

CAMBRIA

2 PLAYER VARIANT

Cambria was designed to be a multiplayer game; however this 2 player variant works reasonably well.

Use 1 set of pieces to be a “dummy” player.

Each turn, before beginning her own turn, the active player rolls one die and places a dummy player piece on an unoccupied road leading to a fort matching the number rolled. If there are no unoccupied roads matching the number rolled, then the dummy piece may be placed on any unoccupied road. If the active player rolls a “1” then the dummy piece may be placed on any unoccupied road. Dummy pieces must be placed from the off-board supply, until all are on the board; then dummy pieces on the board may be moved.

The dummy player never replaces, never moves the legion, and never places on a boat.

Fort tokens cannot be claimed at the end of the dummy player’s placement, even if a fort is surrounded at that time. Forts are only claimed at the end of the active player’s turn. The dummy player may claim first and second place tokens, both during the game and in the endgame.

In the unlikely event that the dummy player wins the game, the human players should feel shame; however, the highest scoring human player is technically the winner of the game.

Use the multiplayer rules wherever a change is not specified for the 2 player game.

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Game design and artwork by Eric B Vogel

