

RIVER MARKET

SOLO RULES

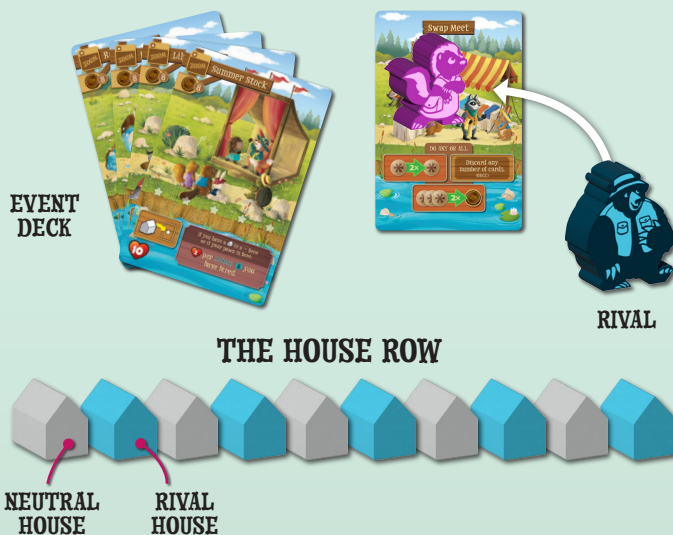
DRAFT RULES • LAST REVISED NOV. 12

All gameplay, visuals, and tallies are subject to change before production.

SETUP

Set up as for a regular game, with these changes:

- Before shuffling the card deck, remove all **Event Booths** from the deck, and create a separate shuffled face-down Event deck beside your play area.
- Choose a colour to be your **Rival** (the Rival does not get a player mat and never collects resources). Place the **Rival's pawn** on the **Swap Meet** along with yours.
- Make a **house row** of **ten houses** in front of your player mat, using your Rival's houses **and** a third (neutral) house colour. **Alternate** their colours, with the neutral colour as the first house (the **leftmost** house is considered the "first" one).



GAMEPLAY

Take your turns as normal. After each turn, perform the **Rival's turn** by drawing the top card of the deck:

If it is **not** a **Booth**, your Rival keeps it in a face up **collection** and moves its pawn clockwise the **exact** Step value of that card.

- The Rival **may** end on the same Booth it began.
- If it is a **Zoom**, move the Rival to any Booth **other** than the one it is on.
- If the Rival ends movement on a booth you own, you **do** gain the Owner bonus.

Non-Booth example: The Rival draws a **Helper** card. It moves the card's Step value of 4, then keeps the card in its **collection**.



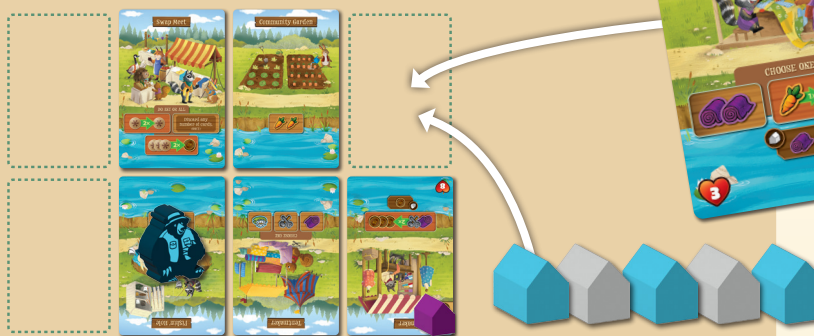
(continued on other side)

GAMEPLAY (continued)

If it **is** a **Booth**, check the **house row**.

- If a **neutral** house is first, simply discard it from the game, discard the Booth card, and **discard** the Rival's card collection.
- If a **Rival** house is first, your Rival **builds** the Booth (for free), using that house to mark its ownership. (To determine where, use the Booth's Step value to count end spots clockwise from the Rival's pawn, and build there. If it's a Zoom, you choose.) Then **discard** the Rival's card collection.

Booth example: The Rival draws a Booth card. You check the **house row**; the first house **is** a Rival house, so it builds the Booth (three end spots clockwise from its pawn). Then you **discard** the Rival's card collection.



EVENTS

If the Rival's collection ever gets to **five** cards, **discard** them all (**after** the Rival moves). Your Rival draws and builds the top Booth from the **Event deck** (you choose where), using the first **Rival** house in the house row (if there is a neutral house ahead of it in the row, also discard that one from the game).

Event example: The Rival's card collection has grown to five cards, so the Rival builds the top Event from the deck onto the river. Since a neutral house is first in the house row, you discard it and use the following Rival one to mark the Booth. Then you **discard** the Rival's card collection.



GAME END

The game ends when either you **or** your Rival run out of houses, **or** when the deck runs out. As usual, when game end is triggered, you gain a Zoom token and take two more turns (reshuffle the deck if you need to).

Do perform the Rival's turn during the game end, but if it is supposed to build and has no houses left in its row, skip that part.

Count your score as usual, then check your end results against the four questions to the right. Each answer will give you a phrase. String the four phrases together to discover your title. For example, you might end up **"The most charmingly Bright-eyed Minnow Wrangler we've seen in years!"**

1 How many Helpers did you hire?

- **0-1:** The most ruggedly
- **2:** The most amiably
- **3:** The most charmingly
- **4+:** The most irresistably

2 What was your final score?

- **0-25:** Chilled-out
- **26-32:** Bright-eyed
- **33-40:** Deal-minded
- **41-48:** Hard-bargaining
- **49+:** Entrepreneurial

3 What Resource did you have the most of left over?

If it's tied, choose the tied type you want.

- **Veggies:** Carrot Pickler
- **Fish:** Minnow Wrangler
- **Cloth:** Blanket Hog
- **Tools:** Do-It-Yourself-er
- **Lilies:** Pond Hopper
- **Coins:** Penny Polisher

4 What caused the game to end?

- **The deck ran out of cards:** of the summer!
- **The Rival ran out of houses:** we've seen in years!
- **You ran out of houses:** in River Market History!