

Century: Eastern Wonders

Solo Rules

- A) Follow game setup as normal with the following changes:
- (4) Only take 1 of each bonus tile. Place the 6VP bonus tile off to the side. You can only claim the 6VP bonus tile as your last bonus tile.
 - (6) Choose your player color and set up your player board as normal. Choose another color for the AI opponent and put 20 outposts in a pile to the side.
 - Take one of each color cube and randomly choose one. Use the chart below for your starting cubes.

Yellow = Yellow x2/Red	Red = Yellow/Green
Green = Yellow x4	Brown = Red x2

- B) Your movement and actions do not change. After completing an action, the AI performs an appropriate action on the opposite tile (see image below). The AI only completes one action, so if they can complete the first action, stop and don't complete any actions listed below it.
- You perform the Port Action
 - If the AI has the appropriate cubes, they complete an order on any VP tile in a port.
 - The AI performs a Harvest action.
 - You perform the Market or Harvest Action
 - If the AI has the appropriate cubes, they complete an order on any VP tile in a port.
 - If the AI does not have an outpost on the tile, place an outpost.
 - The AI gains the result of the trade action. The AI has no cube limit.
- C) Game End
- The game ends immediately after the player or the AI gains their 4th VP tile.

