SANCTUARY

SOLO CHALLENGES 2 CHILDREN'S BOOKS

SCORING AND MILESTONES

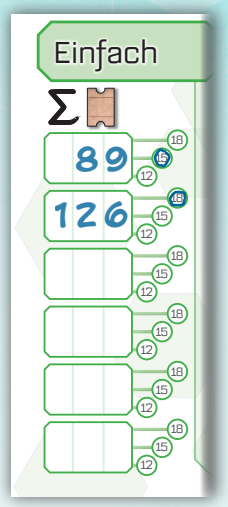
NORMAL SOLO GAME Play your solo game of SANCTUARY according to the usual rules (see *Glossary* page 4), including setting it up using 18, 15 or 12 Solo markers. Score your zoo as soon as you win by triggering the end of the game.

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 during the game.
You may only mark milestones if you win the game.

Unlike the first two solo challenges, the difficulty level of the milestones here no longer depends on the number of solo tokens you play with. Instead, before each game, **you decide** for yourself **how many solo tokens** you want to **combine** with each milestone **difficulty level** (see the POINTS section on the right).

This time, the milestones are designed so that you have to place animal class, continent, and habitat icons in specific groups within your zoo. The milestones are inspired by well-known children's books.

POINTS To the right of each score box, you can mark the number of **solo markers** you're using before you start the game.
In the score boxes, you can record the results of the games you've won. 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 6 games per difficulty level: Congratulations!
And if it doesn't work the first time around, just print out another sheet and try again.



Solo Challenges 2 **Children's books**

Win the game and have…

PINOCCHIO



… **4, 5 or 6** tiles with **Forest icons** in **a straight line**.



HEIDI



… a **connected Rock area** of at least **4 tiles** with at least **3, 4, or 5 tiles showing a Europe icon** adjacent to it.
The Europe tiles do not have to be connected to each other.



PIPPI LONGSTOCKING'S VILLA VILLEKULLA



… **2, 3 or 4 connected areas**, each consisting of at least **4 tiles with different animal classes**.
You can only score each tile for 1 connected area.



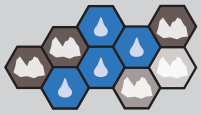
THE VERY HUNGRY CATERPILLAR



… a **connected Forest area** of at least **4 tiles** with at least **3, 4, or 5 tiles showing a Herbivore icon** adjacent to it.
The Herbivore tiles do not have to be connected to each other.



JIM BUTTON'S MORROWLAND



… a **connected Water area** of at least **4 tiles** with at least **3, 4, or 5 tiles showing a Rock icon** adjacent to it.
The Rock tiles do not have to be connected to each other.



The areas shown are for illustrative purposes only and do not need to be replicated exactly.

SANCTUARY _____ Solo Challenges 2 **Children's books**

Easy

Σ

18 15 12

18 15 12

18 15 12

18 15 12

18 15 12

18 15 12

HEIDI 3

PINOCCHIO 4

THE VERY HUNGRY CATERPILLAR 3

PIPPI LONGSTOCKING'S VILLA VILLEKULLA 2x

JIM BUTTON'S MORROWLAND 3

Medium

Σ

18 15 12

18 15 12

18 15 12

18 15 12

18 15 12

18 15 12

HEIDI 4

PINOCCHIO 5

THE VERY HUNGRY CATERPILLAR 4

PIPPI LONGSTOCKING'S VILLA VILLEKULLA 3x

JIM BUTTON'S MORROWLAND 4

Hard

Σ

18 15 12

18 15 12

18 15 12

18 15 12

18 15 12

18 15 12

HEIDI 5

PINOCCHIO 6

THE VERY HUNGRY CATERPILLAR 5

PIPPI LONGSTOCKING'S VILLA VILLEKULLA 4x

JIM BUTTON'S MORROWLAND 5