some of the other scenarios.

1 Like

Bondy034 #64 April 18, 2020, 7:34am

I quite liked **Loyang** for solo play. Didn't get it played much as a multiplayer game though, so it didn't stick around in my collection. If I'd only known, I might've kept it around.

1 Like

IssiNoho #65 April 18, 2020, 10:02am

I've been on the lookout for a cheap Loyang, I really fancy it.

1 Like

COMaestro #66 April 18, 2020, 2:19pm

I think it is on sale now from CoolStuffInc, though I have no idea what shipping costs if you are outside the US.

IssiNoho #67 April 18, 2020, 2:29pm

Unfortunately the game's \$27 and shipping is \$42 😞

VictorViper #68 April 18, 2020, 3:33pm

I've got scenario 1 set up for **Galaxy Defenders**. Unfortunately I'm working today so I'll just have to stare at it until I can take it for its inaugural spin tonight. Great rulebook, I feel like I could mostly play the game by about a third of the way through. It's almost 50 pages of rules and setup though, and I figure the first round (very simple scenario) will still take a while as I work it out. The alien turns in particular will probably take some practice; they have comprehensive "behaviours" to follow.

1 Like

Wizzykin #69 April 18, 2020, 3:55pm

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I decided to give The Lord of the Rings The Card Game another chance, and I'm 100% into it now.

I have Arkham and I do enjoy it - but there are things I have a hard time with. At first I loved the tokens idea, but the more I played the more I hated it. To have planned so well and played so well and lose only because I drew the worst token possible out of a bag did not sit well for me.

The Marvel Champions one I have - and I'm working on getting into it, but it feels very bare bones in a way I can't describe. I haven't played many scenarios yet, though. I'll need to work on that and see how they change.

I'm looking at pulling Spirit Island out again and I'm heavily considering just getting Gloomhaven out and starting the campaign by myself with two characters.

1 Like

[VictorViper](#) #70 April 19, 2020, 7:54pm

After testing the waters yesterday with a one-off scenario, I played the same (first) scenario in **Galaxy Defenders** this morning and took a full victory, this time using campaign rules. If I were playing in hardcore mode, I'd be starting next round without the Infiltrator as an agent option (she died after claiming the fourth and final objective but before the victory check). I'm finding it challenging enough already that I'm not playing with any added difficulty options though.

I've played with three agents so far, but if the difficulty bumps up like I suspect it will, I'll probably need to bring in a 4th.

1 Like

[Simulated Cardboard](#) - Click here for quarantine resources and ideas

[MetricalSky](#) #71 April 20, 2020, 2:12am

I got a couple of games out this weekend. Yesterday I played **Root** as the Marquise against the Electric Eyrie on normal difficulty and got clobbered 15 – 30. Looking back, I think I wasn't aggressive enough early on, and the EE just grew until I wasn't able to stop them; I wasn't able to make them turmoil until the second last turn of the game.

It was an interesting experience, but the EE are quite fiddly to play, constantly referring to the tiebreaker rules when resolving their decree – which was made harder because the printed rules are broken, so I was referring to the errata. Still, I'm planning on playing this a few more times with the other automata factions.

Today I pulled out **Terraforming Mars** and with the Helion corporation, I managed to squeak out a win on the 14th generation with 91 points. It wasn't looking too good for a while – when you only have 14 rounds to win, those first few rounds go disturbingly fast – but I was able to get my engine built up by the end to buy the last three greeneries I needed on the final round to win. This I'll also have to pull out a few more times and try with the other corporations. (I was also playing with the Mass Effect soundtracks on in the background, and now I want to play Mass Effect again.)

4 Likes

Ingetob #72 April 20, 2020, 4:41pm

Just started to get into 7th continent which I'm really loving. My favourite solo experience has to be This War of Mine. Not very cheery, but I feel no need to be cheery when I'm all by myself. The stories it creates are powerful, poetic and thought provoking.

2 Likes

VictorViper #73 April 20, 2020, 5:54pm

I've been happy with the "story" so far in Galaxy Defenders. Or more specifically, the absence of one. The designers were merciful and limited the narrative to mostly blurbs over the comms from HQ, relying on the scenarios themselves to create the story. In a game that's all about the battlefield drama, this is important. I could write a short novella just writing the play-by-play from each match.

The game isn't at all afraid to overwhelm the player(s) and forces an aggressive-but-cautious approach. I'm starting to get the hang of the ebb and flow of things between the confirmed aliens and the unknown signals, and their movement patterns. There's this really neat organic "leveling up" that happens as you gain experience with the individual alien behaviours. Ultimately you're just gaining knowledge about how best to manipulate the "AI" patterns for tactical advantage, but it still *feels* like our green agents are starting to become leaner, meaner, alien-killing machinists.

1 Like

Henri_Leandra #74 April 20, 2020, 6:38pm

Just played a few different rounds of Spirit Island solo. It's a bit fiddly when you start using the more complex gods, but it does have a nice puzzle payoff once you get used to whatever god you're using. I really think it's a good alternative to people who like Pandemic but wished it scaled a bit more intuitively rather than just adding infection cards.

3 Likes

Yashima #75 April 21, 2020, 7:10pm

I just got my revenge on the new Spirit Island steam app (mini review: I don't like it because information is badly presented making it impossible to solve the puzzle unless you can play the spirits blind at which point there is no puzzle) by winning a game with the two fear spirits on my table instead of my computer 😊

1 Like

pillbox #76 April 22, 2020, 5:24pm

I finished a PnP project and immediately got it played: **Black Sonata**. I also printed the expansion, but haven't played it yet.

I had read a number of places about how great Black Sonata was so after I finished my PnP of Air, Land, & Sea and was excited to keep going down the Rue de la PnP, Black Sonata was next on my list; it doesn't hurt that the art design is wonderful.

Black Sonata is a solo-only hidden movement deduction game... what? Yes, and it works brilliantly. I was *soooo* close to catching the Dark Lady, having deduced her icons from the clues I'd found and nearly been in a position to catch her when I eventually ran out of time.

I'll definitely be getting this back out tonight to try again. And then, maybe I'll look into adding in some expansion content - even though I'm not sure the base game needs any more variability or variety (but that opinion may change as I learn the game's tricks?)

1 Like

Yashima #77 April 23, 2020, 9:57am

pillbox:

I finished a PnP project and immediately got it played: **Black Sonata**.

That looks awesome. I've never tried to print my own games--don't have a color printer anymore. They had a Kickstarter a while back with an addon, did you play that as well?

Yashima #78 April 23, 2020, 9:59am

I played a solo of **Parks** yesterday--man those rangers play harder than my partner. I had way more difficulties getting what I wanted... and it's a fun easy to handle mode too. Will definitely play this as a solo again.

3 Likes

pillbox #79 April 23, 2020, 12:16pm

So far I've just played the basic game. I kinda regret missing the Kickstarter on this one (for the moment at least; I'm still trying to figure out how much replayability it has (seems like a lot in just the base game so far))

1 Like

MetricalSky #80 April 26, 2020, 4:36am

Pulled out **Root** again, this time playing the Eyrie Dynasties against the Mechanical Marquise 2. I dropped the bot down to easy difficulty since I lost badly the last time, and ended up beating it handily this time

2 Likes

whistle_pig #81 April 26, 2020, 6:27am

Are the alternative bot rules for Root available only somewhere?

RossM #82 April 26, 2020, 6:55am

<https://www.boardgameatlas.com/forum/TvIaOZiwFh/root-bots> Is this what you are looking for?

2 Likes

whistle_pig #83 April 26, 2020, 7:34am

Looks like it, thanks! I didn't include the extra bots in my Kickstarter pledge for underworld because I "never play solo" - not having foreseen the arrival of a pandemic 😞

4 Likes

MetricalSky #84 April 26, 2020, 4:07pm

There are some differences between those bots and the ones that are printed in the Clockwork Expansion, but those should work in a pinch. 😊

The bot designer has also made further changes in a "director's cut" and is working on bots for the expansion factions: <https://boardgamegeek.com/thread/2068034>

4 Likes

Matineeldyll #85 April 26, 2020, 9:20pm

There are two Jules Verne IP's with great solo games, 'Nemo's War' and 'Michael Strogof'. Been enjoying both of those quite a bit. Have Lisboa set up at the moment, though my girlfriend ran out of time to play but rather than learn the solo rules I'll just wait for her. It's heavy enough.

1 Like

pillbox #86 April 29, 2020, 1:54am

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I did a print-and-play production for **Black Sonata** and it turned out... okay? I'm very happy with some aspects and very disappointed with other aspects. I may do another production of the game if/when I get some better tools (such as a guillotine/tracked roller paper cutter... or even better: the laser cutter my dad is talking about buying and sharing with me). Since printing the game, I've played 3 times now and won all but the 1st game. I actually got frustrated by a lack of sophisticated note-taking-instrumentation, so I designed and printed a visual guide to all of the possible combinations of clues, and then also a notebook to track the movement of the Dark Lady; then I laminated both (I'm really enjoying having a laminator!). The end result of my improved tooling: I broke the game- it's trivial to track the dark lady and I will need to add in some of the expansion content in order to make the game challenging again.

2nd game:

3rd game:

1 Like
