

PAMPERO

SOLO GAME RULES

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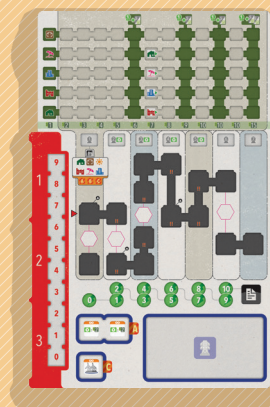
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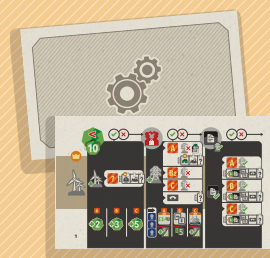
Introduction

In Solitaire Mode you will play against VJ who does not play action cards, but instead follows an action selection system on solo cards.

Solo Components



1 × solo grid board



18 × solo cards



6 × majority markers

3 × VJ tokens labeled 1, 2, and 3
3 × player tokens labeled 1, 2, and 3



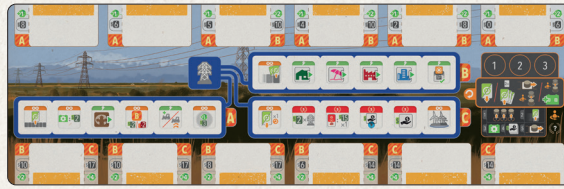
1 × solo pass tile



Solo Game Setup

Set up the game per the normal rules, with the following notes and exceptions:

- 1 Use the 2-player side of the game board.
- 2 Choose any color *grid board* for yourself and take the corresponding player pieces.
- 3 Give VJ the *solo grid board* with the red track on the left. Choose an unused player color and give VJ those player pieces.
- 4 Use the *time track* printed on the board and the normal rules for placing *scoring tiles* (not the *first game* rules). Use only the *scoring tiles* from the base game, no expansions.
- 5 After placing the *scoring tiles*, draw the 3 *solo cards* that match the majority objectives on the 2nd scoring and two end *scoring tiles*. Place them next to the 1, 2, and 3 spaces to the left of the *solo grid board*. Matching *solo cards* will have the same left symbol as the majority symbols on the *scoring tiles*.
- 6 Place your *time track disc* on the first space of the *time track*. VJ does not use a *time track disc*.
- 7 Place a *wind farm* for VJ in an A2 starting space. Do not place a starting *electrical tower* or *bulldozer* on the board for VJ. Perform normal player setup per the base game rules.
- 8 Place *energy markers* on position 1 of both *grid boards*, as normal.
- 9 12 *batteries* are used in the solo game. Return the rest to the box. VJ and you each has 1 *battery* to start the game.
- 10 Place all 6 *majority markers* on the track at their proper values, depending which *solo cards* are in play (see *Majority Track on VJ's Solo Grid Board* rules on the next page).
- 11 Place the *Pass VJ's Turn* tile next to the *solo grid board*, brain side up.



Example: Both VJ and you start with one wind farm on the board, so if the wind farm majority solo card is in the second space, move both of the '2' majority markers to 1 on the majority track.





Solo Gameplay Overview

Game Structure

VJ and you each take turns in order.

You always take the first turn.

Your turns function largely as normal; VJ's turns are described on the following pages.

Objective

To win, have the most money after final scoring, as per the regular game rules.

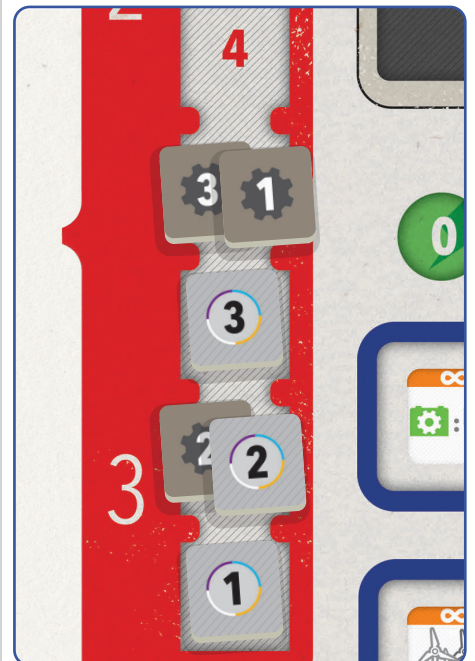
You'll play against VJ, who will try to beat you by getting the majorities on the scoring tiles.

Majority Track on VJ's Solo Board

The red track on the left edge of the *solo board* is used to track values for each of the three majority scorings in the game. The spaces to the left of the board hold the three *solo cards* that match the majority sides of scoring tile 2 and the final scoring tiles (A and B). Majority is not checked for the first scoring and so is not on the *majority track*.

The *majority markers* are moved whenever VJ or you take an action that would adjust any of the majority values.

Since the *majority track* always has the current values used in each of the majority checks, it is easy to check when and where VJ falls behind. **VJ wins ties when determining majority.** The player must have more items to win the majority.



VJ'S SOLO GRID BOARD

VJ can move income markers to spaces past unbuilt electrical towers.

VJ can fulfill any type of contract from the start of the game.

VJ End of Column for 1st Scoring and End of Game (scoring tile 2.3 - Player Reference page 7)

Standard contract bonus:
VJ scores \$3 for each covered space with a !! for scoring tile 2.7 (Player Reference page 7)

Network requirements

VJ's energy can't go above 10. Instead VJ must fulfill a contract.

Solo Gameplay Overview (cont'd)

Game Turn Order

You take the first turn, then play alternates. Take your turn as normal, except for the rules for using VJ's bulldozer and towers, below.

The turn order never switches. Once per game, before VJ's turn, flip the *solo pass tile* and skip VJ's turn. This represents VJ taking a turn to collect all their cards.

Using VJ's Dozer and Towers

VJ has a virtual *bulldozer* on every construction site on the board that does not contain a *wind farm*, *electrical tower*, or *bulldozer* component. So, if you want to build anywhere other than where your own *bulldozers* are, you must pay VJ to use their *bulldozer*.

In the same way, you must use VJ's *electrical towers* for fulfilling *contracts* in sectors where you don't have *towers*.

The cost of the actions for using VJ's *bulldozers* and *electrical towers* is fixed. Play your *action card* on your *company mat* as normal, but instead of paying the amount indicated in the action card space where your card was played, instead pay VJ as follows:

- Zone A - \$ 8
- Zone B - \$ 10
- Zone C - \$ 17

Ignore VJ's virtual *bulldozers* when placing your actual *bulldozers* throughout the game.

Example:

You want to build a *wind farm* in sector **B1**, but have no *bulldozer* there. You decide it is worth it to pay VJ \$10, and place your *wind farm* on an available space in that sector, even though no *bulldozer* is there.



Gaining Specialist Cards

When gaining *specialist cards*, VJ always takes *scoring cards*, never *action cards*.

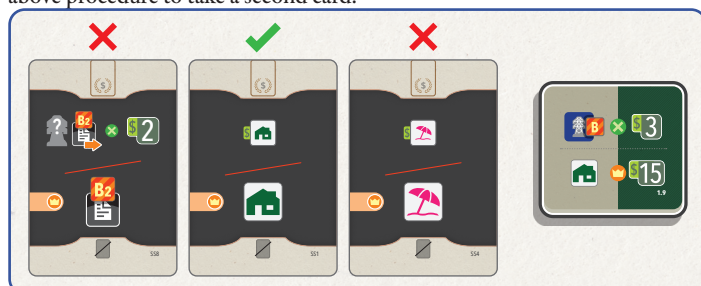
Which *scoring card* VJ takes is determined in the following order:

1. Take a *scoring card* that matches the next *scoring tile* to be scored.
2. Take the *scoring card* with iconography matching your (player) *rightmost/bottommost income marker*.
(See note on page 6 for how to determine *rightmost/bottommost*.)

If there is a tie, VJ takes the *scoring card* with iconography matching VJ's *rightmost/bottommost income marker*. If there is still a tie, you can decide which *scoring card* VJ should take.

If there are no *scoring cards* matching the above criteria, VJ draws a card from the top of the deck.

If VJ took a face-up *scoring card* when reaching the final space on the income marker track, then replace that card from the deck and repeat the above procedure to take a second card.



VJ Action Selection

VJ's primary goal is to win the majority objective on all *scoring tiles* but the first (since majority isn't scored on the first tile).

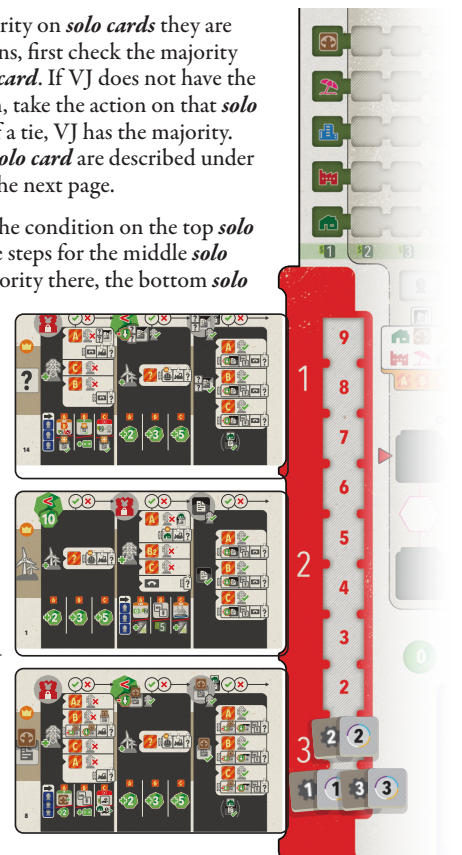


VJ will always pursue majority on *solo cards* they are losing. On each of VJ's turns, first check the majority condition on the first *solo card*. If VJ does not have the majority for that condition, take the action on that *solo card*. Remember, in case of a tie, VJ has the majority. The rules for navigating a *solo card* are described under *Navigating Solo Cards* on the next page.

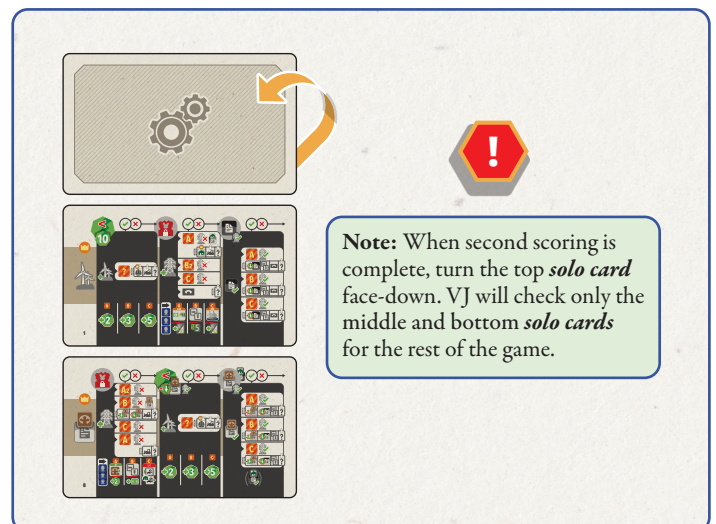
If VJ has the majority for the condition on the top *solo card*, then repeat the above steps for the middle *solo card*, and if VJ has the majority there, the bottom *solo card*.

If VJ is currently winning the majority on all three *solo cards*, they pursue the objective that is tying/winning by the least margin. If there is still a tie, select the topmost tied card.

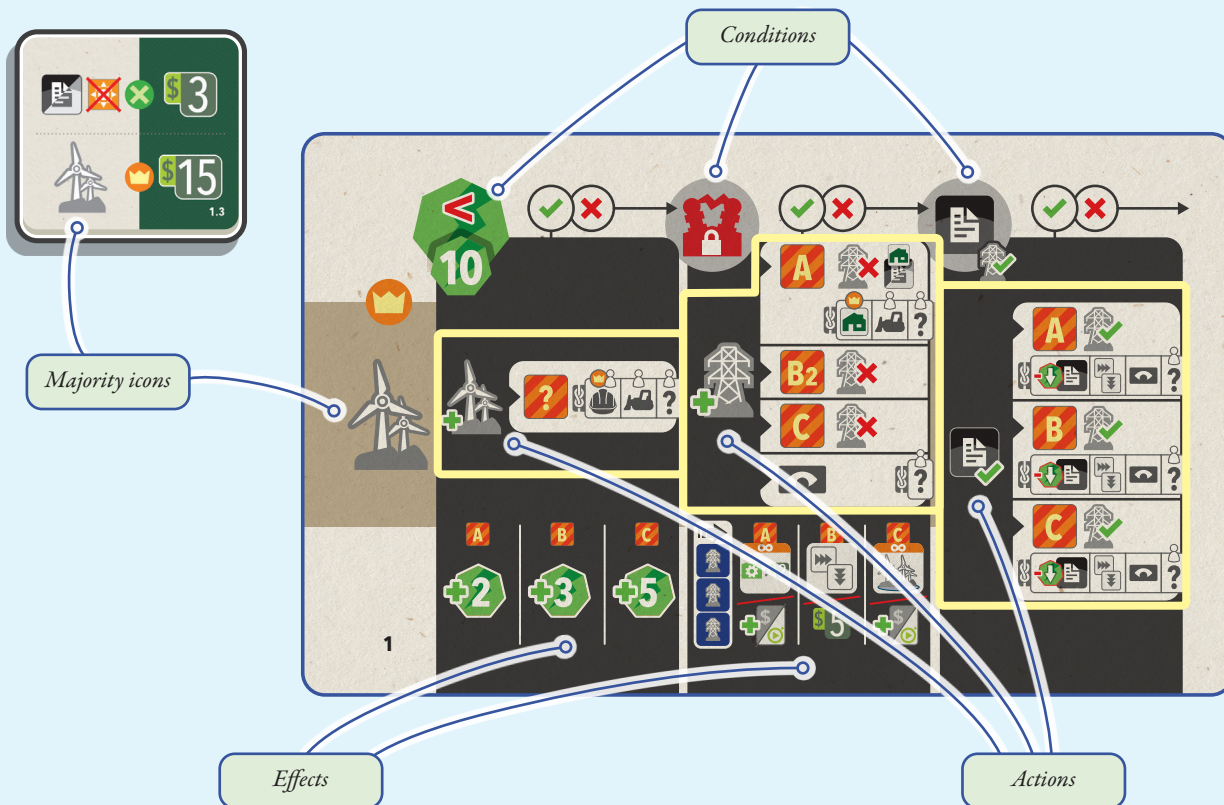
Note: Both VJ and the player score tiles per the base game. So, while there is no majority comparison during the game's first scoring, both VJ and you score the top of the tile. You should plan your actions to optimize your score, but VJ will only concentrate on future majority scores.



*Note: Unlike the player, VJ does not have *action cards* and never pays to take actions. VJ keeps any money earned for scoring.*



Anatomy of a Solo Card



Navigating Solo Cards

As mentioned, the icon on the left of each *solo card* matches the majority icon of a *scoring tile*. To the right of the majority icon, the *solo card* has three sections, which are read from left to right to determine the proper action. When VJ takes an action in one of the three sections, their turn ends - stop evaluating the card.

The top of each section indicates a condition to check. If the condition is true (✓), follow the line down to the action on the center of that section.

If the condition is false, follow the arrow from the ✗ to the next section on the right. Check the condition in each section until an action is performed or all of the conditions are false. If all of the conditions on the *solo card* are false (✗), then continue checking on the next *solo card*.

Note: When instructed to check the next *solo card*, begin checking conditions from section 1 on that card. If instructed to check the next *solo card* from the bottom card, then instead move to the top card.

If the top card is flipped because that scoring has already occurred, then go to the middle card.

The center of the section describes the action to perform:

1. **Build Wind Farm**
2. **Build Electrical Tower**
3. **Fulfill Contract**

These three actions are detailed in the *VJ Action Overview* section on the next page.

After performing the action, the bottom of the section may have an effect:

- **Advance VJ's energy marker after building a wind farm.**
- **Collect built electrical tower bonuses after building an electrical tower.**
- **The effect for Fulfill Contract is in the contract itself.**

Example:
The first (leftmost) section on the *wind farm majority solo card* above checks if VJ has fewer than 10 *energy*. Let's say the game has just started so VJ has just 1 *energy*. That's less than 10, so VJ follows the line down to the center of the section, which instructs them to build a *wind farm*.

If VJ had 10 *energy* (the max), then they'd have instead followed the arrow to the middle section and checked if all the *transformers* on VJ's *grid board* are locked.

VJ Action Overview

As discussed, each *solo card* has three sections. These sections relate to the three actions that VJ will try to perform.

Different *solo cards* may have these sections in a different order, and each of the sections will be slightly different. However, despite these differences the actions are performed the same for each card.

There are some overall action rules that should be observed:

- VJ does not require a *bulldozer* to build on a space; they are considered to have a virtual *bulldozer* on every available building spot where you don't have a *bulldozer*.
- VJ does not use player pieces - *bulldozers* or *electrical towers*, and will therefore never pay you! They only pay *energy* and/or *batteries* to the bank when fulfilling *contracts*.

General *solo card* navigation is described on the previous page. While each *solo card* is different, they all follow the same flow.

Note: Remember, VJ will never pay the player to take actions!

Note: Each solo card mimics the decisions and actions an experienced player would take to gain the scoring majority on that card. If you are having trouble with the strategy when playing Pampero, then reading and understanding the solo cards might help you!

Solo Card Icons

A few new icons on *solo cards* deserve additional description.



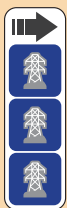
If all *transformers* on VJ's *grid board* are locked, then perform the action in that section (build an *electrical tower*).



If VJ does not have enough *energy* to fulfill a *contract* in a sector in which they have an *electrical tower*, then take the action in this section (i.e., Build Wind Farm).



If VJ has an *electrical tower* in a sector with a *foreign market card* (e.g., sector B1 or B2), then sell to a *foreign market* per the base rules.



VJ will take an entire column of *bonus tiles* and pre-printed bonuses in that column.

When these (or similar) icons are together in a line, then evaluate them from the left to right, stopping when there is no longer a tie.



The area where you, the player, have the most built structures (*wind farms* + *electrical towers* + *transformers*).



The sector where you, the player, have the most *bulldozers* from those tied.



The player may select any area, first from those tied, then from any area on the board.



The eye icon guides you to the next card to resolve ties. How that works is different, depending on where it is found on the card. See the *Solo Card Example* (page 8) for further details.



Build Wind Farm

Condition

Like all sections, the top third of the Build Wind Farm section contains a condition to check. If the condition is true, follow the line from the green checkmark (✓) down to the middle section of the card, to build the *wind farm*, or else move to the next card section.

Action

Build VJ's *wind farm* in the sector where you (the player) have the most structures built (*wind farms* + *electrical towers* + *transformers*). In case of a tie, select the space with the most *dozers*. If there is still a tie, you, the player, select

an available location on the game board. Place a *wind farm* from VJ's supply on the selected location.

Effect

Advance VJ's *energy marker* according to the zone where the *wind farm* was built, as indicated on the bottom of the section.

- **Zone A:** 2 energy
- **Zone B:** 3 energy
- **Zone C:** 5 energy

! VJ's *energy marker* cannot pass 10. Ignore *energy* VJ would gain past 10.

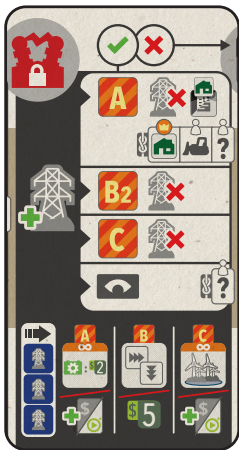
Checking Rightmost/Bottommost



This icon appears on several *solo cards*, and is used to break ties. It deserves additional explanation:

This icon directs VJ to find the rightmost *income marker* on their *grid board*. If there is a tie, use the bottommost income marker among those tied. Below, *residence* and *commercial* are the furthest right on VJ's *grid board*, so *residence* is used for the comparison because it is the lowest of the tied *income markers*.





Build Electrical Tower

Condition

This condition involves checking if all of the **transformers** on VJ's **grid board** are locked. **Transformers** are locked when they are in columns with **electrical towers**, as per the normal rules. There are, however, cards with other conditions that can lead to building an **electrical tower**.

Action

If the condition is true, follow the line from the green checkmark (✓) down to the center, where VJ builds an **electrical tower**. The following rules apply, regardless of the iconography:

- Look for a sector where VJ does not already have an **electrical tower**, searching zones in the order shown on the card.

Note: VJ will not build a second of their towers in a sector until all six sectors on the board have one VJ tower.

- If no valid building space was found, then begin searching again in the first zone on the **solo card**, this time including sector(s) where VJ has the fewest **electrical towers**. If there is a tie for sectors where VJ has the fewest towers (e.g., VJ has an **electrical tower** in every sector) then select any sector with an available space to build.

Example:

We're using **solo card 3 - Most Wind Farms** for this example, specifically the grid on the bottom third of section 2 on the card.



Move left, checking each column in the B section for a tile that matches the icon on the top of the B portion of the bonus section on the **solo card**:



On their turn, VJ builds an **electrical tower** in sector B2. To determine which column VJ selects on the **tower bonus board**, start at the rightmost B column on the **bonus board** ①:



In this case, VJ searches for a tile with the **residence** icon, since the **residence income marker** is the furthest on their **grid board**. None of the tiles in zone B of the **tower bonus board** contains a **residence tile**, so we start back at the rightmost B column ①, this time searching for the pre-printed icon on the **bonus board** that matches the zone B icon on the **bottom** of the **solo card**:



We find a match for the \$5 bonus in the rightmost column ①! There are two **bonus tiles** in that column, and one **pre-printed bonus** (the \$5):

VJ adds the two **bonus tiles** to their **grid board** and performs all three actions as described in the **VJ Bonus Reference** section on page 8.



- Build the leftmost available **electrical tower** on VJ's **grid board** for placement, just like the normal rules.

If not all **transformers** are locked, then proceed to the next card section. See the detailed example on page 8.

Effect

After building the **tower**, proceed to the bottom of the card to determine which tower bonuses VJ gets. VJ will take all tiles in one column of the **tower bonus board**, and gain all pre-printed bonuses in that column. The column is selected using criteria on the **solo card**. Unlike real players, VJ will not take bonuses from zones to the left of the zone where the **electrical tower** was built.

- Start checking at the rightmost column of the **tower bonus board** in the zone where the **electrical tower** was built.
- Move left, one column at a time, to the first column of that zone.
- In each column, check for a **bonus tile** that matches the top symbol in the table on the bottom of the **solo card** section.
- If you get to the first column of that zone without finding a match, then start over and check the columns in that zone for a **pre-printed bonus** that matches the bottom symbol in the grid on the bottom of the **solo card** section.
- If a match is still not found, then select the rightmost valid column with the most **bonus tiles**.

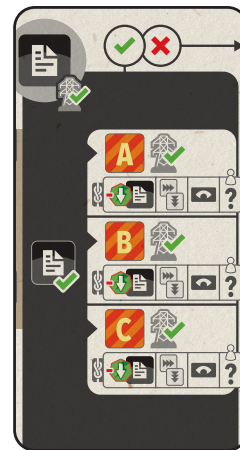
When taken, place a \$2/battery or second wind farm **tower bonus tiles** (2, 3, 30) on matching spaces of VJ's **grid board**. Other **tower bonus tiles** can be placed in the open space on VJ's **grid board**, to be counted in future scorings.

See the **VJ Effect Reference** (page 8).

Fulfill Contract

Condition

Check for available **contracts** in any sector with one or more of VJ's **electrical towers**.



Action

In the middle of the third section, first search for the cheapest available **contract** in **zone A**. If there are no available **contracts** in zone A (in sectors where VJ has an **electrical tower**), then check an available **contract** in **zone B**, and finally **zone C**.

If a **zone** has available **contracts**, and if there is a tie for the cheapest **contract**, select the **contract** matching the rightmost/bottommost **income marker**.

If there is still a tie, then there are multiple **contracts** of the rightmost/bottommost type (residential, for instance). To determine which of the tied **contracts** to use, look at the contract section of the **next solo card**. Run through the same checks on this card, starting from the first zone or sector on the card.

If you traverse the second **solo card** without a clear choice, then proceed to the third **solo card** (i.e. when the 1st **solo card** isn't face-down).

In the very unlikely situation where there is still a tie, then the player can decide which tied **contracts** to use.

- VJ will place **contract tiles** in the leftmost available column of the **solo grid board**.
- VJ will place **network tiles** on the **solo grid board space** when there are **contract tiles** on both sides of the connection.

See the detailed example on the next page.

Effect

The effect of fulfilling a contract is in the contract itself.

Appendix: Solo Card Example

As mentioned, each *solo card* mimics the decisions an experienced player would make to achieve majority for the *scoring tile* objective shown on that card.



For instance, on this *solo card* VJ will use the conditions and actions, from left to right, to achieve the goal of having the most network tiles on their *grid board*. Let's walk through the Build Electrical Tower section.



Condition:

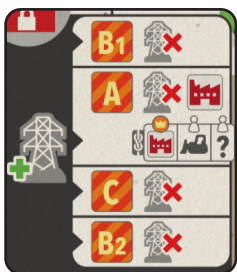
First, VJ will check if all of the *transformers* on their *grid board* are locked. If so, build an *electrical tower* per the middle of the section, or else proceed to the next section.



Action:

First, search for a sector in *zone A* where:
 a) there is a spot to build an *electrical tower*,
 b) VJ does not have an *electrical tower*, and c) which has the most *residential icons* on available *contracts* and *connection tiles*. Select the sector with the most *residential icons*. If there is a tie, then select the tied sector where you (the player) have the most *bulldozers*. If there's still a tie, you select the tied sector to build VJ's *electrical tower*.

If VJ has *electrical towers* in all sectors of *zone A*, then search sectors in *zone B*. If only one *B* sector has an *electrical tower*, then VJ builds a *tower* in the other sector, and the action is complete. However, if neither *B* sector has a VJ *electrical tower*, then find the *B* sector with the cheapest available *contract* (of any type). If there is a tie for *zone B* sectors with the cheapest available *contract*, then the eye icon (👁️) tells us to look at the Build Electrical Tower section of the next *solo card*.

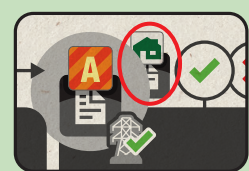


Note that on the next card we're still looking at *B* area(s) of the Build Electrical Tower section. Starting from the first *B* section on the second *solo card*, we see we can build an *electrical tower* in *B1*, if it doesn't already have one. *B1* doesn't, so we take the Build Electrical Tower action in *sector B1*, and then move to the bonus (bottom) of the original *solo card*. See the earlier Build Electrical Tower rules for bonus resolution details.



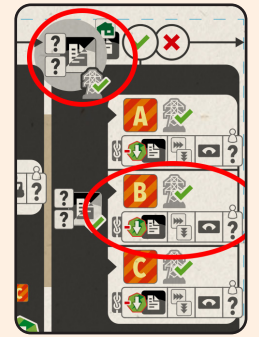
Secondary Icons

Perform a search using the *secondary icons* (behind the *main icon*) when the *main icon* search returns no results or a tie.



👁️ Eye Icon in Contract Section

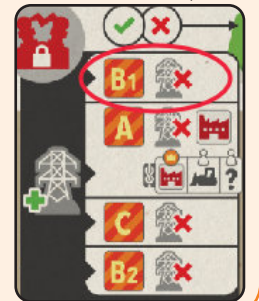
If the eye icon is in the Fulfill Contract section of the *solo card*, then look at the condition at the top of the contract section of the next *solo card*. That condition should almost always break the tie. If it does not, then look for the matching zone from the first card, and use that to break the tie. If there are multiple instances of the zone, then start from the top.



Here, assume the eye icon on the first *solo card* was on a *zone B* section. First look at the condition at the top of the second *solo card* for a contract with two market icons in a *zone B* sector. If there is not one, or there is more than one, then look behind main icon for an icon (residential contract here) on a *zone B* tile. If there is not one, or there is more than one, then look at the *B* portion of that *contract* to break the tie (cheapest *zone B* contract, rightmost/bottommost contract, next card, or player chooses if there's still a tie).

👁️ Eye Icon in Build Electrical Tower Section

When the eye icon in a Build Electrical Tower section directs you to the next *solo card*, look at the Build Electrical Tower section of the next *solo card*. Ignore the condition on top of the *solo card*, and look for a matching zone in the middle. This is further explained in earlier examples.



VJ Bonus Reference

Some *bonus tiles* will work differently for VJ, as described below.



The above *tower bonus tiles* get added to the open space on VJ's *grid board*, to possibly be used for future scoring.



These ongoing *bonus tiles* will slot into VJ's *grid board*.

The above bonuses are handled normally. See the *Pampero Component Reference* for details. Remember to count any relevant icons on *tower bonus tiles* during scoring.



VJ takes these bonuses once when the tile is gained, per the normal rules. Remember to count any relevant icons on *bonus tiles* during scoring.



Advance the *income marker* for the rightmost/bottommost *income marker* 1 or 2 spaces.



Park one of VJ's *bulldozers* in the leftmost/topmost available space on the *parking grid* on the game board. If the grid is full, park the *dozer* in the unlimited utility area to the right of the grid.



Take a face-up *specialist scoring card* from the display. Select a card:

- matching the next *scoring tile*
- with the most icons matching your (player) rightmost/bottommost *income marker*.



Gain 1 *energy* and \$3. Place the *tower bonus tile* on VJ's *grid board* and keep the *connection tile* in VJ's play area.