

Solo Mode

Rules & Scenarios

When playing Camping Season solo, you will not play against opponents. Instead, you will simply be faced with the challenge of designing, building, and managing a "5 star" campground (according to the "Online Rating" at the bottom of the Front Office Board).

In solo mode, there is no "fundraising" catch-up mechanic, for obvious reasons.

During Phase 6, when you are calculating who has placed the most , roll the Maintenance Die, and gain (2) if you placed more than the number rolled. Refer to the image on the right to determine the numeric value of the roll.



All rules not otherwise referenced here will remain the same as the multiplayer game.

All scenarios can be played in multiplayer games as well.

Unpredictable Customers

Camping is a quickly growing industry! With so many people getting into the hobby each year, it's a little more challenging to predict who's going to show up to your campground.



In this scenario, whenever you play an Amenity Card, you will not add any tokens to your Guest Bag that you would normally gain from the Amenity. You will still gain the ability and the points at the end of the game from the Amenity, as normal.

During Phase 3 of each season, you'll draw 2 New Season Cards instead of 1, gaining all tokens from both cards.

Can you achieve a "5 star" rating with this unpredictable consumer base?



"5 Star" Expectations

Keeping a well maintained campground is hard work, but also an expectation for any "5 star" resort. Guests will not tolerate anything less than perfection when paying good money to stay at your high-end campground.

In this scenario, when gaining money during Phase 6 of each season, earn an additional \$5k for every token placed "correctly" in your campground (token matches the color of the site, or is the top icon on the tile).



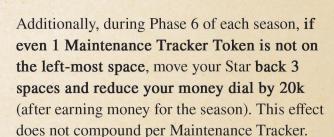
Extra \$5k Earned



Extra \$10k Earned



Extra \$15k Earned Total



*Your customers are leaving bad reviews and requesting refunds.

If any Maintenance Tracker Tokens are flipped, you will move your Star back 6 spaces instead of 3, per flipped token.

Can you handle the pressure of owning such a luxurious resort?

All The Bells & Whistles

Completing specific campground projects will help to aid certain business strategies. However, for the ultimate campground experience, your guests want access to everything you have to offer.

To succeed in this scenario, you must end the game with all projects completed on the Project Board, as well as earn "5 stars" for your online rating.



You will start the game with all 4 smaller projects completed, with the ability to place those 4 on projects along with the usual during Phase 1 of the first season.



Additionally, during seasons 1 and 2, you may place up to 2 Amenity cards instead of 1 during Phase 2. Season 3 and onward, you may only play 1 Amenity card during Phase 2, as usual.

Will you fulfill your guests' dreams of visiting a campground with all the bells and whistles available to them?

Specialty Campground

Owning a specialty campground by catering to the higher-end clientele can be lucrative, but faces its own set of challenges.



In this scenario, your Guest Bag will start with the usual set of tokens, plus 1 additional and . You will start the game with the Water Infrastructure project completed (place the Water Infrastructure token in the corresponding space on the Project Board).

You are limited to building only 1 Tent and 1 Normal Site Expansion each, and 0 Tent/Normal Site Improvements for the game. You must otherwise rely on building Premium Site and Cabin Expansions/Improvements.

As a reminder, you can place ____ and ___ on Premium Campsite Tiles for points, but don't earn money from these tokens as they aren't in a site that matches the color of the token (or top icon of the tile).

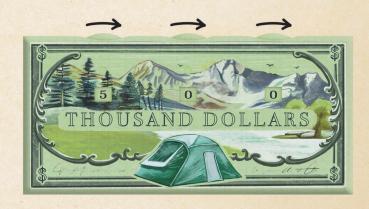
Will you succeed in creating and managing the ultimate high-end, specialty campground?



Sizable Inheritance

Your grandmother, who always loved spending time outdoors, has gifted you with a sizable inheritance. You've decided to use the funds to build a campground in her honor, donating 100% of the profits to the Leave No Trace foundation at Int.org.

In this scenario, you will start the game with \$500,000 instead of \$100,000.





Phase 6: -\$20k

However, during Phase 6 of each season, you will not earn money, as all proceeds are going to charity.

In fact, you will instead donate an additional \$20k per season by reducing your Money Dial by \$20k during Phase 6.

If you cannot donate the additional \$20k, you will lose the scenario.

Make your grandmother proud by creating a "5 star" camping experience, and committing resources to help preserve the great outdoors for generations to come!