

Rolling Heights™

SOLO RULES

Designed by Josh Wood

In the Solo Mode of Rolling Heights you will be playing against the Mayor of Rolling Heights. Try to score more points than them by the end of the game.

COMPONENTS

- ◆ 1 Six Sided Die
- ◆ 6 Neighborhood Number Tokens (1-6)

SET UP

Setup Rolling Heights as if you are playing a 2 player game (remember to remove 25 of each resource cube). The Mayor does **NOT** place a starting building and it does not draw any Target End game tiles.

Place one of the numbered tokens (1-6) on each of the neighborhoods. Choose player color markers for yourself and the Mayor.

When you place the scoring markers on the score track, place an additional one not in the color of yourself or the Mayor on space 0. This 3rd score marker is a round tracker. At the start of each of your turns move it up by one. You will take the first turn!



YOUR TURNS

On your turns, you play first and take your turn as normal, then take the Mayor's turn.



MAYOR'S TURNS


The Mayor starts their turn by rolling the die. The number rolled will correspond to what neighborhood they will interact with and which tile they take (if they take a tile). If the neighborhood is completely full, reroll the die.

Example: The Mayor rolls a 3 (They will take their action in neighborhood 3)



Step A


If the Mayor does not have an incomplete building in that neighborhood they will take a building from the market strip based on their roll and place it in that neighborhood.

- ◆ If they haven't completed a building in that neighborhood yet they will take a **LEVEL 1** building. If they have they take a **LEVEL 2** instead.
- ◆ If they rolled a 1-2 take the 1st building from the market strip.
- ◆ If they rolled 3-4 take the 2nd building from the market strip.
- ◆ If they rolled a 5-6 take the 3rd building from the market strip and place a **Wild Token**  on the first 2 spaces.

NOTE: If the Mayor has an incomplete building in that neighborhood, move on to **Step B** instead.

Placement Rules

If the Mayor has no buildings in that neighborhood the Mayor will attempt to place the building tile in the centermost square with land. If there is already one of their tiles, they will try to place it orthogonally adjacent if possible. If there are multiple spots they could place it, you will choose. The Mayor does not have to pay additional map space costs for placing buildings.

- ◆ Once the building is placed the Mayor will score points from the map space for matching building icons.
- ◆ Place 3 cubes from the supply on the building and the Mayor's ownership marker in their color. If more than one type of resource is needed, you will choose which ones are used.
- ◆ If the 3 cubes complete the building, the Mayor scores  per cube and place their color cap on the building.
- ◆ The Mayor does **NOT** score points from the building tile.



Step B

If the Mayor has an in progress building in that neighborhood.

- ◆ Place up to 12 required cubes of your choice on the building.
- ◆ If that completes the building, cap it and the Mayor scores **1** for each cube in that building. **The Mayor does NOT score points from the building tile.**
- ◆ If 12 cubes do not complete the building, end the turn and move on.

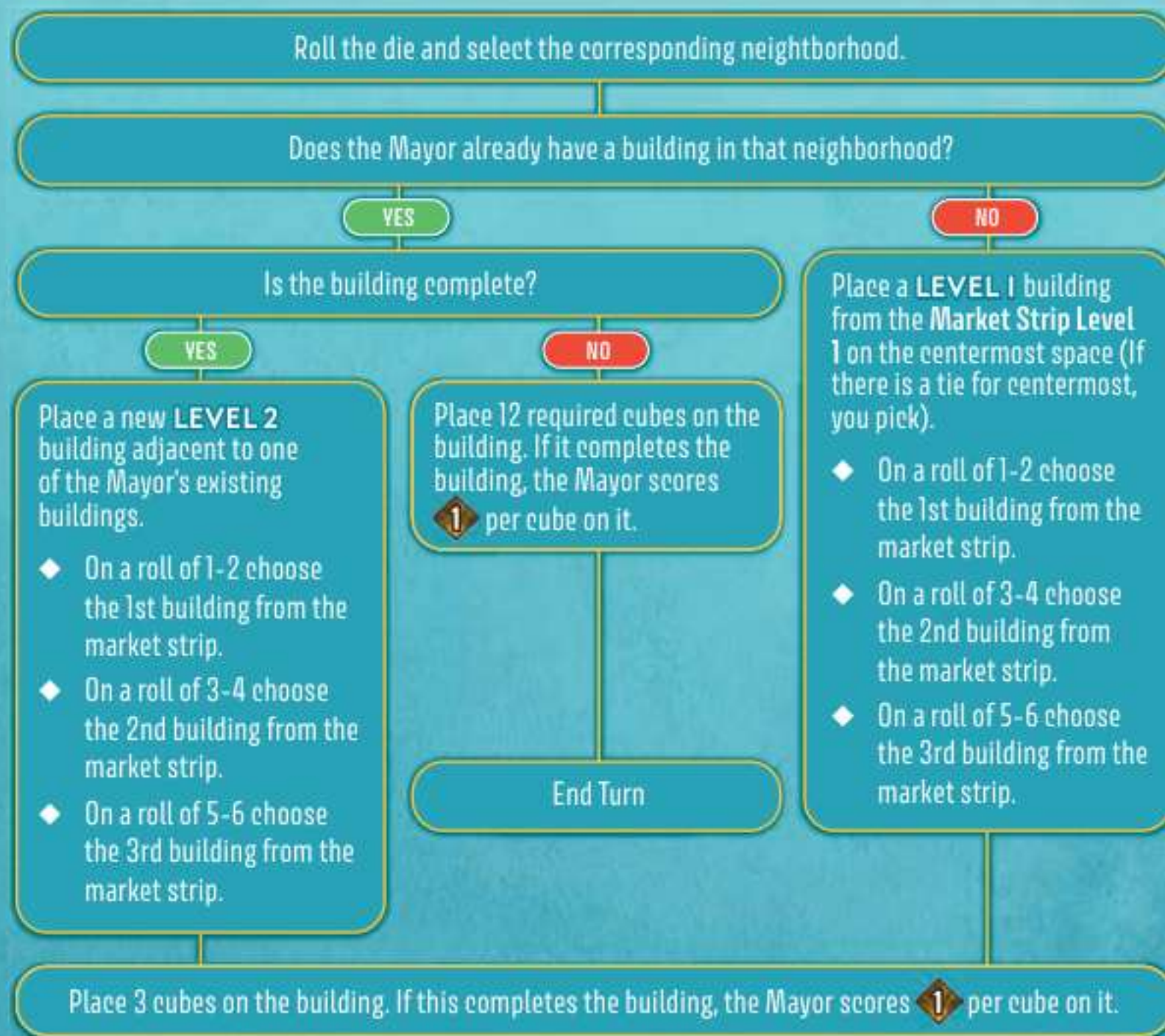
Starting in round 6

- ◆ The Mayor will start rolling twice per turn, replenishing the market if needed between each roll.

Starting in round 12

- ◆ The Mayor will roll 3 times a turn, replenishing the market if needed between each roll.

Example of a Mayor's Turn



GAME END

The game ends as normal, when one or more cube colors runs out. The Mayor scores **1** per **Wild Token** they picked up, and they score the Ad tiles as normal. The Mayor does **NOT** score any end game bonuses from Building tiles.

SPECIAL RULES

Edge Case Scenarios:

Sometimes when placing a building the Mayor will be unable to place adjacent to one of their buildings but still have empty spaces in the neighborhood (these will be divided by water). If this happens, Place a **LEVEL 2** building tile in the centermost open space.

Changing the difficulty:

To raise the difficulty of the Solo mode, have the Mayor start rolling 3 times a turn from round 10 onwards.

PLAYTESTERS

Thank you to the solo playtesters:

Matt Lundh, Tim Rivera, Kirk W Buckendorf, Neil Kimball.

