

TARGI SOLO

Game idea:

In Targi Solo you play against an imaginary player named Andy.
Can you beat him and become ruler of the desert?

Components:

Targi Solo can be played just with the the base Game, but also with the expansion. You will need all the components of Targi (plus expansion, if you want to), this rules, the supplementary sheet, a D12 and five markers.

Preparation:

First you will have to decide how many objectives you want to fulfill. The victory points mission is obligatory and must always be chosen. Roll the D12 to determinate the score you will need by the end of the game. Mark that score with a marker.

Depending on the chosen amount of objectives , you roll the die several times to determinate your other missions. Choose one objective per section that way. Be aware: if you do not have fulfilled ojectives all at the end of the game, you lose. The obstacles are an exception to that rule. Depending on the choosen obstacle you start the game with an additional hurdle. Just like the other missions you only roll one obstacle per game.

Game play:

All rules of the base game and the expansion apply with one exception: your opponent Andy does not play any Tribal cards. He only occupies the border cards and the intersections. Cards that would go into his hand or give him resources are discarded at the end of the round.

At the start of the game, roll the D12. If the result is even, you start the game and get the starting player tile. Targi Solo is played in ordinary rounds. Both player place their targi figures alternating. On Andy's turn you roll the D12 and place his targi on the corresponding border card as seen in the image below. If an edge card is occupied or forbidden, choose the next free one [counting clockwise].

Attention: If you play with the expansion, there is one difference. If Andy would place his targi on the card occupied by the robber, he does not place the targi on the next free card. Instead he puts in on the next shifting sand dune [whichever is closest to the shifting sand dune - deck].

Likewise Andy places his targi on the next shifting sand dune, if the edge card 15 is occupied or forbidden. If there is not an free shifting dune, the targi is placed on the noble card or the next free card according to this rule.

After placing all the targi you do all your actions normally. Every drawn card by Andy and every shifting sand dune claimed by him are discarded. Then the start player changes and the new round begins.

The missions:

1. **Victory points:** At the end of the game you need to have the marked amount of victory points or more.
2. **Ressources:** At the end of the game you need to have the marked ressources. You still get victory points for water, even though you have to own it to fulfill this objective.
3. **Robber/Display:** At the end of the game the robber must not have passed the marked card or you will need to have the marked amount of tribal cards.
4. **Rows:** At the end of the game you need to have the marked amount of rows in your display:

- a) min. 1 row with different cards
- b) min. 1 row with same cards
- c) min. 1 rows with different and 1 row with same cards
- d) min. 2 rows with different cards
- e) min. 2 rows with same cards
- f) 3 rows with same cards or 3 rows with different cards

5. **Obstacles:** The obstacles make the game more difficult.

References:

Obstacle Nr. 9: You dont have to give up the same thing twice. You can choose different things (resources or victory points) on each raid.

Obstacle Nr. 12: You still get all other ressources from shifting dunes.

End of the game:

Receive one victory point for each round that would be still left to play, if you finished the game by placing your 12th tribe card in your display. If you have fulfilled all marked objectives at the end of the game, you have won and become the ruler of the desert! But be aware, Andy seeks revenge :-]

Variant:

Instead of rolling a die to determin your objectives, you start each one at the lowest level. An exeption are the obstacles, here you still roll the die. Every time you succed, you raise one or more obstacles to the next higher level, for your next game.

1) TARGI PLACEMENT

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	=			=	
	=			=	
	=			=	
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	=			=	

IF A BORDER CARD IS OCCUPIED OR FORBIDDEN,
CHOOSE THE NEXT FREE ONE (COUNTING CLOCKWISE).
EXPANSION: ROBBER/CARD 15 → SHIFTING SAND DUNE

TARGI

SOLO

OBJECTIVE VICTORY POINTS (OBLIGATORY)

1 = 30	7 = 36
2 = 31	8 = 37
3 = 32	9 = 38
4 = 33	10 = 39
5 = 34	11 = 40
6 = 35	12 = 40

OBJECTIVE RESOURCES

1 = [Gold Coin]	7 = [Gold Coin]
2 = [Water Jar]	8 = [Water Jar]
3 = [Gold Coin]	9 = [Gold Coin]
4 = [Water Jar]	10 = [Water Jar]
5 = [Gold Coin]	11 = [Gold Coin]
6 = [Water Jar]	12 = [Water Jar]

IF YOU PLAY WITHOUT THE EXPANSION,
APPLY THE NEXT LOWER NUMBER,
WHEN ROLLING AN EVEN NUMBER.

OBJECTIVES ROBBER/DISPLAY

1 + 2 = MAX.	[Robber Card]
3 + 4 = MIN. 10 X	[Display Card]
5 + 6 = MAX.	[Robber Card]
7 + 8 = MIN. 11 X	[Display Card]
9 + 10 = MAX.	[Robber Card]
11 + 12 = MIN. 12 X	[Display Card]

OBJECTIVE ROWS

1 + 2 = MIN. 1 X	[Row 1 Cards]
3 + 4 = MIN. 1 X	[Row 2 Cards]
5 + 6 = MIN. 1 X	[Row 3 Cards]
7 + 8 = MIN. 2 X	[Row 4 Cards]
9 + 10 = MIN. 2 X	[Row 5 Cards]
11 + 12 = MIN.	[Row 6 Cards]

OBSTACLES

1 = YOU START THE GAME WITHOUT ANY RESOURCES, JUST WITH THE 4 VICTORY POINTS	7 = YOU LOSE THE ABILITY OF YOUR FIRST TRIBAL CARD. TURN THE CARD UPSIDE DOWN.
2 = YOU CANNOT EXCHANGE WATER FOR GOLD OR RESOURCES WITHOUT USING THE MERCHANT!	8 = REMOVE THE TARGIA, SHE IS NOT USED IN THIS GAME.
3 = YOU HAVE TO PAY TWICE AT THE THIRD RAID!	9 = AT EVERY RAID YOU HAVE TO PAY ONE EXTRA VICTORY POINT OR RESSOURCE!
4 = YOU CANNOT EXCHANGE WATER FOR GOLD OR RESOURCES AT THE DEALER!	10 = EVERY ROUND YOU CAN ONLY PLACE ONE TARGI ON A SHIFTING DUNE!
5 = YOU CANNOT PLACE YOUR TARGI ON A SPACE OPPOSITE THE ROBBER!	11 = AT THE END THE GAME YOU GET ONE FEWER BONUS POINT FOR EACH OF YOUR COMPLETED ROWS!
6 = YOU CANNOT PLACE YOUR TARGI ON A SPACE OPPOSITE THE TARGIA!	12 = YOU DO NOT RECEIVE VICTORY POINTS VIA SHIFTING DUNES!

IF YOU PLAY WITHOUT THE EXPANSION, APPLY THE NEXT LOWER NUMBER, WHEN ROLLING AN EVEN NUMBER.