Santa Monica Solo Rules

Note

In order to play Santa Monica solo you will need a standard 6 sided die.

SETUP

Setup the game as if you are playing with 2 players with the following exceptions:

-You must take a random starting tile (instead of choosing one).

-The Robot player does not get a Starting Tile.

-You will always choose where the Food Truck starts.

-The Robot takes the first turn.

GAMEPLAY

ROBOT TURNS

The Robot takes the first turn. On the Robot's turns they will roll the die to select their card.

-On a 1 take the leftmost card in the front row.

-On a 2 take the left center card in the front row.

-On a 3 take the right center card in the front row.

-On a 4 take the rightmost card in the front row.

-On a 5 take the card in front of the Foodie.

-On a 6 take the card in front of the Food Truck.
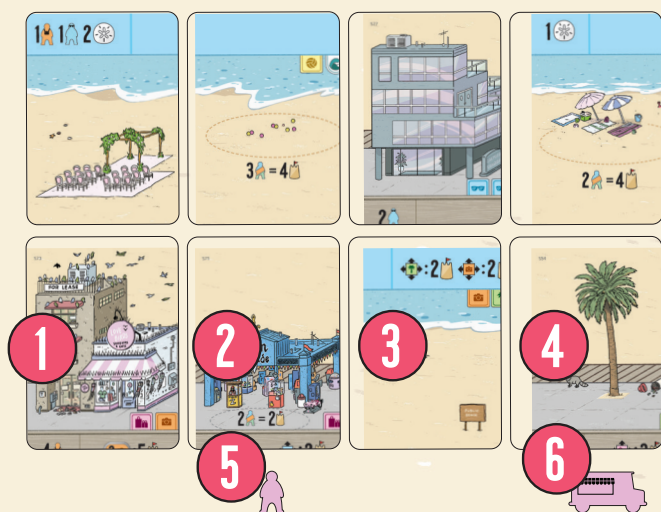
-If the Robot player takes a card from in front of the Foodie- Take a Footprint token from the supply and place it in the Robot player's area.

-If the Robot player takes a card from in front of the Food Truck- Take a Sand Dollar from the supply and place it in the Robot player's area.

-Place the card selected by robot player into one of 2 piles (beach or street).

-They do not collect Sand Dollars, gain People, nor take Movement Actions listed on Feature cards.

-Move the Foodie or the Food Truck if needed and refill the display like would in a multipler version of the game.

GAME END

Play the game in consecutive turns until you have 14 or more cards.

Take you final move action and then score your game as normal.

ROBOT SCORING

-All Activity Rings drafted by the Robot player score their full value.

-All Points on cards score their full value (Adjacency and Chains are considered complete).

-The robot player scores 1VP for each Sand Dollar and Footprint they have.

-Negative Points on cards score positive points instead.

BLUE TOWEL

-Count up the robot's waves and multiply by 2.

-Count up the tags that the robot has the most of and multiply it by 2

-The Robot is considered to have 2 unplaced people

GREEN TOWEL

-Count up the number of waves -1 then multiply it by 3

-Count the number of different location tags that the robot player has at least 3 of, then multiply by 3

-They score -2

ORANGE TOWEL

-Count up the number of waves the robot player has. Score as if they are all in 1 group.

-Count up the number of beach and street card the robot player has, whichever they have the least score 1 point for each.

-Count up the number of rings -1

TOO EASY?

If you want a hard mode: Give the Robot player 1 additional Sand Dollar per card with a Sand Dollar Token and 1 footprint per card that allows movement.