WAY OF A GAUCHO

Solo Adventures in Argentina

Whether you are exploring the game or testing your skills, travelling the Pampas of Argentina alone represents a major challenge. In the pampas of Argentina, you meet your rival: Pedro. No matter where you land, his excellent reputation already precedes him by a long way. He has great contacts in Europe and is constantly improving. Will you be able to keep up with him?

This solo mode is inspired by Garth, a variant created by Steve Schlepphorst with the help of Wil Gerken and David Lavoie.

SETUP

For the solo mode, you will need Pedro's board, Pedro's cards, the loading cards, the specialization tile and Pedro's cattle market tile.

Pedro's board

15 Pedro's cards

12 loading cards

Specialization tile

Pedro's cattle market tile

Setup the game board and the components for 2 players as usual with the following differences:

• **14, 15, 16:** Choose a player color for Pedro, take all the material in that color, but instead of the player board, take **Pedro's board**.

  Place **17 discs** and all **10 private building tiles** of the chosen color next to Pedro's board to form his supply and the last disc on quay I of the *Le Havre city map*.

  Place his **engine** on the *starting space of the railroad track* and his **estanciero** on the *horseman space* at the start of the trail.

  Place the **grain marker** on the first space of the grain track on Pedro's board (space 0).

  Pedro does not use the certificate marker. Return it to the box.

• **17:** Pedro does not use the **player cattle cards.** Return them to the box. Instead shuffle **Pedro's cards** and place them as a face-down deck next to Pedro's board. Unlike you, he does not receive a starting exhaustion card.

• **18:** You take the first turn, so you start with 7 pesos, 1 exchange token and you draw 4 cards from your personal draw stack. Pedro does not receive any money nor exchange token (also not during the course of the game).

Then randomly draw one 🅱 tile and place it on Pedro's board in the leftmost space of the corresponding row. Insert the **specialization tile** on the left side of Pedro's board, next to the most numerous type of worker present to mark his **specialization**. Place Pedro's cattle market tile above his board.

Choose a difficulty (easy ◆, medium ◆◆ or hard ◆◆◆). Take the **4 loading cards** of the matching color and sort them by the number in the top right corner. Place card ● face-up below Pedro's board and the cards ●●, ●● and ●● as a face-down stack nearby—with card ●● **on top** and card ●● **at the bottom**. At the start of the game card ● will be referred as the *active loading card*.

Finally, return the 8 loading cards of unused difficulty levels to the box.

Your turns progress mostly as in a normal game, with a few differences:

- If your herder moves to or passes any green or black hands on **Pedro's private buildings**, pay the fee to the **bank** instead.

- After placing the third tile in subphase 6 in Buenos Aires *(see page 10)*, always slide the remaining foresight tiles to the **bottom foresight spaces** (if necessary) before refilling the **three top foresight spaces**.

- The general objective display is in a specific order. When taking an objective card, always slide the others **away** from the stack before refilling the empty spot next to the objective card stack.

Pedro is **considered a player** for all purposes. On Pedro's turn, draw the top card of his deck. The drawn card will instruct you to move Pedro's estanciero forward a certain number of locations and to carry out an action. The location where his estanciero ends its movement does **not** affect his action. At the end of Pedro's turn, place the drawn card face-up on top of his discard pile.

If Pedro's deck is empty at the beginning of his turn, shuffle his discard pile to form a new deck.

During the game, Pedro does not receive any money nor exchange tiles and does not have a herd deck. Whenever Pedro takes any cattle cards, objective card or exhaustion card *(e.g.: private building 7b)*, put them face-down in a stack next to his board. These cards will be scored at the end of the game.

Place any **farmer tiles** that Pedro takes next to his board as well.

Important: When Pedro's estanciero reaches Buenos Aires, first complete the action on Pedro's card as usual, afterwards he performs the Buenos Aires action. This means that Pedro may perform an action **and** load a ship in the same turn.

Buenos Aires: In subphase 1, Pedro delivers **as much grain as possible** when choosing a quarter of a city. Place the disc on the corresponding space. If there are multiple options, he chooses the space with the most victory points; in case of another tie, the space with the highest pesos reward.

He skips subphase 2. Then in subphase 3, Pedro loads the next ship respectively as shown on his active loading card.

To do so, he takes a disc from the supply next to his board.

Important: Pedro does **not** spend grain when loading a ship. If his loading rewards an objective card, he receives the card from the display that is the **farthest** from the objective stack. Then, slide the others away from the stack and refill the empty spot.

During the subphases 4, 5 and 6, Pedro always chooses the tiles from the bottom foresight spaces. Slide the other tiles down before refilling the top foresight spaces.
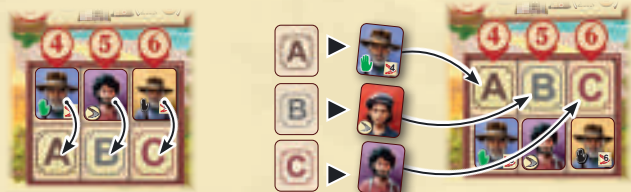
Afterwards, place his estanciero on the horseman space at the start of the trail.

Loading cards: Pedro has 4 loading cards that are selected according to the chosen difficulty during setup. There is always exactly 1 card face-up that is determined as the **active loading card** (at the start of the game, it is card ●).

The active loading card shows Pedro's **experience value** ⚒. This **variable value** between 1 and 4 is required for some of Pedro's cards to determine the number of steps forward of his estanciero, his engine or his grain token.

In addition to that, the card shows the **order** in which Pedro loads the ships. In Buenos Aires subphase 3, Pedro loads the 1st ship of his active loading card. If one of his discs is already there, he loads the 2nd ship instead, and if one of his discs is also there, he loads the 3rd ship instead.

Note that with card ⚒⚒, it is possible to load the most valuable ship multiple times. Remember that Pedro does not spend grain when loading a ship.

When the job market token passes one of the **blue arrows** (with an 🔔 next to it), draw the **next loading card** with the corresponding icon 🔔 from the stack and place it face-up on the active loading card. The newly drawn card replaces the previous one as the active loading card.

Loading card ⚒⚒ by difficulty levels: *(VP = victory points)*

Easy: Pedro loads the **3rd most valuable** ship available (7 VP); next time he loads the **2nd most valuable** ship available (7/9 VP), and after that the **most valuable** ship (12 VP).

Medium: Pedro loads the **2nd most valuable** ship available (7/9 VP), and after that (repeatedly) the **most valuable** ship (12 VP).

Hard: Pedro loads (repeatedly) the **most valuable** ship (12 VP).

Specialization: Pedro starts the game with one additional worker. The type of worker that he has the most of determines his specialization. This is marked on Pedro's board with the specialization tile.

In case of a tied number of workers, the current specialization stays the same. If Pedro ever hires a worker such that he then has more workers of a different type than his current specialization, his specialization will change to the most numerous type. Move the specialization tile to that worker type to indicate the change.

Throughout the game, the specialization will have an impact on Pedro's actions. Some of Pedro's cards show 2 actions to choose from, each marked with a 🐎 symbol. In that case Pedro will only perform the action of the corresponding specialization. Therefore he will sometimes perform weaker actions or even no action at all.

Scoring: Pedro's score is calculated mostly normally. However, he does **not** score any points for the following categories: **1** (victory points for pesos), **9** (station master tiles) and **11** (cleared space on the player board). He scores positive points for all of his objective cards as though they were all **completed**.

Example: Pedro has 2 gauchos, 3 carpinteros, and 2 maquinistas.

On his turn, you draw card #10 from his deck and move his estanciero 2 steps forward along the path, reaching Buenos Aires. Since his specialization 🔨 is set on carpinteros, he does not perform an action.

In Buenos Aires subphase 1, he delivers 6 of his 7 grain to Liverpool, placing one of his player markers from quay I on the space with 14 victory points, and then one more onto the ship that is shown next in the order of his active loading card.

Pedro's decisions

Sometimes there might be multiple options when performing Pedro's movement or Pedro's actions. For this reason, the criteria that Pedro uses to make decisions will be listed in numbered form. If there are multiple options for a criterion, a decision is made based on the next criterion in each case. If multiple options remain, you will decide.

◆ PEDRO'S MOVEMENT ◆

Movement (all cards): Pedro's estanciero moves forward following the normal rules for moving estancieros. He moves a number of steps according to Pedro's card. Only reaching Buenos Aires can end his movement prematurely. If there are multiple options, he will decide according to the following criteria:
1. Shortest path (number of steps to reach Buenos Aires)*
2. Path with the lowest fee
3. Path with the lowest fee to you

* *Pedro takes any unlocked shortcuts into account.*

Pedro's cards #10 to #15 introduce a variable movement:

Pedro's estanciero moves 1 step forward for each worker of the corresponding type he has on his board.

When Pedro's estanciero moves to or passes your tax buildings (buildings that show a black or green hand), you take the payment from the bank.

◆ PEDRO'S ACTIONS ◆

Hire one worker (cards #1 and #2):
Pedro hires a worker from the job market without paying the hiring cost (but not from the row where the job market token is currently located, as usual).
He has two actions for hiring a worker and both have different criteria:

1. Cheapest worker*
2. Worker of his current specialization
3. Worker with a strength symbol
4. Leftmost suitable worker in the highest suitable row

* *Take into account the additional cost for workers with strength symbol.*

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After selecting a worker, Pedro places the worker in the worker section of his board, into the leftmost free space in the corresponding row.
Note that Pedro already starts the game with one worker of only these 3 following types: gaucho, carpintero, and maquinista printed on his board.

Gain one objective card (card #7):

Pedro receives the objective card from the display that is the **farthest** from the objective stack. Then, slide the others away from the stack and refill the empty spot. It will be scored at the end of the game as though it was **completed**.

Take grain (cards #6, #8 and #9):

Pedro gains the corresponding amount of grain. Move his grain marker the corresponding number of spaces forward.

Help one or more granjeros (cards #8 and #9):
Pedro chooses a farmer tile on the board according to the following criteria:
1. Farmer tile with the highest pesos reward*
2. Farmer tile with the lowest required strength value
3. Farmer tile in the following order of color: yellow—orange—blue—green

* *Take into account the coins occupying that granjero's coin space and the printed coins below it.*

After selecting a granjero, any coins occupying its coin space are returned to the bank.
He has two actions for interacting with farmer tiles:

Remove the chosen farmer tile from the game. Return it to the box.

Take the chosen farmer tile and place it next to Pedro's board. At the end of the game, he scores 2 victory points for each of these farmer tiles.

Buy cattle (cards #3, #10 and #13):

Pedro buys cattle cards from the cattle market and chooses an option according to the number of gauchos he has (*see below*).

If there are no cattle cards in sufficient numbers, he will draw 2 new cattle cards from the cattle market stack and add them to the cattle market. Then, he chooses the option according to the number of his gauchos **minus 1** (if this step is repeated multiple times, decrease the number by 1 each time).

If multiple cattle cards of the same value are available, Pedro always chooses the one(s) with the highest amounts of victory points.

Card #13: If Pedro is not specialized in gauchos, he takes one cattle card from the market with a breeding value of 3 and the highest amount of victory points.

If there is no such card, he will not take any cattle card.

1:	2:	3:	4:	5:	6:
3	1 / 3	3 / 4	5	4	3 5

Place one of Pedro's buildings (cards #4, #11 and #14):

Pedro builds and upgrades buildings according to the number of carpinteros he has. When performing this action, Pedro first chooses whether he builds a building or replaces a building and how many carpinteros he uses. If he can meet a criterion but multiple options remain, he will decide according to the subcriteria for "build" and "replace" (*see below*). Only if he cannot meet a criterion, he will check the next criteria.

1. Pedro **builds** a new building using all of his carpinteros.

2. Pedro **builds** a new building using all of his carpinteros **minus 1**.

3. Pedro **replaces** a building using **as many** carpinteros **as possible.**

4. Pedro **builds** a building using **as many** carpinteros **as possible.**

When placing a new building for Pedro, it should be placed in the next empty **non-risk action building space** in front of **your** estanciero (which may be at the start of the trail if there is no empty building space between your estanciero and Buenos Aires).

Subcriteria for build
1. Buildings with a hand.

Subcriteria for replace
1. Highest amount of victory points on the new building tile.
2. Maximize the number of building tiles with a hand.

Card #14: If Pedro is not specialized in carpinteros, he places a new building that requires **1 carpintero** only. If Pedro has already placed those buildings, he upgrades one of his buildings using 1 carpintero only instead, following the subcriteria for replace.

Move Pedro's engine forward (cards #5, #6, #12 and #15):

When Pedro's engine moves forward, it jumps past your engine normally. It has to stop at each train station that it reaches and that he has not upgraded yet, unless the movement of the current action would allow it to reach a train station further down the track, in which case it would go past the first and only stop at the second train station.

When it stops, Pedro upgrades that station space by placing a disc from his supply (ignoring the upgrade cost). Then, remove the station master tile (if it is available) and return it to the box; Pedro will not score points for it. Pedro does **not** appoint a worker (the station master space will remain empty for the rest of the game).

If Pedro's engine reaches the end of the railroad track, upgrade the final station space. Then place his engine to the train depot as usual.

In the rare case that Pedro's supply of discs is depleted when comes the time to upgrade a station, take his disc from the least valuable **train station** and place it onto the current station space.

Card #6: Pedro's engine moves the corresponding number of spaces forward.

Card #15: Pedro's engine moves 1 space forward.