SANCTUARY

SOLO CHALLENGES RULES

SCORING AND MILESTONES

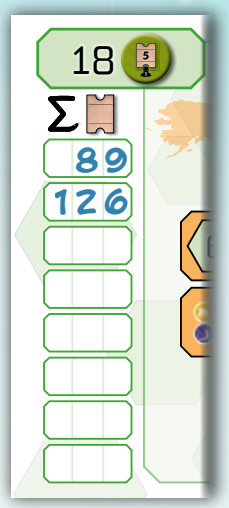
NORMAL SOLO GAME Play your solo game of SANCTUARY according to the usual rules (see *Glossary* page 4), including setting it up using 18, 15 or 12 Solo markers. Score your zoo as soon as you win by triggering the end of the game.

MILESTONES In addition to your usual goal (winning the game before running out of Solo markers), you try to achieve the milestones depicted on the Solo Challenges world maps during the game.
You may only mark milestones if you win the game.

This time there are **2 different types of objectives**:
The **first row** for each continent works exactly as the milestones from the first Solo Challenge (Basic 1).
The **second row** contains a restriction that you must meet in order to win the game and mark the milestone.

If you win a game and achieve a milestone that you have not achieved before (so it is still unmarked), mark it on the world map. There is no limit to the number of milestones you can achieve within a single game, so you can achieve multiple ones in the same game.

POINTS To the left of each world map, you can write down the result of each game in which you try to achieve milestones.
This serves 2 purposes:
To record your scores and to record the number of games you need to achieve all milestones.



If you manage to achieve all milestones within a maximum of 8 games per world map: Congratulations! Stay tuned for more challenges.

And if it doesn't work the first time around, just print out another sheet and try again.

Good luck building your zoo in many diverse ways.

Solo Milestones Advanced 1

Win the game …



…and have upgraded all **4 Action cards** at the end of the game.



…with only **1 upgraded Action card**. You may ignore phase 5 "Upgrade one or more of your Action cards" to achieve this milestone.

Ultimate variant
… with only **1 upgraded Action card**, but you may **not** ignore the upgrade of the Action cards.



…and have **X Conservation markers** remaining at the end of the game.



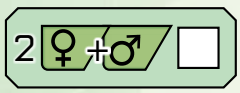
…without **using any Conservation markers** to support Conservation objectives. You must trigger the end of the game by supporting 4 Conservation objectives. You may possess Conservation markers at the end of the game.



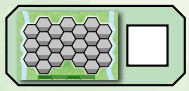
…and have **X pairs of Pouch markers and Conservation markers** at the end of the game.



…without **playing tiles on spaces with placement bonuses.** The 5 placement bonuses on your Zoo map must remain visible throughout the game.



…and have **X Animal pairs** (female and male specimen of the same animal next to each other) in your zoo at the end of the game



…and trigger the end of the game by **completely covering your Zoo map.**



…and have **X Pouch markers** at the end of the game.



…without **taking tiles from positions 4, 5 or 6.** At the start of the game, place a Pouch marker on position 4. Remove the marker as soon as you take a card from positions 4, 5 or 6 for the first time. If the Pouch marker is still in place at the end of the game, you have achieved this milestone.

SANCTUARY _____ Solo Challenges Advanced 1

