

# SANTOWERINI

A SANTORINI TOWER DEFENCE SOLOMODE

This is a solomode for the board game Santorini

This game was created for the 2020 solomode design contest  
on BoardGameGeek.

Estimated play time for a full campaign: 40 - 60 minutes

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Thanks for playtesting, be sure to leave a vote in my submission thread!

## The Story

The kingdom of Thera is under attack!

Neighbouring countries have sent troops to attack and destroy the capital, targeting the beautiful historical buildings that are the nation's pride.

Not only is this an attack on the inhabitants of Thera, this is a slap in the face of all craftsmen and archaeologists worldwide!

The king has selected two of the best builders from the Guild to defend and rebuild the capital. And he has chosen a talented young builder with a brilliant mind to lead them into battle... you!

## Pitch

Santowerini is a solomode for Santorini where you defend the city from attacks of enemies by building.

There are lots of gameplay elements taken directly from the base game, so it is recommended to get acquainted with the original rules first.

You only need the original game and an extra, good old 6-sided die to be able to play this solo mode.

You can enhance the experience by borrowing additional components from other games or by printing out the sheet at the end of the document.

## Gameplay

The game is played over 6 different scenarios (or maps) called a campaign.

Each scenario features a different setup but is played by the same rules.

**You *WIN* a scenario when:**

- You defeat all enemies from the scenario. You then advance to the next scenario.

**You *LOSE* a scenario when:**

- All buildings on the scenario are destroyed (including those built during the game)
- An enemy moves onto a target zone (either by passing through or ending on that tile, regardless of the floor level)
- All of your builders (player pawns) are defeated
- You cannot perform the basic 'move-then-build' with either one of your builders (like in the original Santorini rules)
- When you lose a scenario, reset the setup and try it again

The game is played in turns, alternating between the enemy and the player.  
Every scenario starts on the enemy's turn.

## Enemy Turn

The enemy turn is played in 3 phases:

- 1) orientation
- 2) attack
- 3) movement

Each phase is resolved for every enemy before moving to the next phase. The order is predetermined, to make it easier:



Light Female → Dark Male → Light Male → Dark Female



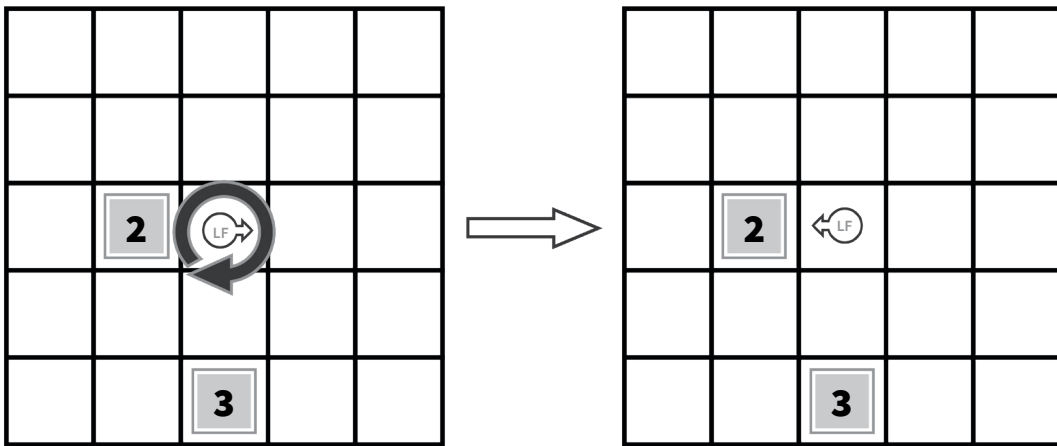
The corresponding icons as represented on a scenario, the arrow is the direction the pawn is facing

If one of the enemies is not present in the setup for that scenario, it is not used and you just skip that one in the order list.

## Phase 1: Orientation

Every enemy is turned so it faces the nearest building.

- The nearest building is determined based on the number of tiles needed to reach the buildings surrounding the enemy. Enemies do not move diagonally.
- For example: there is a building one tile behind the enemy and a building two tiles to its right. the building behind the pawn is closest, as it only takes 1 tile to get there. You turn the enemy that way so it faces that building.
- If the enemy is standing on a building, you ignore that for orientation.

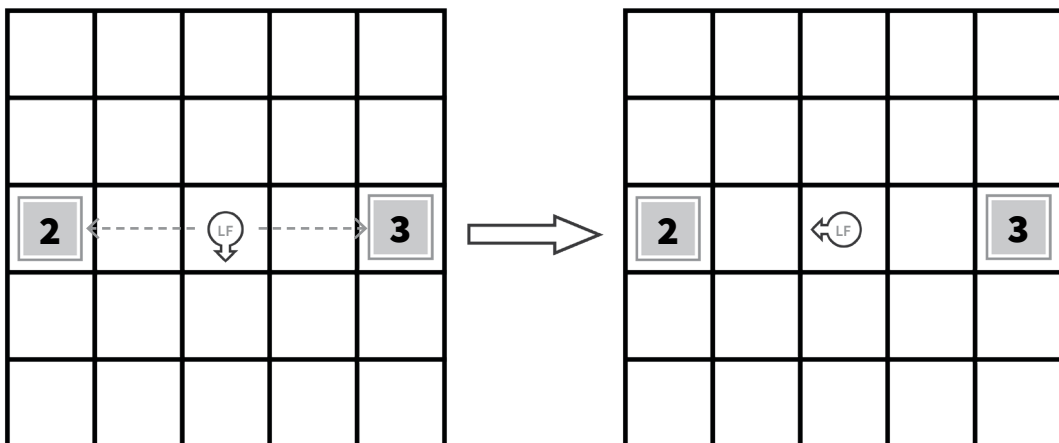


This icon represents a building. the number in the centre is the floor height.  
(A 4 would be a building with a blue dome)

- In case of a 'tie', the order of importance is determined based on the direction relative to the enemy, with the order as follows:

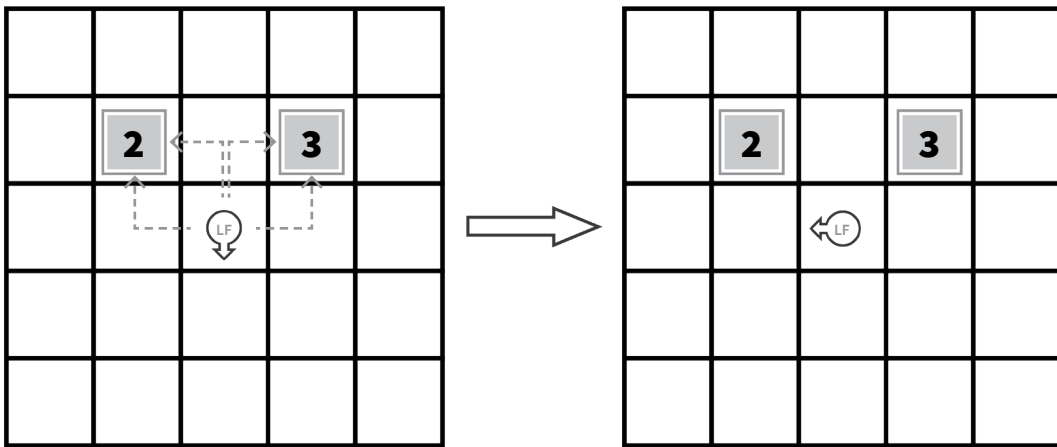
**Front > Right > Left > Back**

- For example: the enemy is surrounded by a building that is 2 tiles away to its right, and a building that is 2 tiles to its left. These buildings are both 2 tiles away from the enemy. Therefore the one located to its right gets the advantage over the other (based on the importance of direction above). The enemy has to be turned so it faces that building.



-----> This line is the imaginary path an enemy might take to reach a building.

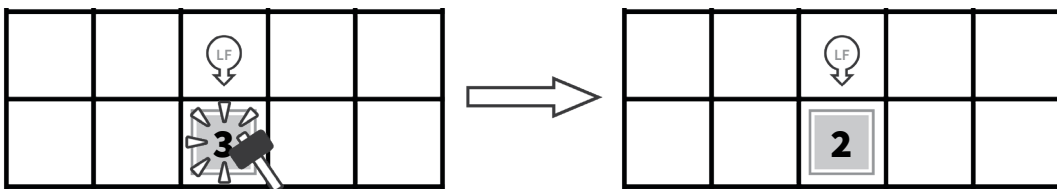
- Similarly: if there is one building that is 1 tile to its back and left, and another building 1 tile to its back and 1 to its right, it's a 'tie'. As you can see there are 2 possible paths the enemy can take per building. Because the order of movement favors right above left (and left above back), you have to turn the enemy to its right.



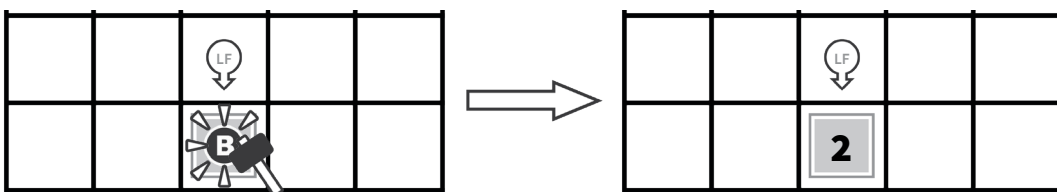
## Phase 2: Attack

Every enemy attacks the tile it is facing. The difference in height does not matter, the enemy always attacks whatever is on top of the tile it is facing. Imagine them flinging their hammer to destroy whatever stands in their way.

- If it is a builder, it is considered 'defeated' and removed from the board (until the next scenario).
- If it is a building, the top floor of that building is considered 'destroyed' and removed from the board.
- If it is a builder standing on a building, only the builder is defeated and removed from the board until the next scenario.
- There is no 'friendly fire' for enemies. When one enemy attacks another enemy, nothing happens unless the enemy receiving the attack is standing on a building. In that case, remove the top floor, and the enemy receiving the attack stays on the same tile. Imagine the top floor crumbling and the enemy falling to the lower floor.



Example of an enemy attacking a building. The building loses 1 floor.



Example of an enemy attacking a builder standing on a 2-floor building. The builder is defeated and removed from the board.

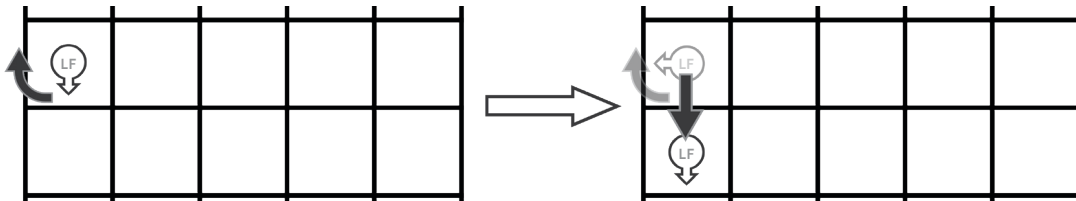
**B** This icon represents a builder on scenarios

### Phase 3: Movement

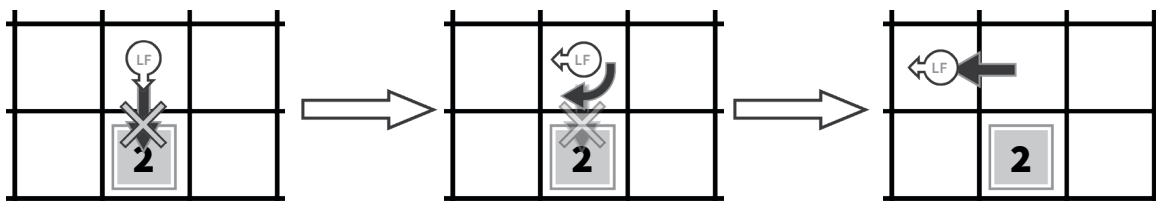
The 6-sided die is cast for each enemy, and they are moved accordingly. Enemies are a bit simple: they always advance in the direction they are facing.

- Advance 1 tile →
- Advance 2 tiles → →
- Rotate 90° clockwise & advance 1 tile ↻ →
- Rotate 90° counter-clockwise & advance 1 tile ↺ →
- Advance 1 tile, rotate 90° clockwise, advance 1 tile → ↻ →
- Advance 1 tile, rotate 90° counter-clockwise, advance 1 tile → ↺ →

- Just like player movement in the original Santorini rules, enemies can only move up a floor if the tile they are moving into is 1 floor higher than the tile they are moving from. Enemies can move down any number of floors.
- Whenever you have to rotate and the enemy ends up facing the edge of the map, you turn the enemy back to how it was facing before. It still continues the rest of its movement after that.

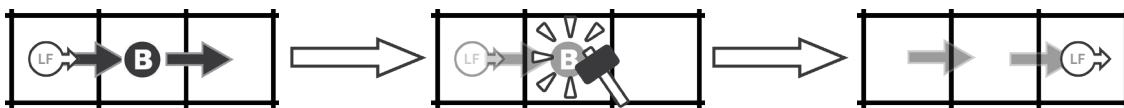


Example: you rolled a 3, the edge prevents the enemy from turning, but it still advances 1 tile.



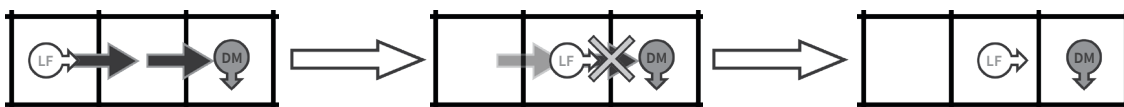
Example 2: you rolled a 5, the building blocks the enemy from advancing, but it still turns and advances 1 tile.

- If an enemy pawn moves into a tile with a builder on it, the builder is considered 'defeated' and removed from the board.



In this example the enemy rolled a 2. It advances 2 tiles, and defeats the builder on the first tile.

- On the other hand, if an enemy pawn would move into a tile with another enemy pawn, it is blocked by that pawn and longer advances.



## Player Turn

The player (you) uses the blue pawns. You follow the original Santorini rules (select, move and then build) with some slight exceptions.

### Select

You select one of the two builders.

### Move

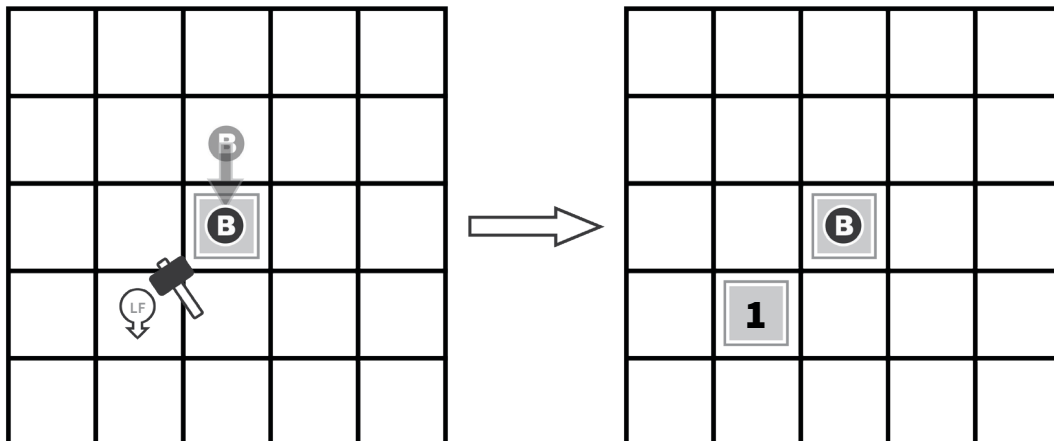
You move the selected builder to a valid adjacent tile.

- You must move 1 tile (and 1 tile only) in any of the 8 neighbouring directions.
- You cannot move into a tile that is occupied by another pawn (enemy or friendly) or a (building with a) dome.
- You can only move a floor up if the tile you are moving into is 1 floor higher than the tile you are moving from. You can move down any number of floors.

### Build

You build on a valid neighboring tile (any of the 8 directions).

- The biggest difference here is that you can defeat an enemy by building on a neighboring tile they are standing on, if it is at least one floor lower than the tile you are building from! Imagine your builder summoning a building block out of thin air and it falls on the tile next to them, crushing the enemy.
- This means you cannot build on tiles which have another pawn on them and that are on the same floor or higher than the tile you are building from.
- Additionally, you cannot build on a tile that has a builder on it.
- You are not allowed to build on a tile with a target zone or on water.



Example: you just moved to a 1-floor building. you can defeat the enemy that is next to you on the ground floor, by building there.

## God Cards

You can play with god cards to make the game easier or more difficult.  
If you choose to play with god cards, take all the cards listed below the chosen difficulty (Easy/  
Expert), shuffle them into a pile and then either take:

1 card for a whole campaign. Randomly pick one from the pile.

OR

6 cards, one for each scenario. When you start a new scenario take the top card from the pile.

Just like with regular Santorini, the same build and move rules apply, unless indicated by the card  
or the rules below.

### Easy Game

Below are the recommended cards to choose for an easier game.

The text on the cards remains the same, with a slight difference in naming: 'opponent worker' is  
'enemy', 'your worker' is 'builder':

1. Apollo
2. Artemis
5. Demeter
6. Hephaestus
7. Hermes
10. Prometheus
12. Ares
15. Charon
21. Hestia
25. Morpheus
27. Poseidon
29. Triton
30. Zeus

## Expert Game

Below are the recommended cards to choose for a more difficult game.

The text on these cards remains more or less the same, But everything is from the enemy's perspective (disadvantaging the player).

A short description is added for clarity:

1. Apollo: If an enemy would move into a builder, they switch places
8. Minotaur: Enemy movement phase: enemies can 'push' buildings that are at least 1 floor higher than the tile they are moving from in an unoccupied space in the same direction.
11. Aphrodite: If a builder starts its turn neighboring one of the enemies, its last move must be to a space neighboring one of the enemies.
15. Charon: Before the movement phase, force any builder that is neighboring an enemy to the space directly on the other side of that enemy (if the space is unoccupied).
21. Hestia: Enemy attack phase: roll a die for every enemy. When you roll a one or a six it attacks twice that turn.
22. Hypnus: If a builder is higher than all of the others, it cannot move.
23. Limus: Builders cannot build on spaces neighboring enemies (excluding diagonally), unless building a dome to complete a building. This includes building to defeat an enemy.
30. Zeus: Enemy attack phase: enemies also destroy the top floor of any building they might be standing on.

## Scoring

- Scoring happens after you win a scenario.
- You score the same amount of points as the level of the scenario.
- You get +2 additional points for each of the following bonuses:
  - *"First!"*: Finish the scenario on the first play.
  - *"Stayin' alive"*: Finish the scenario with all builders undefeated.
  - *"Buildings, buildings everywhere"*: Finish the scenario with at least three building blocks more than than the original setup.
- You get +2 points at the end of a campaign if you played an expert game OR you lose 2 points if you played an easy game.
- Based on your total score you get a rank you can brag about:

0-9 points: Novice  
10-19: Apprentice  
20-29: Assistant  
30-39: journeyman  
40-49: master  
50-50+: guild Master

## Campaigns & Scenarios

Each campaign contains 6 scenarios.

Every scenario is meant to be played in order from 1 to 6.

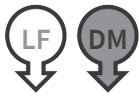
When you lose a scenario, you just reset the setup and try again.

When you win a scenario, you score points and move on to the next one.

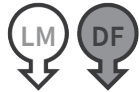
Here you can find an explanation of each icon used on the scenarios:



This icon represents a builder.

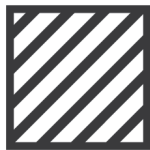


These icons represent the enemys. The arrow shows the direction they are facing.

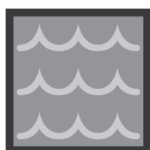


This icon represents a building. the number in the centre is the floor height.

(A 4 would be a building with a blue dome)

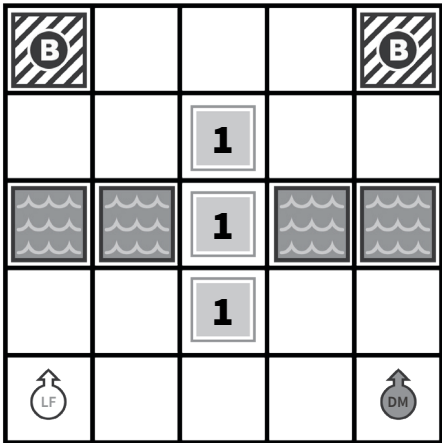


- This icon represents a target zone.
- You cannot build on tiles that have this icon.
- You lose the scenario when an enemy passes through or stops on a tile with this icon.
- You can use an upside-down dome to mark this on tiles when playing, because you can set a building over it or a pawn in it, but it is a bit unstable. You can also use a printout. You could also just remember which tiles are target zones by looking at the scenario.

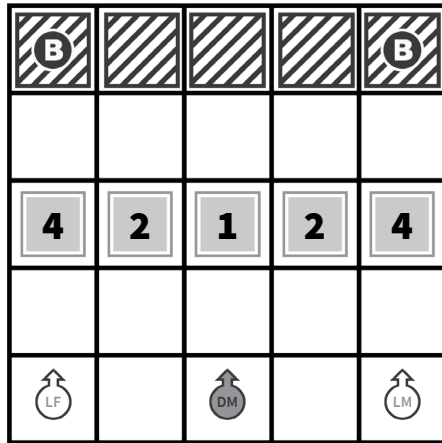


- This icon represents water.
- You cannot build on tiles that have this icon.
- Both builders & enemies cannot pass through or stop on a tile that has this icon.
- You can use a dome or a printout to mark this on tiles when playing.

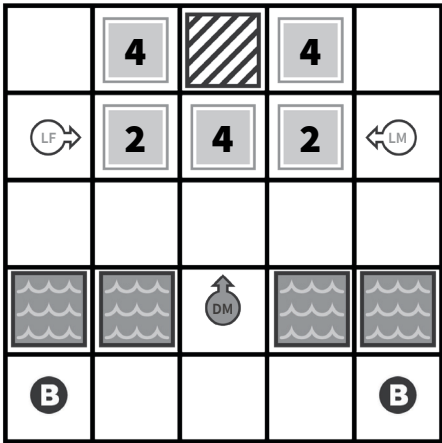
# Campaign 1



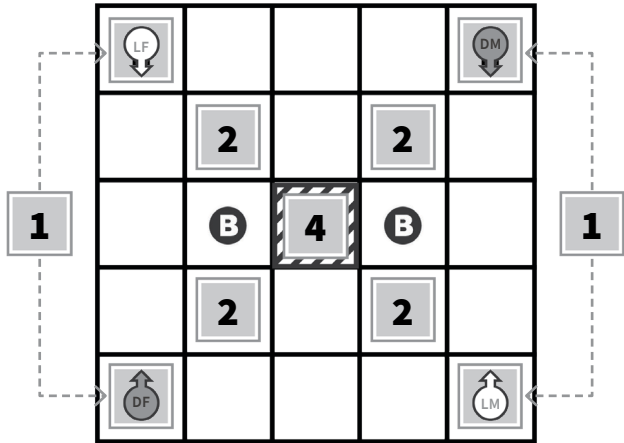
Scenario 1: The Bridge (lvl 0)



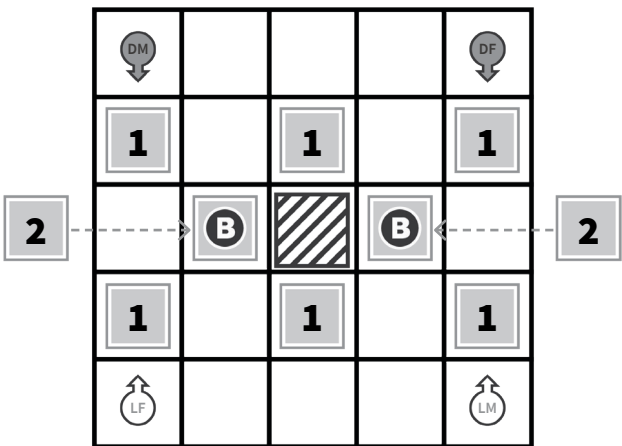
Scenario 2: The city gate (LVL 1)



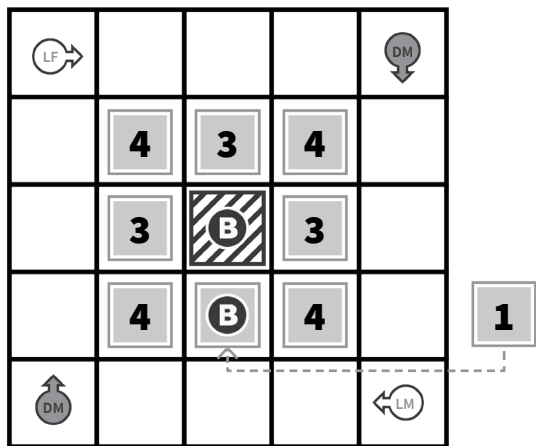
Scenario 3: The citadel (LVL 2)



Scenario 4: The Tower (LVL 2)



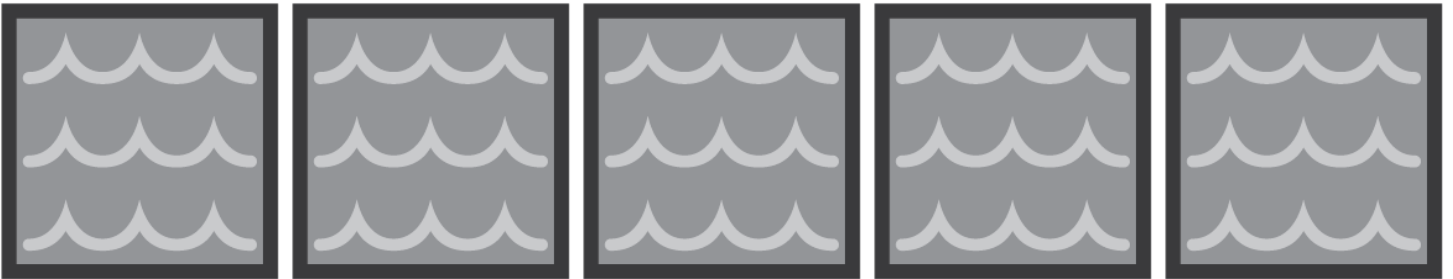
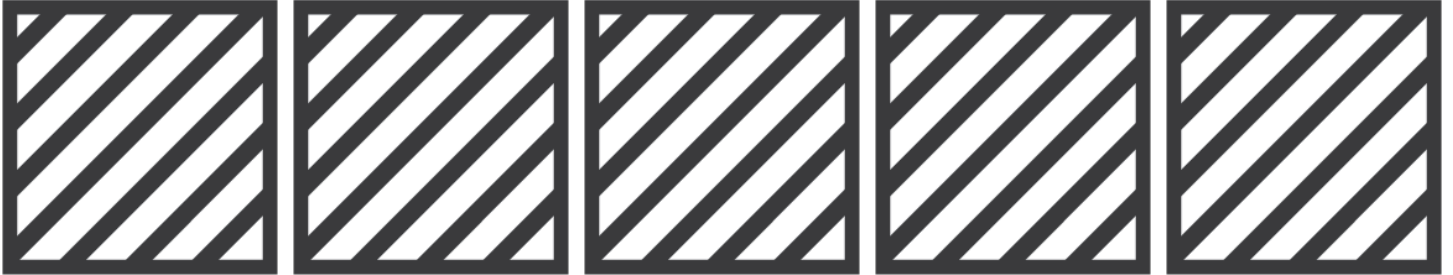
Scenario 5: The marketplace (LVL 3)



Scenario 6: The palace (LVL 4)

## Print Sheet

This sheet contains some elements that can be printed and cut out.  
Feel free to use these and/or components from other games to enhance the playing experience of the game. You could, for example, switch the enemies with zombies, use blue tokens for water, etc.  
Just as long as you can keep track of what's what, the world is your mollusc!



## Player Aid

