

# AKROPOLIS.

## SOLO MODE

### OVERVIEW AND GOAL OF THE GAME

Do you dare to challenge the most prestigious architects of ancient Greece? You will need to show a lot of ingenuity to be up to the three challenges that await you before you can claim the title of Grand Master Builder.

In this Solo mode, you have to play against a virtual opponent, called the Illustrious Architect. On your turn, you will play the same way as in a classic game of Akropolis. On the Illustrious Architect's turn, you will have to apply the rules specific to this Solo mode, described below, in order to simulate his reactions. There are three levels of difficulty, modifying the way the opponent's points are calculated. Are you ready?

### SETUP

Set the game up, as normal, for 2 players. You are designated 1st player.

- Take 1 starting tile, 1 Stone cube and the Chief Architect marker.
- The Illustrious Architect starts with 1 starting tile and 2 Stone cubes.

**Note:** It is recommended to set up a game area for the Illustrious Architect, so as not to confuse their game elements with yours.

### PLAYING THE GAME

#### ARCHITECT'S TURN

##### TAKE A TILE

On your turn, proceed in the same way as a multiplayer game. However, when you spend Stones to acquire a tile, you must give these Stones to the Illustrious Architect instead of returning them to the common reserve.

On their turn, the Illustrious Architect always seeks to acquire the cheapest City tiles with a Plaza. If they do not have enough Stones to acquire it or if there is no City tile with a Plaza, the Illustrious Architect takes the 1st City tile from the Construction Site. Stones spent by the Illustrious Architect return to the common reserve.



## ADD THE TILE TO THEIR CITY

On your turn, proceed in the same way as a multiplayer game.

On the Illustrious Architect's turn, simply place the acquired City tile in their play area, without bothering to connect it to the City tiles already collected. At the end of the game, all Districts acquired by the Illustrious Architect will be considered as automatically respecting the placement conditions of their type.

**Note:** You are allowed to check the City tiles collected in the Illustrious Architect's area whenever you want.



## SUPPLYING THE CONSTRUCTION SITE

Proceed in the same way as a multiplayer game.

**Important:** In the same way as a multiplayer game, the last City tile will not be played.

## END OF THE GAME



## CALCULATING VICTORY POINTS

Count your points in the same way as a multiplayer game.

Count the Illustrious Architect's points according to the level of difficulty chosen:

- **Hippodamos** (Easy level): All the Districts of Hippodamos are considered to be at the 1st level.  
*Confronting Hippodamos will allow you to get used to the principle of the game. With a little practice, you will manage to overcome him.*
- **Metagenes** (Medium level): All the Districts of Metagenes are considered to be at the 1st level. Metagenes earns 2 additional points for each Quarry he owns.  
*Metagenes is a tough opponent. Keep in mind that you should be careful not to let him get too many Quarries.*
- **Callicrates** (Hard level): All Callicrates Districts are considered to be at the 2nd level.  
*Callicrates will be your ultimate opponent. Many attempts will be necessary before you can hope to defeat him. Don't be discouraged and adapt your strategy accordingly. Hold your ground, glory is within your grasp!*

You win the game if you get more points than the Illustrious Architect.

In the event of a tie, the player with the most Stones wins.

Good Luck!

Καλή τύχη ! Kalí týchi !