

Small World

SoloPlay™ Rules

(Original game concept and design by Philippe Keyaerts, Days of Wonder® 2009)
Additional rules 2010 SoloPlay™ (BGG User – GameRulesForOne)

Introduction: The game Small World was designed for 2-5 players. The SoloPlay™ rules have been designed to give a single player the opportunity to play a game with a similar level of challenge. The following rules have been play-tested extensively to ensure that the game is balanced and is as true as possible to the original concept. It is assumed that the player has a good knowledge of the game to be able to play this variant. There are 8 possible game setups, 2 for each board, to challenge the player.

Game Goal: To reach a scoring goal by overcoming the plentiful races which occupy the various Small Worlds. The player will only have 8 rounds to reach the goal.

Game Setup:

1. Choose the board that you would like to use, any one of the 4 can be used. The 2 player board would be considered the easiest to play and the 5 player the hardest due to the number of races present.
2. Take possession of 5 coins (for a more challenging game take only 1).
3. Place the mountain pieces and the lost tribes on the designated spaces on the board.
 - a. For 4 alternate setups the player may choose to move all lost tribe tokens on the board to regions without the lost tribe notation. Mountainous regions are only permitted on the 2-player board. For all other boards the mountain regions cannot be occupied by a lost tribe token.
 - b. Additionally, the player may choose to move 1 of each lost tribe on each land type to an alternate region of the same land type. This can be done in either of the setup options chosen.
4. Separately shuffle the races and powers and place in 2 stacks next to each other.
5. Depending on the board chosen, a certain # of races will occupy the game board as follows: (for an easier game in all cases, play 1 extra round)
 - a. 2 player board: 3 opposition races will be used
 - b. 3 player board: 5 opposition races will be used
 - c. 4 player board: 6 opposition races will be used
 - d. 5 player board: 8 opposition races will be used
6. The process of retrieving and placing race tokens will be repeated the # of times noted by the board used. There may be placement requirements that must be met depending on the race/power combination or the active player will be penalized as noted in the **Opponents Scoring** section below.
 - a. **The Races:** (All races must enter the Small World at a board or sea land edge unless otherwise noted.) All races not mentioned have no restrictions or requirements during setup.
 - i. **Wizards:** must conquer or occupy a magic region during initial placement.
 - ii. **Orcs:** must conquer at least 1 lost tribe region.
 - iii. **Tritons:** must enter the board at a region with a sea edge.
 - iv. **Sorcerers:** must conquer a lost tribe region with the "bonus" race token during initial placement.
 - v. **Dwarves:** must conquer or occupy a mining region during initial placement.
 - vi. **Halflings:** must enter the world in a region not bordering the sea or board edge.
 - vii. **Giants:** must conquer a mountain region and use the ability.
 - viii. **Skeletons:** must conquer at least 2 regions containing lost tribe tokens and gain 1 token after scoring.
 - ix. **IHumans:** must conquer or occupy a farming region during initial placement.
 - b. **The Powers:** All powers not mentioned have no restrictions or requirements during setup. The race will still gain the use of the ability using the normal game rules.
 - i. **Mounted:** must conquer or occupy a farming and hill region during initial placement.
 - ii. **Pillaging:** must conquer at least 1 lost tribe region during initial placement.
 - iii. **Commando:** must conquer at least 1 lost tribe region during initial placement.

- iv. Hill: must conquer or occupy a hill region during initial placement.
 - v. Underworld: must conquer or occupy at least 1 underworld region and use the “tunnels” to occupy other regions if it is the best option.
 - vi. Diplomat: attacking any lost tribe region will violate the power restriction costing the player 5 coins (this is ignored if the race is required to attack occupied regions (Orcs, for example) or only has this option to meet a race requirement (Giants attacking an occupied region from a mountain). The player may choose to attack a lost tribe region for the noted penalty, if desired.
 - vii. Swamp: must conquer or occupy a swamp region during initial placement.
 - viii. Flying: all regions occupied by a flying race may not share a common border unless it is required to take over a neighboring region (Giants, for example). This type of attack may only be done once to satisfy the flying power requirement.
 - ix. Dragon: must use the dragon token to take a mountain region or one with a lost tribe
 - x. Seafaring: must occupy the sea and/or lake region during the initial placement
 - xi. Forest: must conquer or occupy a forest region during initial placement.
- c. **Placing the Small World races:**
- i. From the stacked race and power tokens, draw one from each stack.
 - 1. **Strategic Note:** You may always know what the next power and race are before placing tokens for the current one.
 - ii. Retrieve the noted number of race tokens summing the race and power numbers shown.
 - iii. Place the tokens onto the game board using the normal rules and trying to meet the requirements noted above for the race and power used.
 - 1. **Limitations:** (After entering the Small World, unless noted above)
 - a. Taking over an empty region takes priority over an occupied one unless meeting a placement requirement.
 - b. The Small World races placed during setup are not permitted to attack each other under any circumstance.
 - c. For a race’s last attack, the player must choose the region that would require the lowest die roll considering the power/race combination.
 - i. **Example:** Any race may enter the game board by taking over a lost tribe region. At this point, unless meeting a race or power requirement, or by the player’s choosing, the race will continue to take over empty regions of the player’s choosing neighboring any of the race’s regions.
 - iv. Balancing the race tokens:
 - 1. After placement has been completed, balance the number of race tokens in each region as evenly as possible of the player’s choosing.
 - 2. **Exceptions/Restrictions:**
 - a. Regions with defensive components must be “defended” by at least 2 race tokens (Troll lairs, for example)
 - b. Water regions and those occupied by the halfling’s hole in the ground, hero or dragon markers may only contain 1 race token.
 - i. Distribute all tokens removed from these locations as evenly as possible to the other region(s) of the race.
- d. **Opponents Scoring:**
- i. Scoring the races:
 - 1. After each race’s tokens have been placed, they are scored individually using normal rules. Don’t forget to place any additional pieces on the board as required (Fortifications or extra token(s), for example)
 - a. All opponents races’ victory coins gained should be pooled together.
 - ii. Scoring penalties: (add coins to the game’s total as noted)
 - 1. If a race is unable to meet a power or race placement requirement, the game gains 5 coins for each not met after placement has been completed. (for each race this would be a maximum of 10 points, 5 each for the race and power)

- a. **Important Note:** Both the power and race are considered separately. For example, if both the race and power encourage pillaging then 2 regions must be pillaged to negate the setup penalty.
 2. If the race still has tokens to be placed but is unable to, by being surrounded by other Small World race(s), then the game gains 2 coins per unplaced token. Place the extra tokens out of the game.
 3. Opponent gains 2 coins for every vacant region of the Small World after all races have been placed.
 - iii. **Scoring Note:** Ultimately, it is the point differential that determines the victory condition. There are 2 recommended ways that this can be done, cancellation (the active player initially scores by removing victory coins from the opponent before gaining coins) or documentation and subtraction. (write down the total, gain coins normally during the game and then subtract the opponents start total from what was gained)
7. Set the races and powers used for the opponent aside and layout the next 5 from each stack in the order drawn. These will be the only 5 available to the active player during the course of the game.
8. The game setup is complete.

Playing the game: There are some significant changes to the conquering and declining of races to take note of. This was necessary to increase the race selection decision point and add additional strategic content to the game variant. Perform all of the following actions in the order listed.

1. Choosing a race: (required for the 1st turn and if a race was placed in decline at the end of the previous turn)
 - a. The player may choose any 1 race available but must pay for a race other than the 1st available.
 - i. Paying for a race: Unlike the normal rules, the coins paid for a race/power combination go into the box as follows: (coins are not left for the player to gain later)
 1. 1 coin required for each race/power combination past the 1st. (normal rules)
 2. An additional 5 coins are required for the 4th or 5th race/power combination chosen during the game.
 - ii. Change in race function:
 1. The Amazon race may only use the additional 4 tokens on the 1st turn as the race. At the completion of the 1st turn, return the tokens to the box.
 - iii. Change in power functions:
 1. The diplomat adds 1 additional scoring opportunity noted in the scoring section below.
 2. The heroic power permits the player to use each heroic token, after the related race has completed one turn, as a race token for the purpose of conquest.
 - a. **Limits:** No more than 1 heroic token may be in any region at any time and are removed from the board when the race goes into decline.
2. Conquering the regions of Small World:
 - a. Entering the Small World is the same as in the normal game rules (along a board or sea edge) but the "combat" is performed and resolved a little differently.
 - i. In subsequent turns the player must determine which neighboring tokens will attack the region. Race tokens from multiple regions may be considered but only if all neighbor the targeted region. Any excess/additional race tokens may continue to attack a neighboring region to the 1st. You may want to lay out each token used to ensure that each action is permitted before removing any opposition race tokens. See the example at the end of these rules for a visual example.
 1. **Example:** If 2 regions (4 tokens each) neighbor an opposition's region (3 tokens), the player may pickup 6 tokens, leaving 1 on each region and take over the region using 5 of his race tokens. The remaining 1 token not used may attempt to take over another region next to the one just taken or next to the one where it came from.
 2. Any regions emptied by the player's choosing will need to be re-occupied and cannot be returned to by means of redeployment.

3. **Strategic Note:** It is important to make note of the conquest change and the redeployment action noted below as it is significant to the play of this variant. You must plan your attacks carefully.
 - b. The conquering of the regions is the same as in the normal play except that some/all of the opposition tokens that are overcome are retained by the player for possible bonus scoring after the 8th round has been completed. Therefore the game opponents may not perform a redeployment action.
 - i. **Opponent Redeployment Action** (2, 3 and 4 player board): performed **immediately after** taking 2 of the conquered tokens. **Do not wait** until the end of the turn to redeploy.
 1. Redeploy up to 1 remaining opponent race token into all neighboring regions with the same race, including those protected by a dragon, hero or hole in the ground, of the one taken that are of the same race. If there aren't any or there are fewer regions, all excess tokens are kept by active player.
 - ii. All tokens left after a failed conquest must be returned to any neighboring region(s) of the player's race.
 - iii. Any defensive items (lair, fortifications or encampments) overcome are taken into the player's supply and will be scored after the final round is completed.
 - c. **Important End Game Requirement:** The active player must have at least 1 race token (active/decline) on each terrain type at game end. If this does not happen, the game is lost.
3. **Perform 1 redeployment action:**
 - a. The player may choose to move up to all of the tokens from **one** region to **one other neighboring** region considering a power's ability such as the underworld or flying to determine a neighboring condition. Note the difference between the SoloPlay variant and the normal rules which permits *unlimited* redeployment.
 - i. **Special Redeployment Ability:** If the Halflings are the active race, the player may redeploy as many tokens to the hole in the ground locations as desired. In the next round, conquests can start from these locations.
 - ii. **Strategic Note:** Be sure to take note of the "protection" that having at least 2 race tokens in a region can offer when the race goes in decline. This is discussed below.
4. **Removing declined race tokens:**
 - a. Unlike the normal rules, declined races will automatically lose a token(s) each round depending on how recently they were declined as follows: all regions without a defensive element (lair, fortification or encampment) are considered before those with one.
 - i. The most recently declined race loses 1 race token from any unprotected region of the player's choosing. If all regions are protected then none are lost.
 - ii. The 2nd, 3rd and 4th most recently declined lose 2/3/4 tokens respectively. The tokens must be taken from 1 region before another is considered.
 1. **Strategic Note:** The amount of tokens removed can be reduced by 1 by any defensive element placed by the active player during play. These defense elements are not removed when a race goes into decline until the region is vacated by choice. A mountain tile is not a defense item placed by the player.
 - a. Each region is considered individually and completely before another region is considered. For example, if the trolls are required to lose 3 tokens, the lairs must be considered. Each lair reduces the token removal by 1 from each region. So the 1st region will lose 1 or 2 token(s) but the 2nd will be spared since the lair provides the additional defense. You cannot choose to only apply 2 of the required removal from the 1st region. If a region is vacated, the defensive item is removed from the game.
5. **Scoring the active player's position:**
 - a. Scoring is performed normally with the active and declined race(s) counted including bonuses gained by the race or power used.
 - i. **Diplomat Bonus Scoring:** If during the current turn, the player has an active diplomat power and gains a region without defeating a race token (takes over an empty region), the player gains 3 additional bonus points. A region must be gained for this award.

6. Deciding whether to decline a race: (all races are considered stout which means that the active player can decline up to 4 races during the game without the loss of actions waiting to use the next race)
 - a. Declining a race is performed as follows:
 - i. Up to 2 race tokens in each region of all races are turned to its declined side with any excess removed unless the Spirit or Stout powers or the Ghoul race is declined. All race tokens are retained and flipped in these 3 cases.
 - ii. Bivouacking encampments, hole in the ground tiles, troll lairs and fortifications are not removed and still provide a measure of "defense".
 - iii. **Play Note:** It is important that the declined races are kept in the order that they were declined for the purpose of determining the number of tokens to be removed during each round.
7. Start a new round of play

Ending the Game: after the 8 rounds have been played, regardless of the board being used, perform the following end game scoring to determine your final victory rating:

1. **Final Scoring:**

- a. Add 3/4/5 coins if using the 3/4/5 player board for every opposition race that has been eliminated from the board (this does not include regions where the opponent's race is protected by a dragon, hole in the ground or hero)
 - i. **Clarification:** Therefore, if the heroic halflings are in the game and 4 of the 5 regions that they occupy contain a hero or hole in the ground tile, only the 5th region is considered and, if taken, the race is considered conquered.
- b. Add 6 or 8 coins (4 or 5 player boards, respectively) for every set of race tokens conquered during the course of the game, including the lost tribes. Any race completely protected that cannot be conquered is excluded when determining this award. Definition: a set of tokens is 1 token of each opponent's race and a lost tribe.
- c. Add 2 coins for every region that still contains a lost tribe token.
- d. Add 1 coin for every defensive item (lair, encampment or fortification) overcome when taking a region.
- e. Add 1 coin for every 2 active player's region that still contains a troll lair, encampment or fortification. All active player items are totaled before determining the award. **Example:** if the player has 2 fortifications, 3 lairs and 1 encampment this equals 3 coins.
- f. Additionally for the 2 player board only:
 - i. **Subtract 5 coins** for not conquering at least 1 token of each race including the lost tribes.
 - ii. **Subtract 1 coin** for every opposition race token remaining on the board not protected by a hero, dragon or hole in the ground and is not in a sea or lake.

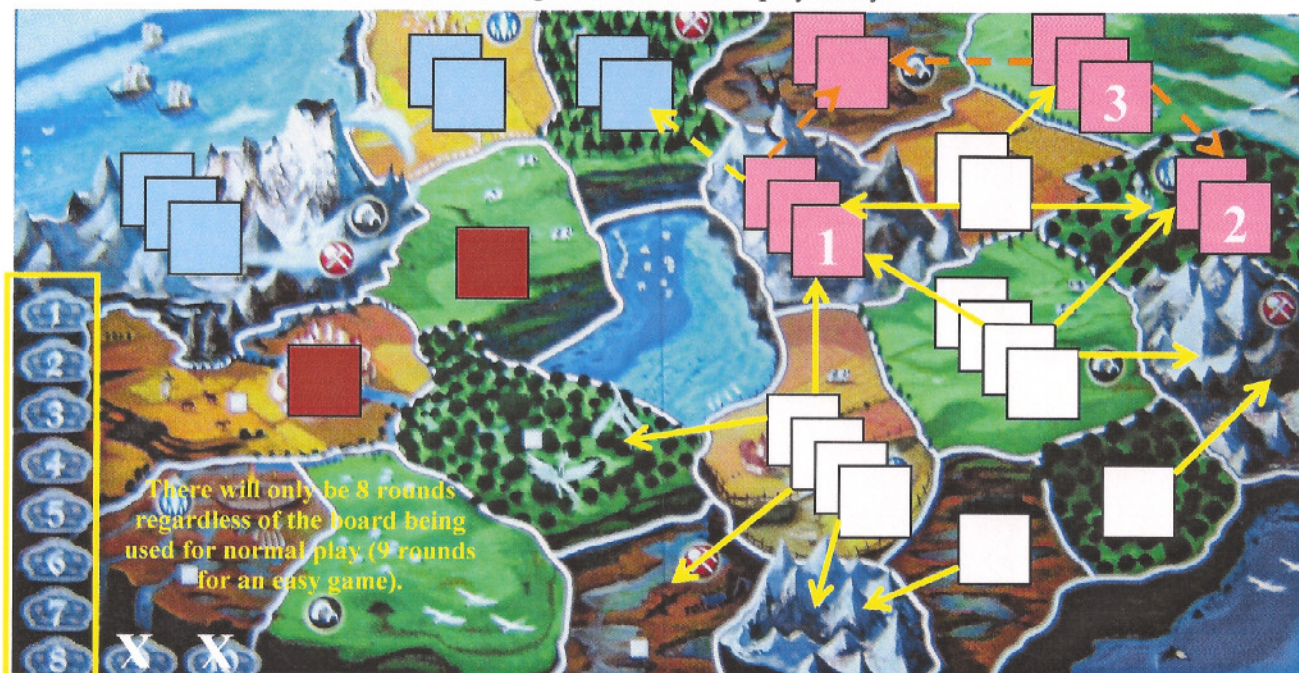
Game Ratings:

1. <=60 points and/or does not occupy at least 1 region of each terrain type: (Game Loss)
2. Score 61-64 points (Easy Victory)
3. Score 65-68 points (Game Victory)
4. Score 69-72 points (Major Victory)
5. Score 73-76 points (Complete Victory)
6. Score 77+ points (Master Victory)

Strategy Session:

1. It is important to take note of the changes to the way that you are permitted to conquer regions with a race after its 1st turn is taken. Planning is very important given the changes.
2. Races in decline will slowly deplete offsetting gains by the newer races. It will be important to determine when to decline and how many race tokens to leave in each region to score better in the later rounds of the game.
3. The cost to gain a 4th/5th race is substantial but sometimes necessary to gain those couple of extra points needed to gain a higher level victory condition.
4. Take note of all of the end game scoring opportunities. These can be substantial and affect the order in which you choose your races.

5. Setting up the opposing races shares equal importance to playing the rounds. It may take a few games to get a good feel for how to place the races considering the powers that they may have.
6. The way that the opposition immediately redeploys its tokens after conquest is a very important action to take note of. It can make your conquests more difficult.
7. Each board will pose its own unique challenges and given that there are 2 different possible setups of the lost tribes for each board should offer a good measure of replayability.



The diagram above shows some possible aggressions using the 2 player board. In this variant only neighboring tokens can attack a region. To take over region "1" the player in yellow has 10 neighboring tokens to attack the mountain region (only 6 are needed). By attacking this region the opposing race will be permitted to redeploy 1 token to the neighboring region noted (orange dashed arrow). The active player will take the 2 remaining tokens to aid in end game scoring. The player could then continue an attack trying to take the blue race region with the excess tokens above 6. Additionally, to take region "2" only 4 tokens are needed and no redeploy will occur because there are only 2 tokens. To attack region 3 the active player has only 2 neighboring tokens and would require a 3 on the die roll to take the region vacating the previous area. If this were to happen the opposing race could retreat 1 token to 1 of the 2 regions noted by the dashed arrows. The active player would take 2 tokens into their end of game supply.