**Solo Rules**

In the solo game you will be the 1st player, and the 2nd player will be "Boris". You will always be 1st player.

Set up as per the 2 player game, but only place 2 neutral (black) liverymen on the scoreboard and do not give Boris any cards.

All of Boris’s liverymen start in the Guildhall (you can place them off to the side if you prefer, where their occupation of the Guildhall is implied). Boris can never run out of liverymen, so use those of the other colours from the supply, if necessary.

**Advanced Players**

Once you’ve played the solo game a few times, you may want to increase the difficulty. For a very challenging game, draw 4 action cards for Boris each turn, instead of 3.

**Spiel ‘16 Promo Card**

At the start of the game, put this card into play next to the guild tiles. Liverymen are never placed on this card. Whenever you receive a 2nd place token, put it on this building. At any time you may remove three of these tokens from the game to claim a previously-resolved guild with no master as your own: you gain the points - put one of your liverymen on it from the Guildhall to become the master. If you have no Liverymen in the Guildhall, you can’t use The Guild of Solo Board-gamers. It doesn’t count as a special building or guild for scoring purposes.

**Winning the Game**

Add mayoral reward bonuses and points for guild master adjacency as in the regular game. Boris doesn’t score for guild master adjacency (he has no masters). You win if your final score is greater than Boris’s final score.

**Boris does not score for adjacency.**

You win if you have a higher final score than Boris.

**Credits**

Design: Ricky Royal and Tony Boydell
Development and layout: Alan and Charlie Paull
At the end of every End of Round Phase after any resolutions in even-numbered rounds, and including the end of every odd numbered round, flip the tile where the beadle stands, and reward Boris with the tile’s 1st place victory points. You don’t receive the 2nd place reward for this tile; if you have any liverymen on the tile, return them to the Guildhall. Then move the beadle to a new tile, as usual, ready for the next round.

If there is no tile for the beadle to move to, then simply remove the beadle from play; the game ends at the end of this round.

Growth Phase

Just as in a regular game, there will only be a Growth phase at the end of rounds with a grey space on the round track (every 4th round). The only thing that happens during this phase is the resolution of the plantation tile:

- **If there are no liverymen** on the plantation tile, then Boris wins it, gaining 7 victory points from Virginia, or the 2nd place reward of 3 victory points, if the plantation was Ulster. Then flip the plantation tile.
- **If you have only one liveryman** on the plantation tile, then no one wins it, and Boris takes the 2nd place reward of 3 victory points. Then flip the tile and return the liveryman back to the general supply.
- **If you have two or more liverymen** on the plantation, you win it, gaining the 1st place reward. Then flip it, returning all liverymen back to the general supply.

Check for End of Game

As in the regular game, check for end of game only at the conclusion of a round. The game ends, if the round marker has reached number 10 on its track, or if there is no numbered tile for the beadle to move to.