GAMEPLAY AND GOAL OF THE GAME

Each turn you will play with one of the three colors and try to score as many points as possible. However, at the end of the game, you count only the lowest points total among all 3 colors. Thus, you need to score points as evenly as possible among all 3 colors!

1. Placing a tile

Draw the top tile from the pile of the color being used this turn and place it following the normal rules.

2. Placing a meeple

After having placed the tile, place 1 meeple of the color being used this turn. Unlike the normal rules, you must place a meeple, if there is a free feature on the tile.

If there is more than one free feature on the tile, you can decide which one you want to place the meeple on.

Meeple cannot be placed as farmer in the solo variant.
If you must place a meeple because there is a free feature on the tile, but there are no remaining meeples of that color, the game ends at the end of that turn (after scoring, if applicable).

3. Scoring a Feature

If you have completed a feature with a tile, score it.

- If there are only meeples of one color present in a completed feature, points are scored by that color only if that color has the least points.
- If two or more colors make up the majority in a completed feature, all of them score points as long as at least one of the colors has the least points (before this scoring).

More than one color with the same lowest score: If multiple colors are tied for the least points, they count as having the least points for the purposes of scoring.

If you complete more than one feature in a turn, each of them is scored separately, one after another, following these rules. You choose the order in which features are scored.

Note: You can also complete features if the meeple color does not have the least points. If you do, you do not score points, but you will get your meeple back. This can be important to prevent the end of the game.

Game End and Final Scoring

The game ends after a turn in which you either:

A) Must place a meeple, but cannot

OR

B) Have placed the last tile.

In either case, do not resolve scoring as normal. Instead, final scoring is resolved as follows:

You score 2 points per meeple on tiles. Just like scoring above, you score these points only if the meeple’s color has the least points. You choose the order in which meeples are scored.
What is your high score? Let us know via Facebook or Instagram!
https://www.facebook.com/ZManGames/ | https://twitter.com/Zmangames_

**OPTIONS**

If you find this solo mode too hard or too easy, try these options:

- Make the game easier by using additional meeples of each color.
- Add another color with 4 meeples. This will make easier it to place more tiles (and score more points), but also more challenging to keep track and plan ahead.
- You can also try using only 3 meeples per color.
- Feel free to try adding meeples, tiles, and special rules from the expansions, but there are not official rules for these. Have fun!

**GAMES PLAYED**

You can record your scores here. On the second line, you can leave notes of any options you tried (more meeple, more tiles, etc.) when playing that game.

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21. [ ] P. [ ]

**GOALS**

You can check off goals, if you completed them during a game.

- Scoring a road worth at least 10 points
- Scoring a road worth at least 10 points and 2 colors
- Scoring a road worth at least 10 points and 3 colors
- Scoring a road worth exactly 5 points with 3 colors
- Scoring a city worth at least 16 points
- Scoring a city worth at least 16 points with 2 colors
- Scoring a city worth at least 16 points with 3 colors
- Scoring a city worth 8-10 points with 3 colors
- Scoring 3 monasteries (9 points each)
- Scoring 4 monasteries (9 points each)
- Total scoring of at least 40 points
- Total scoring of at least 50 points
- Total scoring of at least 60 points
- Having used all tiles