

# A WILD VENTURE



SOLO RULEBOOK



# A WILD VENTURE



## INTRODUCTION

*Otto, an exchange student from far beyond the mystery forest, has come to join in the competition! He's clever, unshakable, and does things a little differently; but make no mistake, he's just as determined to win the Community Cup as you are.*

This solo mode introduces Otto, an opponent that uses simple rules to simulate a human player. Using Otto allows you to enjoy *A Wild Venture* as a single-player experience. No additional components are required – only your wits.

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# SETUP



First, choose a difficulty for Otto: [**Easy**, **Normal**, **Hard**]. Any time you see text like this [**E1**, **N2**, **H3**] it is referring to the difficulty level that you chose.

Set up the Adventure board, the main deck, and your own pieces as normal.

After choosing your Initiate Villager, perform the following setup steps for Otto:

- 1 Shuffle the Theme Deck that you did not choose, and set it aside as Otto's personal deck.
- 2 From Otto's deck, reveal the top 8 cards. Otto will play [**E1**, **N1**, **H2**] of these cards, one at a time, by following these rules:
  - a If there are any Villagers remaining, Otto plays the Villager with the highest cost. Do not place Supplies on this card.
  - b If there are no Villagers remaining, Otto plays the Gear card with the highest Supply value. Place Supplies on this card as normal.If there is a tie, choose randomly from among the tied cards.
- 3 Trash the remaining cards in a random order.
- 4 Choose one of the two remaining Initiate Villagers for Otto to play, and Trash the other. Do not place Supplies on this card.
- 5 You take the first turn.

# GENERAL RULES

Otto has his own unusual habits:

1. Otto has no Starters, no Enchantment tokens, and no hand.
2. Otto ignores all text on all cards.

*This means that Otto does not trigger Gear cards in the usual way; see Gameplay step 1 for more details.*

3. Otto plays all cards for free.
4. Otto does not place Supplies on Villager cards when playing them during setup; these cards are **NOT** Tucked at the end of his turn.

*Otto still places Supplies on Gear cards.*

5. Otto can gain coins, but never spends them. These coins will be used to augment Otto's score during final scoring.
6. Whenever you try to give something to Otto (such as coins or cards), Otto will Gain 1 instead. A full list of card effects that may cause this can be found at the end of this document.
7. If Otto would draw a card for any reason, he instead Trashes it.

*Otto is Trashing the card, not you!*



# GAMEPLAY

After you have finished taking each of your turns as normal, Otto takes a turn of his own. Otto does not take actions, but instead automatically performs the following two steps in this order:

## Step 1: Gear

Otto takes 1 Coin from every Gear card in play, both his own and yours. This is the only way in which Otto takes Coins from Gear cards, regardless of what else he does.

If any of Otto's Gear have no Supplies on them, they are Tucked. Do not resolve any Relic effects on Otto's behalf.

## Step 2: Play

Otto reveals the top two cards of his personal deck. If there are no cards remaining in his personal deck, he reveals cards from the main deck instead. If Otto cannot reveal two cards, then reveal as many as possible.

Otto is a frugal opponent; he will always attempt to use the cheapest card from among those revealed, regardless of type. If both cards have the same cost, he will use both. This is called a **Jackbot turn**; more on that later.

- If Otto uses a Villager or Building card, simply Tuck it into his score pile.
- If Otto uses a Gear card, play it and place Supplies onto it equal to its Supply value (as normal).

After using the cheaper of the two cards, Otto Trashes the other card (unless it was a **Jackbot turn**).

## JACKBOT TURNS

If Otto is lucky enough to reveal two cards with the same cost, he will use both in the manner listed above. When this happens, you get a wee bonus! At the start of your next turn, activate a Starter. As this was not a Main Action, you can still activate it again this turn, as usual.

*Activating a Starter in this way does count as “this turn” for cards that care about that (such as **Homebody**).*

## GAME END

As usual, when the deck runs out of cards, you both take one more turn. As the deck will be empty on Otto’s final turn, all he will do is take coins from any Gear cards that are still in play.

Before proceeding to scoring, Otto returns all Supplies that are still on his Gear cards to the reserve, then Tucks every card he has in play. This includes all of his Gear, and the Villagers that he played during setup.

## PLAYER INTERACTION

You can trigger Otto’s Gear cards, and take coins from them.

Otto plays some Villagers during setup, but never activates them and only Tucks them at the end of the game. He also never plays additional Villagers after setup. These Villagers are “in play” for the purposes of cards that you activate.



# SCORING

You score as normal.

For Otto's scoring, first convert Otto's coins into points.

- If you are playing on **Easy**, for every 5 Coins Otto has, he gets 1 point.
- Otherwise, for every [**N10**, **H5**] Coins Otto has, add 1 to the number of Villagers Otto has Tucked of the least common Species.

Otto scores Villagers as normal.

Otto scores Gear as normal; he is considered to have Enchanted [**E2**, **N2**, **H3**] Buildings, so will score [**E2**, **N2**, **H3**] points for each Tucked Gear.

Otto scores points for each Tucked Building equal to its cost; he is considered to have played them and Invested coins into them equal to their cost.



# SCORING EXAMPLE

Otto has 26 Coins. First convert this into additional scoring.

- On **Easy**, Otto will get 5 points.
- On **Normal**, Otto will "buy" two additional Villagers to add to his Villager score.
- On **Hard**, Otto will "buy" five additional Villagers.

Otto has 3 Crows, 5 Rabbits, and 7 Frogs Tucked.

- On **Easy**, this is worth 21 points.
- On **Normal**, Otto will "buy" two Crows, as they are the least common, making this worth 35 points.
- On **Hard**, Otto will "buy" three Crows and one Rabbit. His fifth extra Villager wouldn't increase his score, so it can be ignored. This is now worth 42 points.

**Example:**  
**Hard difficulty**



Otto has 7 Gear Tucked.

- On **Easy** and **Normal**, this is worth 14 points (7x2).
- On **Hard**, this is worth 21 points (7x3).

Otto has three Buildings Tucked; **Tourist Information**, **Workshop**, and **Immigration Office**. Adding up their costs, this is worth 10 points regardless of difficulty setting.

Totalling these, Otto's score is [**E50**, **N59**, **H73**].

## CARDS WITH SPECIAL CASES

### Heart of the Community

Count your Villagers, and the Villagers Otto played during setup.

### Party Hat

Count your Villagers, and the Villagers Otto played during setup.

### Shapechanger

Choose from among the Villagers Otto played during setup.

### Charitable Giver

Return the coins to the reserve, and Otto will instead Gain 1 (unless you returned 0 coins).

### Escarcrow

If you give Otto a card, he Trashes it and will instead Gain 1.

### Paladin of the Populace

Instead of activating his nonexistent Warren, Otto will Gain 1.

### Remorseful Seller

Otto will Trash the card and instead Gain 1.

### Factor Feather

Since Otto cannot make decisions, instead place the top two cards of the deck onto the table face down, then reveal the next two cards.

## ADDITIONAL CHALLENGES

If Otto is too easy an opponent, try adding some of these additional challenges:

- ◆ **HEAD START:** Otto plays two additional cards during setup.
- ◆ **NO JACKBOT:** When Otto plays two cards on his turn, do not activate a Starter.
- ◆ **GO BIG:** Otto uses the more expensive card each turn, rather than the cheaper.
- ◆ **QUICK TURNAROUND:** When Otto plays a Gear card, he immediately takes 1 coin from it.
- ◆ **AN EVEN WILDER OTTO:** Set up the game using the *An Even Wilder Venture* variant, as found on Page 15 of the main rulebook. As Otto does not have a personal deck, he will start using the main deck immediately (even during setup!). If Otto runs out of Villager and Gear cards to play during setup, he will Tuck the Building with the highest cost.

## CREDITS

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# QUICK REFERENCE

## Otto's Turn

- 1 Take 1 coin from every Gear in play. Tuck Otto's empty Gear.
- 2 Reveal 2 cards (from personal deck if possible, otherwise main deck).
- 3 Use cheapest card:
  - a If Villager/Building: Tuck it.
  - b If Gear: Play it, with Supplies.
- 4 If both cards cost the same, use both. Jackbot! Player activates a Starter.

## Otto's Scoring

- 1 **Buy points:**
  - Easy:** 5 coins = 1 point.
  - Normal:** 10 coins = 1 Villager.
  - Hard:** 5 coins = 1 Villager.
- 2 **Villagers:** Score as normal. "Bought" Villagers count as least common Species.
- 3 **Gear:** Score as if Otto has [E2, N2, H3] Enchanted Buildings.
- 4 **Buildings:** Score equal to cost.

