



LONELY ARE THE BRAVE

SOLO ADVENTURES IN THE GREAT WEST

Whether you are exploring the game or testing your skills, travelling the trails of the West alone represents a major challenge. During your journey, you will meet Sam, the best rancher in the West. His solid reputation precedes him everywhere you travel. Will you be able to steal his title?

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

SETUP

For the solo mode, you will need Sam's board, Sam's cards and the Specialization tile.



Sam's board



15 Sam's cards



Specialization tile

Choose a difficulty: easy, medium or hard.

- **Easy:** Take Sam's cards #13, #14 and #15 and return them to the box.
- **Medium:** No further adjustments.
- **Hard:** From the 2 tiles take one cowboy, one builder and one engineer and put them next to the game board.

Difficulty	Setup	1 st delivery
Easy	Remove cards #13, #14 and #15	Bloomington
Medium	—	Bloomington
Hard	Add 1 worker of each type	Peoria

Tip: It's possible to further adjust the difficulty by changing the city of Sam's 1st delivery to a city closer to Kansas City (reducing the difficulty) or to New York (increasing the difficulty).

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

- **5:** After shuffling the tiles, randomly draw one 2 tile and put it next to the game board.
- **12, 13, 14:** Choose a player color for Sam and take **Sam's board** instead of a player board. Place all **14 discs** and **12 private building tiles** next to Sam's board to form his supply. Sam will use the **b-side** of each building, regardless of the side you are using. Reveal the 2 tile that you put next to the board and place it on Sam's board, in the leftmost space of the corresponding row (if you play on hard difficulty, add the three additional workers as well). Insert the specialization tile on the left side of Sam's board, next to the most numerous type of worker present to mark his specialization. Finally, place his **engine** on the *starting space of the railroad track* and his **herder** on the *horseman space* at the start of the trail.



- **15:** Sam does not use the **player cattle cards**. Return them to the box. Instead, shuffle **Sam's cards** and place them as a face-down deck next to Sam's board.
- **16:** Sam receives a **starting objective card**. Place it facedown next to Sam's board.
- **17:** You take the first turn, so you start with 6 dollars, 1 exchange token and you draw 4 cards from your personal draw stack. Sam does not receive any money nor exchange token and does not draw any cards since he does not have a herd deck.

GAMEPLAY

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 **Sam's buildings**, pay the fee to the **bank** instead.
- After delivering to Kansas City, 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.



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

Important: When Sam's herder reaches Kansas City, first complete the action on Sam's card as usual. This means that Sam may perform an action **and** deliver to a city in the same turn.

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

During the game, Sam does not receive any money nor exchange tiles and does not have a herd deck. Whenever Sam takes any cattle cards or objective card, put them face down in a stack on his private objective card. Place any outlaw tiles and hazard tiles acquired next to Sam's board as well.

Kansas City: During the subphases ①, ② and ③, Sam always chooses the tiles from the **bottom foresight spaces**. Slide the other tiles down before refilling the top foresight spaces.



Sam skips subphase ④. During subphase ⑤, Sam will deliver to Bloomington first (to Peoria, if you play on hard difficulty) and subsequent deliveries will generally proceed to the next higher-value city (repeatedly to New York, if necessary). If Sam's delivery 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.

Sam takes the discs from the supply next to Sam's board. In the rare case where his supply is already depleted when comes the time to mark a delivery, take one of his discs from his least valuable **train station** and place it onto the city space.



Specialization: Sam starts the game with one additional worker (four additional workers, if you play on hard difficulty). The type of worker that he has the most of determines his specialization. This is marked on Sam's board with the specialization tile. Throughout the game, Sam will **prioritize hiring workers of this type** and will take **more actions** that correspond to this strategy. Some of Sam's cards have different actions depending on his specialization.

In case of a tied number of workers, the current specialization stays the same. If Sam 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. From now on, Sam will take the specialized actions of the new type when those cards are drawn.

Scoring: Sam's score is calculated mostly normally. However, he does **not** score any points for the categories **1** (VP for Dollars), **8** (station master tiles) and **10** (cleared space on the player board).

He scores positive points for all of his objective cards as though they were all **completed**.

SAM'S MOVEMENT

Sam's moves and actions are generally simple and determined by the following rules. Possible ambiguities are left up to you, the player, and will not greatly affect the game.

Movement (all cards): Sam's herder moves forward following the normal rules for moving herders. If there are multiple options for his herder, it will always take the shortest possible path. In case of a tie, it will take the path with the lowest costs. In case of another tie, it will take the path where Sam will have to pay you the least amount of fees. When Sam's herder moves to or passes your tax buildings (buildings that show a black and/or green hand), you take the payment from the bank.

Sam's cards #10 to #15 introduce a variable movement. However, Sam's herder will always move at least 1 step, up to a maximum of 5 steps.



Sam's herder moves 1 step forward for each worker of his specialization, up to a maximum of 5.



Sam's herder moves 1 step forward for each building of the player with the most buildings on the board, up to a maximum of 5. If no player has placed any buildings, Sam's herder moves 1 step.

SAM'S ACTIONS

Hire one worker (cards #1 and #2):

Sam 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). Sam has two actions for hiring a worker and both have different priorities.



Sam selects the cheapest worker in the job market. In case of a tie, the one corresponding to his specialization is selected. Further ties are broken by selecting the leftmost suitable worker in the highest suitable row.



Sam selects a worker corresponding to his specialization, if possible (or the next-most numerous on Sam's board, if not). In case of a tie, the cheapest suitable worker is selected. Further ties are broken by selecting the leftmost suitable worker in the highest suitable row.

After selecting a worker, Sam places the worker in the worker section of Sam's board, into the leftmost free space in the corresponding row.

Note that Sam already starts the game with one worker of each of the 3 types (cowboy, builder, engineer) which means that the first space of each row is already occupied.

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



When Sam goes to the cattle market, he spends up to **8 dollars** to buy as many VPs as possible with his cowboys. In case of a tie, he will go for the option with highest single VP cattle card. In the case where he cannot buy any cattle because there are no cattle cards on the market, or if he does not have cowboys in sufficient numbers, he will use his cowboys **one by one** to draw two new cards from the cattle market stack until there is either a cattle card that he can buy or he has used all of his cowboys. After having bought cattle from the market, if Sam did not use all his cowboys, he will use any leftover cowboys to add cattle cards to the market. (*Example on the next page.*)



On card #13, if Sam is specialized in cowboys, he adds two cattle cards to the market for free (without using a cowboy) before buying the cattle.



On card #13, if Sam is not specialized in cowboys he takes one cattle card from the market with a breeding value of 3 and the highest amount of VP. If there is no such card, he will not take any cattle card.

Simmental cattle cards: In case you play with that variant, Sam cannot buy any of the Simmental cattle cards. If there are no cattle to buy on the market, Sam needs to use his cowboys to add new cards to the market (see above).

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

When Sam's engine moves forward, it jumps past your engine normally. It has to stop at each train station that it reaches 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, Sam 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; Sam will not score points for it. Sam does **not** appoint a worker (the station master space will remain empty for the rest of the game).

If Sam's engine reaches the end of the railroad track, upgrade the last station space and then remove the engine from the track and place it next to the game board. Ignore any further actions that would make it advance.

In the rare case that Sam'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.



On card #15, if Sam is specialized in engineers, his engine moves forward to the next train station that is not blocked by your engine.



Sam's engine moves 1 space forward for each engineer he has on Sam's board.

SAM'S ACTIONS

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



Sam place and replaces buildings according to the number of builders he has. When placing a building on the trail for Sam, it should be placed in the next empty **non-risk action building space** in front of **your** herder (which may be at the start of the trail if there is no empty building space between your herder and Kansas City). Sam will select the building according to the following criteria, in order:

1. A new building using as many builders as possible.
2. If there are multiple options, Sam chooses tax buildings (buildings that show a black and/or green hand) as a priority.
3. If a building cannot be selected, Sam replaces one of his already placed buildings with a new one using as many builders as possible.
4. If there are multiple options, Sam replaces by selecting the building with the highest cost (number of builders) as a priority.
5. If there are still multiple options, Sam tries to keep/increase the number of tax buildings as much as possible.

Note: Sam always uses the b-side of the buildings, regardless of the side that you are using.



On card #14, if Sam is not specialized in builders, he places a new building that requires **1 builder** only. If Sam has already placed those buildings, he replaces one of his buildings using 1 builder only instead, following the criteria as usual (see above).

Gain one objective card (card #7):



Sam 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. The card is placed face down next to Sam's board and will be scored at the end of the game as though it was completed.

Collect bounty for outlaws (card #8):



Sam receives the outlaw tile from the **highest** occupied numbered space. The tile is placed next to Sam's board.

Remove a hazard (card # 9):



Sam chooses the hazard section with the **most tiles**. In case of a tie, he chooses the section with the highest single VP tile. Then, Sam receives the hazard tile worth the **most VPs**. Place the tile next to Sam's board. The tile will be scored normally at the end of the game.

EXAMPLE

1

Sam has 4 cowboys, 2 builders and 3 engineers, so his **specialization** is set on cowboys.



2

On Sam's turn, you draw card #13 from his face-down deck.



3

Sam's herder moves 4 steps forward (since Sam has 4 cowboys) and chooses the path with the lowest costs. You take 2 Dollars from the bank because he passed one of your tax buildings.



4

Sam performs the left action that is related to the cowboy specialization: First he draws 2 cards from the market cattle stack and adds them face up to the cattle market.



Then, he buys as much VP as possible for 8 dollars. In this case, he chooses the 2 blue "Corriente" cattle cards.



Since only 3 cowboys were used to buy the cattle cards, Sam uses the remaining cowboy to draw another 2 cards from the market cattle stack and adds them face up to the cattle market.

