

THESSALONIKI

SOLO RULES



In the age of the Tetrarchy, when four emperors strain to hold Rome together, the city's harbors and forums hum with opportunity - and intrigue. The great Collegia of merchants control trade, prices, and influence, binding the city's wealth to their ancient privileges.

As an ambitious Patrician, you seek to bend the currents of commerce and politics to your own design. Through patronage, coercion, and calculated risk, you will challenge the power of the Collegia.

In the solitaire variant, the Collegiabot acts as a relentless collective adversary - methodical, wealthy, and resistant to change. To prevail, you must overcome their entrenched and unfair influence.

In these rules, "Collegiabot", "it", or "its" refer to the automated solo opponent, while "you", "your", and "yours" refer to the lone human player.

COMPONENTS



1 6-SIDED SOLO DIE (SHOWING 1/1/1/2/2/3)

SETUP

Prepare the game for 2 players according to normal rules, with the following adjustments:

1. You are the first player.
2. Do not give Collegiabot a player board.
3. Choose a color for Collegiabot and give it all components in that color.
 - A. Place both Chariot markers and Scoring markers on the starting spaces of the corresponding tracks.
 - B. Place Collegiabot's Workers, according to the setup card, as the second player.
 - C. Place one of Collegiabot's Statues on the first space of the Card offer.
4. Place the Solo die next to Collegiabot's play area.
5. Draw 2 Family cards, choose one for yourself and return the other to the box.

PLAYING THE GAME

You play according to regular rules. On Collegiabot's turn, move its Patrician according to the die roll. Then, Collegiabot gains Goods per regular rules, and performs the action.

GENERAL RULES

→ GOODS ←

The Collegiabot classifies Goods into 4 categories:

- Collegiabot's Goods,
- Your Goods,
- Neutral Goods (in the other two player colors),
- Salt.

All Goods it gains are always treated as **Refined**. When it gains Goods, place it in its play area grouping them by type. If the Collegiabot would gain your Goods, it gains Salt instead.

Collegiabot does not spend Goods, it only Sells them to Ships. Collegiabot does not lose Goods during the Sunset of a Port action.

→ SELLING GOODS ←

Whenever Collegiabot must choose a type of Good to Sell, it follows the **priority order 5**. When you resolve a Port action, Collegiabot acts as another player, Selling one color of Goods to 1 Ship (still applying the same priority order).



→ CONTRACTS, MOSAICS ← AND STATUES

All Statues and a Mosaics are in Collegiabot's personal supply (it does not have to gain them prior to placing). Placing them on the Main board is free for Collegiabot.

Collegiabot always respects the Statue restrictions when taking Contract cards (see priority list **5**) from the offer.

Collegiabot ignores all Mosaic Bonuses overall (even if its Mosaics are present).

→ WORKERS AND COINS ←

When Collegiabot's Patrician moves through , it takes 1 Denarius (the same way as a player would). If one of its Workers is pushed out of an Alcove, it gains 1 Denarius. Collegiabot does not spend Denarii to move, but it may spend 1 Denarius to gain 1 additional .








COLLEGIABOT'S TURN STRUCTURE

1. Move Patrician,
2. Gain Goods,
3. Resolve the Alcove,
4. Resolve the Sunset.

I. MOVE PATRICIAN

Roll the Solo die and move its Patrician a number of spaces (Alcoves) indicated by the result. If its Patrician moves by 3 Alcoves, it does **not** have to spend 1 Denarius. However, Collegiabot's Patrician must **always stop at the Port**.


3. ACTIONS



Collegiabot resolves actions by spending  as per normal rules. It may gain 1 additional  for its Statue. If it has Denarii, it always spends 1 Denarius for 1 additional . If Collegiabot cannot spend all , it gains 3  for any forfeited . (Sometimes this means it will spend 1 Denarius to effectively gain 3 .





OFFICIUM



For each  Collegiabot places 1 Mosaic. Roll the Solo die to determine placement:

- **1** → Mosaic Bonus space on an Alcove: roll the Solo die and place a Mosaic on the Alcove that is that many spaces clockwise away ( does not count) from its Patrician. Collegiabot gains 6 . If there is no available Mosaic space there, treat the result as a **2**.
- **2** → Entrance section of the Carriot track. If there is no available Mosaic space there, treat the result as a **3**.
- **3** → An active Demand tile, following this priority order:
 - A. A space with at least 1 Legacy icon it does not have,
 - B. A space on an active Demand tile that corresponds to the most common City among its claimed Ships,
 - C. A space with 2 Legacy icons,
 - D. First space from the left.

For each , if it cannot place a Mosaic, Collegiabot gains 3  instead.



If Collegiabot has a Statue here, it gains 1 .



TABERNA



For each ⚡ Collegiabat places a Statue. Roll the Solo die to determine where it will place its Statue:

- **1** → An active Demand tile that would allow Collegiabat to gain the most 🏰 for its claimed Ships. If Collegiabat has no Ships, treat this result as a **3**.
- **2** → The Contract offer. If there is no available space there, treat this result as **3**.
- **3** → A Statue space on an Alcove: roll the Solo die and place a Statue on the Alcove that is that many spaces clockwise away (👉 does not count) from its Patrician.

For each ⚡, if it cannot place a Statue, Collegiabat gains 3 🌿 instead.



If Collegiabat has a Statue here, it gains 1 ⚡.

EXAMPLE: Collegiabat (pink) moves to the 🏠 Alcove and has 2 ⚡, due to its Statue there **A**. For the first ⚡ it rolls a die, and the result is **3**. As Collegiabat has not played any cards with Legacy icons yet, it chooses a space with 2 Legacy icons and, among those, the leftmost Demand tile **B**.

For its second ⚡ the die roll shows **1**, so the Collegiabat must roll again to determine a space to place a Mosaic. The result is a **1**, so it places a Mosaic on the 🏠 Bonus space and gains 6 🌿 **C**.



EXAMPLE: Collegiabat (pink) moves to the 🏠 Alcove and has 1 ⚡ **A**. It rolls the die to determine Statue placement. The result is **1**, but it does not have any Ships yet, so it is treated as a **3**. It rolls again **2** to determine placement, so Collegiabat places a Statue on the 🏠 Alcove **B**.





SUNSET EFFECT

Collegiabat gains 1 Salt.

OFFICINA

For each ⚡ Collegiabat places a Statue or a Mosaic, whichever it has placed the least of. If there is a tie, roll a die:


- A. Place a Statue if the result is **1**.
- B. Place a Mosaic if the result is **2** or **3**.

See  for placing of Statues, and  for Mosaics.



If Collegiabat has a Statue here, it gains 1 ⚡.




EXAMPLE: Collegiabat (pink) moves to  Alcove and has 1 ⚡ **A**. Collegiabat has placed 1 Statue and no Mosaics, so it must place a Mosaic. It rolls a die, and the result is **2**, so it places its Mosaic on the rightmost available space of the Chariot track **B**.




SUNSET EFFECT




Collegiabat advances on the Chariot track normally. Collegiabat gains  and places Demand tiles, but **ignores** all other rewards.

Adding Demand tiles

Collegiabat adds 1 Demand tile that corresponds to the most common City among its claimed Ships. If there is a tie, it chooses the tile showing more .

Then, Collegiabat places a Statue on the leftmost Statue space of that Demand tile.

FORUM

For each ⚡ Collegiabat takes a Contract card from the offer following Statue restrictions, and places it in its play area. If the card has a Legacy icon, place it face up. Otherwise, Collegiabat gains 3  and the card is placed face down.

It selects Contract cards according to the following priority list:

1. A Legacy icon it does not have or has the least of,
2. Any Legacy icon,
3. Rightmost card.






For each ⚡ if it cannot take a Contract, it gains 3  instead.




If Collegiabat has a Statue here, it gains 1 ⚡.


PORT

For each ⚡ Collegiabat Sells Goods of one color, but **unlike human players, it may Sell to multiple Ships**. When choosing the color of Goods to Sell, it follows the following priority order:

1. The color of Goods it has the most of,
2. The color of Goods providing the most  overall,
 - A. Salt is preferred to neutral Goods,
3. Its own color,
4.  >  >  > 

For each Good, one by one, it chooses the Ship to sell to as follows:

- A. For its own Goods: the rightmost Ship with an available space of that color.
- B. For any other Goods: spaces on Ships that provide the most .

Collegiabat gains  normally for Selling Goods. After Selling Goods of a color, all the leftover Goods of that color in its supply are returned to the general supply.

For each ⚡, if it cannot Sell Goods, it gains 3  instead.

During the move, Collegiabat always stops at Port!



SUNSET EFFECT

Normal rules apply. Collegiabot wins ties on its own turn. Collegiabot does not discard Goods.

When **you** take actions in the Alcove:

1. Resolve your first .
2. Collegiabot **Sells Goods of one color to 1 Ship.**
3. Continue with the rest of your turn.



EXAMPLE: Collegiabot (purple) has 2 in the Alcove **A**. With its first it Sells 4 Olives (it has more Olives than other Goods). To gain the most it places all 4 Olives on the second Ship from the left, gaining 16 **B**.



Then, you (yellow) Sell 3 Meat to the second Ship from the right for a total of 9 **C**.



With its second Collegiabot Sells 2 Salt to the same Ship, as it can gain the most this way. It gains 8 . As there is no space for its remaining Salt, it is discarded **D**.



Then, Collegiabot spends 1 **E** to gain an additional spent to Sell 3 Grapes (its own Goods). It Sells them to the rightmost Ship for a total of 3 **F**.



Resolving the Sunset, it claims the rightmost Ship (winning a tie with you), and gaining the Bonus of 3 **G**.



Next, you also take actions in the Alcove. With your first you Sell 2 Refined Grapes for 8 overall **H**. Then Collegiabot Sells 2 Meat for a total of 8 **I**.





With your second ⚡ you Sell 2 Refined Grain for a total of 2 🌾 **J** to the same Ship. Then, you spend 1 🪙 for and additional ⚡ to Sell 1 Salt for 4 🌾 **K**. By filling its last space, you claim the Ship and gain its Bonus: 3 🌾



LEGATIO

For each ⚡, Collegiabat must resolve all of the following effects:

1. It takes a Contract card from the offer following Statue restrictions and its own priority order, and places it in its play area. See details on **5**.
2. It Sells 1 Good, following normal rules and its own priority order, gaining 🌾 normally. See details on **5**.

For each ⚡, if it cannot resolve both of these effects, it gains 3 🌾 instead.



If Collegiabat has a Statue here, it gains 1 ⚡



SUNSET EFFECT

Normal rules apply. Collegiabat wins ties during its own turn.



MERCATUS



For each ⚡ Collegiabat takes a Contract card from the offer following Statue restrictions and its own priority order, and places it in its play area. See details on **5**.

For each ⚡ it cannot perform accordingly, it gains 3 🌾 instead.



If Collegiabat has a Statue here, it Sells 1 Good, following normal rules and its own priority order, gaining 🌾 normally. See details on **5**.



SUNSET EFFECT

See Sunset effect of Officina **5**.

END OF THE GAME AND FINAL SCORING

The game ends normally. After the final round proceed to Final scoring.

Proceed normally through the Final Scoring.

If you have more 🌾 than Collegiabat, you win the game. Otherwise, the Collegiabat wins.

DIFFICULTY MODIFIERS

To adjust the Collegiabat's difficulty, you may use any of the following options:

EASY MODE

- Collegiabat gains your Goods from Alcove spaces (it does not exchange it for Salt).
- Collegiabat never spends 1 🪙 for an extra ⚡. Instead it gains 1 🌾 per 🪙 during Final Scoring.


HARD MODE

- Collegiabat gains 6 🌾 per ⚡ it cannot spend.
- When Collegiabat takes 1 Contract, it ignores Statue restrictions.
- Collegiabat gains 6 🌾 when claiming a Ship.
- Collegiabat wins all ties, even on your turn.
- When selling its own Goods, it gains 2 extra 🌾 per sold Good.

- Your Goods →
- → gains
- 1x per turn →
- Failed action → 3
- Claimed Ship → 3

Taking priority:


1. Legacy icon it has none or fewest of,
2. Any Legacy icon,
3. Rightmost card.



Takes 1 .

→ face up
not → face down, gains 3

→ gains 1



or (whichever it has placed the least)
If tied, roll a die:

- **1** →
- **2** / **3** →

(See or)

→ gains 1

→ advances, resolves and




Takes 1 .

AND

Sells 1 Good to 1 Ship (see)

→ gains 1

→ normal rules



Roll a die:

- **1** → Demand tile worth the most . (If it has no Ships → **3**.)
- **2** → Contract offer. (If there is no space → **3**.)
- **3** → Alcove Statue space (roll a die again to determine the number of clockwise spaces away).


→ gains 1



Takes 1 .

→ Sells 1 Good to 1 Ship.

→ advances, resolves and



Roll a die:

- **1** → Alcove Bonus space (roll a die again to determine the number of clockwise spaces away) and 6 . (If there is no space → **2**.)
- **2** → Entrance section of . (If there is no space → **3**.)
- **3** → Demand tile, with this priority order:
 1. Legacy icon it does not have,
 2. Most Ships with that City icon,
 3. 2 Legacy icons,
 4. First from the left.

→ gains 1

→ gains 1



Sell Goods of one color to **multiple Ships**, with this priority order:

1. The color of Goods it has the most of,
2. The color of Goods providing the most overall, and > neutral Goods.
3. Goods in its own color.
4. > > >

Ship selection priority:

1. Its own Goods → the rightmost Ship.
2. Any other Goods → spaces on Ships that provide the most

Return unsold Goods of this color to general supply.

→ Normal rules. Collegiabot wins ties on its turn. Collegiabot ignores Tax during Sunset.

When **you** take actions in the Port:

1. Resolve your first .
2. Collegiabot Sells Goods of 1 color to 1 Ship.
3. You proceed with your turn.