

## Rules for Solo play Clash d'Ardèche

### Introduction:

The friendly, but slightly corrupt mayor has gone megalomaniac in this solo-version of 'Clash d'Ardèche'. His nice country house in the outskirts of the small French village is no longer any good, he now demands the island as the vicinity for his mansion. Do not attempt to stand in his way: he'll dispossess you that very moment.

Furthermore, one cannot simply please the mayor as one used to – occasionally providing him with wine, jewellery and cigars. Our burgomaster now simply demands those. And do not dare to deny him his delights or he'll sent you two extra 'guests' from the village to host on your camping ground.

Withstand this tyranny, built your camping ground cunningly, charge your guests smartly and become once again the victor of this 'Clash d'Ardèche'!

### Rules:

Most of the normal rules apply, including the victory conditions. The exceptions are noted below:

#### *Low season:*

##### Start:

The mayor starts with one site, right on top of the mountain of the island. If he owns the whole island, he wins.

##### Phase e play bribe cards

This phase is greatly simplified. The only favour to gain is to take over a site of the mayor's estate on the island. You can do this once by paying three wine, once by paying three cigars and once more by handing over three jewellery.

#### *High season:*

##### Phase a tent placement on camping ground and mayor's home

Mind the restriction of putting guests on the mayor's home: your number of starbuildings maximizes the number of guests.

Some bonuses of the camping ground upgrades depend on the number of other camping grounds. In that case the mayor's estate counts for one other camping ground. Bonus guests will come from the village.

##### Phase b determine prices

You and the mayor both determine your price. The mayor's price card-deck is determined by your number of star buildings. The more starbuildings you have, the higher prices he can ask. See the table below:

# starbuildings	Mayor's Price cards deck
1	The 2 coins-card
2	The 2 and 3 coins cards
3	2,3 and 4 coins cards
4	2, 3, 4 and 5 coins cards
5	All of the price cards

Shuffle the price cards-deck of the mayor and draw one to determine the price of the mayor. Of course, determine your own price first.

##### Phase c Price-quality scale

As usual, your starting position on the price-quality scale is determined by the number of star buildings on your camping ground. The mayor's starting position on the price-quality scale is determined like this: put the mayor's meeple on the top of the price-quality scale, then descend one step for every site you have. For example: Your camping ground consists of one reception, one swimming pool and two sites for guests? Then the mayor's meeple descends four steps. Subsequently determine the final score on the price-quality steps by moving your camping boss and the mayor's meeple the required steps up (according to the prices charged in phase b). Now you can see if some of your guests want to leave. If they do, they'll stay (for the rest of the game, also in the low season) in the village. Unfortunately there are no guests on the mayor's mansion to transfer to your camping ground if your score on the price-quality scale is very good.

Note: the difficulty-level of this solo-game is adjustable by the starting position of the mayor.  
For beginners: top of the price-quality scale.  
Advanced players: top minus one step.  
Expert players: top minus two steps.

#### Phase e starting player & camping guide recommendation

There is no camping guide recommendation in the solo-game. You can be the next starting player, though ;-).

#### Phase f Moves of the Megalomaniac Mayor

This is an extra phase for the solo game, in which the mayor moves.

- Firstly, he takes one extra site of the island. If he owns all of the island, he wins. If you have some sites on the island, he'll just disown you. But he'll take the free sites first.
- Then he demands delights from you. Draw one card from the bribe card-deck to discover which: wine, cigars or jewellery. If you draw (in round #2 or later) wine, cigars or jewellery for the second time: then you'll have to pay two of them. Third time: pay three etc... If you'd like to keep the required card(s), or if you don't have them, then for every missing card you receive two non-paying guests from the village to host for the rest of the game.

For example: in round#4 you draw wine. You also drew wine in round #1 and #3. So now you have to play three wine in round #4. You only have one wine to give. So you receive two village-guests times two missing cards = 4 non-paying guests to place on your camping ground.