



RÔLA & COSTA

DOM PIERRE



SOLO RULES



GAME PLAYS JUST LIKE THE 2-PLAYER VERSION, WITH THE FOLLOWING EXCEPTIONS:

The Ghost player doesn't use an individual board, only the workers of a non-playing color plus the matching scoring markers, action discs and initial card.

Shuffle the Solo deck and place it face down nearby.

Solo player will randomly draw 4 Vintage tokens plus the Goal cards Vintage token which is immediately assigned to the goal cards column.

From the 4 drawn Vintage tokens, assign one to start the game, a second one to place face up next to the 2nd row, a third one to place on its' back side (+1 action) beside the 3rd row, and the fourth Vintage is discarded and not needed for this game.

The game starts with the player that has the 1st player card.

On your turn, the active player plays the game following all normal rules, except that after his turn he must play the ghost's turn.

GHOST PLAYER'S TURN

Turn over the topmost card of the Solo deck. Place it face up alongside the deck so the strength is clear and visible, and perform the action.

The strength is measured by adding the white stars visible on both cards (the card on top the face down Solo deck and face up active Solo card). Just follow instructions on the card.

GAME END

Game ends as in a 2-player game. Tally scores as usual, but for every 5 coins the Ghost player has collected, move them one step up on the Prestige track.

We recommend playing this way for your first Solo plays.

Thereafter, for added variability and challenge, use a 6 sided die to modify the strength of the Ghost player actions per this chart:

ROLL	RESULT
1 or 2	-1 Strength
3 or 4	No Effect
5 or 6	+1 Strength



Remove from the bag
a number of grapes
= Strength x 2

1



Add grapes to the
vineyard = Strength
(place one at a time,
extra ones always adjacent
to the previous one)

2



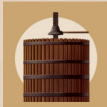
Remove Harvest tiles
from the village
= Strength
& score 5VP's
(always remove most valuable
Harvest tiles first)

3



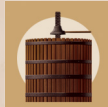
Remove accessories
from the village
= Strength
&
score 5VP's

4



Advance on the
Prestige track
= Strength
(for each step, remove a
face down Prestige token)

5



Place action disc(s)
= Strength
onto the end
game track

6



Allocate salesmen to
the routes = Strength
(place one salesman on
each lowest space
of each route, starting
from north and going
clockwise)

7



Allocate salesmen to
the routes = Strength
(place one salesman on
each lowest space
of each route, starting
from south and going
clockwise)

8



Sell exclusively
to purchase orders,
for the highest 2nd tier
value, up to = Strength
(starting from north,
remove salesmen and earn
Coins, if applicable)

9



Sell exclusively
to purchase orders,
for the highest 3rd tier
value, up to = Strength
(starting from north,
remove salesmen and earn
Coins, if applicable)

10



Sell exclusively
to barrel orders,
for the highest 2nd tier
value, up to = Strength
(starting from north,
remove salesmen and earn
Coins, if applicable)

11



Score and discard
Goal cards = Strength.
Score the card closest
to the deck.
Discard and gain bonuses
per remaining Strength
from any other cards with
VP, Coins or Workers.

12



Score and discard
Goal cards = Strength.
Score the card closest
to the deck.
Discard and gain bonuses
per remaining Strength
from any other cards with
VP, Coins or Workers.

13



Remove from the bag
a number of grapes
= Strength x 2

14



Add grapes to the
Vineyard = Strength
(place every grape,
one at a time, adjacent
to the previous one)


15



Add grapes to the
Vineyard = Strength
(place every grape,
one at a time, adjacent
to the previous one)


16






Take bonus from goal cards = Strength
(starting on the card closest to the deck, take Coins, VP's or Workers)

17



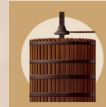
Take bonus from goal cards = Strength
(starting on the card closest to the deck, take Coins, VP's or Workers)

18



Lay off salesmen from the Routes = Strength & earn one Coin for each
(remove one salesman at a time, from the furthest space in each route, starting from North)

19



Advance on the Prestige track one step = Strength
(remove one random face down Prestige token for each step, if any)

20




Make a local sale & earn one Coin = Strength

21




Make a local sale & earn one Coin = Strength

22



Allocate salesmen to the Routes = Strength
(place one salesman on each lowest space of each route, starting from east and going clockwise)

23



Allocate salesmen to the Routes = Strength
(place one salesman on each lowest space of each route, starting from west and going clockwise)

24



Remove salesmen from the Routes = Strength
(remove one salesman from each furthest space of each route, starting from north and going counterclockwise)

25



Sell exclusively to barrel orders, for the highest 3rd tier value, up to = Strength
(starting from north, remove salesmen and earn Coins, if applicable)

26



Sell exclusively to bottle orders, for the highest 3rd tier value, up to = Strength
(starting from north, remove salesmen and earn Coins, if applicable)

27



Score and discard Goal cards = Strength. Score the card closest to the deck.
Discard and gain bonuses per remaining Strength from any other cards with VP, Coins or Workers.

28



Score and discard Goal cards = Strength. Score the card closest to the deck.
Discard and gain bonuses per remaining Strength from any other cards with VP, Coins or Workers.

29



Score and discard Goal cards = Strength. Score the card closest to the deck.
Discard and gain bonuses per remaining Strength from any other cards with VP, Coins or Workers.

30

