

SOLO RULES

BLOOM TOWN

Bloom Town solo mode is played exactly as normal, following all the ordinary base game rules, steps and scoring procedures unless otherwise mentioned.

Your opponent is an automated bot: Michaela (easy difficulty level), Luke (medium difficulty level) or Kirsten (hard difficulty level). Below we will refer to the opponent as Kirsten. She interacts with you by collecting tiles from the market. She will not build a town, and she will score points a bit differently from you.

You win the game if you score more Bloom points than Kirsten.

SETUP

- 1) Set up the game like a normal two player game as shown on Page 1 of the rulebook.
- 2) You may play on either the A side or B side of your Town board.
- 3) Any leftover Building tiles from creating the five stacks during setup are immediately added to Kirsten's tiles. Any Community Scoring tiles are immediately added to the Community Area.
- 4) Place the start player marker beneath the leftmost market space and its tile. This represents Kirsten.
- 5) Select your opponent: Michaela (easy), Luke (medium) or Kirsten (hard).

HOW TO PLAY

You start the game and take your turns as normal. Do **NOT** refill the market until Kirsten has had her turn (see below).

After your turn, Kirsten (the start player marker) moves to the right, stopping at the first market space that has an available tile (whenever she reaches it). She collects that tile, and then the market is refilled.

Whenever Kirsten reaches the end of the available tiles on the market line she will loop around and start over at the leftmost market space. Each time she does this, give her 5 Bloom Points. **Note:** When you play on the B side of your Town board Kirsten does not collect 5 Bloom Points when looping around, as the B side is already noticeably harder!

Kirsten does not place tiles on a board, she just collects them. Her collection of tiles **ONLY** score during rescoring and at the end of the game.

Rescoring

Kirsten rescores for Community Scoring tiles same as you. She rescores according to the corresponding number of tiles in the Scoring Table below.

Scoring Table

Each time Kirsten scores or rescores, count how many tiles of that type of building she has in her collection and find her score in the Scoring Table. All buildings score using the same formula.

# of buildings	1	2	3	4	5	6	7+
Michaela (Easy)	2	4	7	11	16	22	30
Luke (Medium)	4	6	9	13	18	24	35
Kirsten (Hard)	6	8	11	15	20	26	40

GAME END

When the game ends Kirsten scores points for the number of tiles she has collected. She scores according to the Scoring Table above of **EACH** type of building.