



Solo rules

In the solo game, you play against The Wanderer, an imaginary opponent who plays by simplified rules. The Wanderer doesn't use money or pay for the travel cards.

You play by the standard rules, except when bidding.

Setup

Set the game up same as for 2 players, with these changes:

- The Wanderer doesn't get starting money or the suitcase
- The Wanderer uses just one die
- The number of cards in the tourist offer depends on the desired difficulty level

Difficulty levels

Beach bum (easy) - place 3 cards in the tourist offer

Weekend hiker (standard) - place 4 cards in the tourist offer

City hopper (harder) - place 5 cards in the tourist offer

World traveler (very hard) - place 6 cards in the tourist offer

Planning phase

Roll your three dice and place them on the desired locations.

Next, roll the Wanderer's die. Depending on the rolled value, place the Wanderer's die on the first, second, third, fourth or sixth card in the tourist offer. If the tourist offer consists of fewer cards than the rolled value (which can happen depending on the difficulty level), the Wanderer doesn't get to reserve a Travel Card this turn. In this case, place the Wanderer's die aside.

The Wanderer never goes to the workplace.

After you place the Wanderer's die, you are allowed to change the locations of your dice (once per die). In this way you can avoid an auction.

Auction

If the Wanderer's die is on the same travel card as one of your dice, you may:

- Withdraw from the auction (and lose this action)
- Bid against the Wanderer. Reroll both your and the Wanderer's die, and the higher value wins the auction (in case of a tie, reroll again). If you win, you'll need to pay 100 € extra for that travel card.

Execution phase

Take the travel card that the Wanderer has reserved and immediately place it in the Wanderer's field of memories. The Wanderer doesn't pay for travel cards.

When the Wanderer gains an even number of the attractions of the same type, place a souvenir in the Wanderer's play area. The Wanderer cannot use a souvenir except to score 5 points at the game end.

Game end

In the very last turn of the game, when it is not possible to reserve a travel card, the Wanderer doesn't take any actions.

Scoring

The points for the Wanderer are scored by the standard rules. Having no money, the Wanderer cannot score any points for leftover money.