

SOLO CHALLENGE ALMANAC

HARVEST



WELL, WELL, WELL, look who went and got themselves all established in Furroughfield. Think you've got what it takes to be outstanding in your field in a town like this? Life in Furroughfield can be a bit wild, and you never know when something new is going to show up at your door. I should know, it's usually me. But don't have a cow. Let's see how you handle yourself now that you're out here all on your lonesome.

Solo Setup

Follow the **GAME SETUP** as listed on pages 4 and 5 of the Core Rulebook, including setup for Gairy, The Interrupting Cow, as instructed for 1-2 player games.

In a solo game, you will select 2 unused player colors and place the 6 Wheelbarrows belonging to those colors next to the Interrupting Cow Deck.

Once you've got the hang of how Gairy works, use the Mayor Gairy Reference Card to remind you of Gairy's steps throughout the game.

Selecting A Challenge

Harvest's Solo Mode is comprised of 17 unique challenges that present the player with a special scenario and new variables that change how each one is played. Each challenge has a base Point total (Goal) that the player will try to achieve. Some Goals also include specific win conditions. Each challenge has a Hard mode that may change the Point Goal, restrict player actions, and/or add win conditions.

The Solo Mode challenges will provide the scenario, assign the Character used, detail any special rules for that challenge, and list the Normal Point Goal and/or win conditions as well as the Hard Mode win conditions.

We recommend playing through the levels in sequential order using the Normal win conditions first. If you fail a level, try it again until you are successful!

Once you complete all 17 challenges on Normal, you can then proceed through them again with the Hard win conditions.

Character & Farmhouse

Each level will instruct you to either choose a character or provide you with a specific character that you must play for that level.

After reading through the level and taking your Character Card, you get to choose which 1 of the 8 Farmhouse Tiles you'd like to play with for this challenge. Once you've chosen your Farmhouse Tile, proceed with **PLAYER SETUP** as normal.

Playing Without a Challenge

To get the hang of playing against Gairy in Solo Mode, you may want to play the game without following one of the challenge scenarios. This will remove any specific challenge restrictions and allow the player to try and score as many points as they can against Gairy. To play without a challenge, simply choose any combination of Character Card and Farmhouse Tile and play using the standard Solo Mode rules for Gairy. When you're done, compare your score to the table below to see just how fantastic a farmer you really are:

< 35 points **UDDERLY DISAPPOINTING**

35–44 pts **KINDERGARDENER**

45–54 pts **JOLLY RANCHER**

55–64 pts **OUT STANDING IN YOUR FIELD**

65–74 pts **LEGENDARY**

75+ points **THE G.O.A.T.**

❧ CHALLENGE 1 ❧

You've just received a letter that your entire extended family is visiting Furroughfield for Harvesttide dinner. That's over 50 bunny mouths to feed! Do your best to reap a larger harvest so none of your guests go hungry.

CHARACTER: Jaime the Bunny

GOAL: Score 50+ Points

HARD: Score 60+ Points

❧ CHALLENGE 2 ❧

The local carpenter, Floyd the Beaver, has graciously offered to renovate the Furroughfield Family Fest Hall this season. The Mayor is calling on all citizens to donate as many cleared trees as possible to offset lumber costs.

CHARACTER: Leland the Frog

GOAL: Score 55+ Points

Have no Forest Tiles left on your Farm Board.

HARD: Remove Sunrise Card #5.

You cannot plant, tend, or harvest Strawberries.

❧ CHALLENGE 3 ❧

You've recently read that diversifying your crops can reduce your need for fertilizer by 25%. You decide to give this a try in your fields this season to see if this method has merit or if it's all just a load of manure.

CHARACTER: Penny the Pig

GOAL: Score 55+ Points

Harvest at least 1 of each Crop type in a single turn.

HARD: You do not gain any Fertilizer when harvesting Wheat.

❧ CHALLENGE 4 ❧

The almanac is predicting a harsh winter and has all of Furroughfield clamoring for reserves of firewood. You'll have to build with minimal materials this season and pay special attention to the durability of your buildings.

CHARACTER: Floyd the Beaver

SPECIAL: Do not roll the Forest Die when clearing land.

Double the effects of "When Built" Buildings.

GOAL: Score 60+ Points

HARD: Score 70+ Points

❧ CHALLENGE 5 ❧

Your neighbor, Sylvia Skunkworth, recently discovered a leak in her weed-killer tanks. Unfortunately, the chemical has spilled over into your fields and you doubt anything living will take this season.

CHARACTER: Rose the Woodpecker

SPECIAL: Some of your FIELD SPACES are toxic. To indicate this, place unused Wheelbarrows on top of the toxic FIELD SPACES, as shown below. These FIELD SPACES can be cleared and/or built upon, but you cannot plant or tend any Crops on them.

GOAL: Score 50+ Points

HARD: Score 60+ Points



❧ CHALLENGE 6 ❧

Nutasba Oaktail, purveyor of the GENERAL STORE, is selling a new variety of wheat plant that not only produces high quality grain, but also creates rapidly composting chaff. If anyone knows a thing or two about planting seeds, its a squirrel! You're confident you can improve your yield this season thanks to this new fertilizer source.

CHARACTER: River the Fox

SPECIAL: Any time you harvest Wheat, gain 2 Fertilizer instead of 1.

GOAL: Score 55+ Points

HARD: Score 65+ Points

❧ CHALLENGE 7 ❧

Your Great Aunt Elkitba recently passed down her fortune to you with one request: you must tear down that ghastly old seed silo on your land. You'll have to find new ways to trade for seeds in a pinch this season.

CHARACTER: Remi the Deer

SPECIAL: You may not select the Wheat + Seed Upgrade Farmhouse Tile.

At any time, you may spend 1 Coin, 1 Fertilizer, or 2 Water to upgrade a Seed.

GOAL: Score 55+ Points

HARD: You can only plant Strawberries and Pumpkins.

❧ CHALLENGE 8 ❧

After finishing Great Animal Architects of Our Time in your summer book club, you've got no shortage of ideas for new buildings on the farm this season. Try something new and don't be afraid to tear it down and start over.

CHARACTER: Mick the Badger

SPECIAL: At any time, you may demolish (discard) a constructed “When Built” or “End Game” Building from your Farm Board to gain the benefit of that Building immediately. Demolished Buildings do not score you any Points at the end of the game.

GOAL: Score 65+ Points

HARD: Score 75+ Points

❧ CHALLENGE 9 ❧

Madam Zara, the traveling Zebra fortune teller, has paid you a surprise visit and foretold unusually fertile soil this season. She says you likely won't need to tend your crops at all if you can avoid a drought, just plant and harvest.

CHARACTER: Leland the Frog

SPECIAL: Any time you plant Crops, you may immediately tend those Crops as many times as you wish as part of the same action. (You must still pay the necessary Water to do so.)

GOAL: Score 70+ Points

HARD: Play with any Character other than Leland the Frog.

❧ CHALLENGE 10 ❧

You never thought you'd have this problem but you've noticed some idle hands around the farm this season. You figure they'd be put to good use doing some upkeep on your buildings and keeping things in tip-top shape!

CHARACTER: Jaime the Bunny

SPECIAL: When taking your turn, you may visit one of your “When Built” Buildings instead of a Town Board ACTION SPACE to activate its ability again for free.

GOAL: Score 55+ Points

HARD: Your extra action at the end of each round can only be used to visit one of your “When Built” Buildings.

❧ CHALLENGE 11 ❧

Congratulations! Your field has been chosen by the citizens of Furroughfield to host this year's pumpkin patch. You'll want to get started planting your pumpkins right away, you'll need more than ever this year!

CHARACTER: Penny the Pig

SPECIAL: Anytime you harvest 1+ Pumpkins, place them near your Score Marker on the SCORE TRACK to keep a tally of how many you have harvested.

GOAL: Score 55+ Points

Harvest 6+ Pumpkins

HARD: Play with any Character other than Penny the Pig.

❧ CHALLENGE 12 ❧

Fauna's Follies, a traveling theatre troupe, is moving through Furroughfield this season and has asked you if they can set up camp on your field. For a small fee, you offer to let them lease the buildings on your property all season long.

CHARACTER: Floyd the Beaver

SPECIAL: When gaining income, score and gain the benefits from all of your previously constructed Buildings (“When Built” and “End Game”).

GOAL: Score 75+ Points

HARD: Play with any Character other than Floyd the Beaver.

❧ CHALLENGE 13 ❧

You and that blasted Bruce Bucktooth are at it again. He keeps chopping down perfectly good trees on the outskirts of your field. You've had enough, and you decide he won't be getting any of your business this season until he finds somewhere else to sharpen his teeth.

CHARACTER: Rose the Woodpecker

SPECIAL: You cannot construct any Buildings.

GOAL: Score 55+ Points

HARD: Score 65+ Points

❧ CHALLENGE 14 ❧

After talking with Remi at the pub the other day, you're feeling this year's Coin market is looking a bit dire. A sbrewd mind like yours knows that putting a few coins back during hard times is a surefire way to get ahead and you're determined to save as much as you can this season.

CHARACTER: River the Fox

SPECIAL: At the end of the SUNSET PHASE each round, lose all of your Coins. Gain 2 Points for each Coin lost this way.

GOAL: Score 60+ Points

HARD: Play with any Character other than River the Fox.



❧ CHALLENGE 15 ❧

You took out a risky loan with that sly fox down the road last year to get a larger plot and now he's come to collect...with interest of course. You'd best make sure you can keep your profits up throughout the season and see that he gets paid.

CHARACTER: Remi the Deer

GOAL: Score 55+ Points

At the end of each **SUNSET PHASE**, you must have leftover Coins equal to or greater than the current round number (1, 2, 3, 4) or the game ends in a loss.

HARD: Play with any Character other than Remi the Deer.

❧ CHALLENGE 16 ❧

EXTRA EXTRA! Invasive, rapidly spreading vines have found their way to Furrroughfield. These pesky weeds will take up just about any land they can find, so keep your axes sharp and get ready to chop!

CHARACTER: Mick the Badger

SPECIAL: Any time you harvest, after removing your Crops, take an unused Forest Tile and place it Forest-side-up in a Field Space of your choice. If the Forest Tile would cover a Bush and/or a Building, those are discarded to make space for the Forest Tile.

GOAL: Score 55+ Points

HARD: Play with any Character other than Mick the Badger.



❧ CHALLENGE 17 ❧

That darn cow, Gairy, is up to his tomfoolery again. He's going around asking everyone to contribute to his new ice cream business which is destined to fail. When will he ever learn that we've got fields to plant and crops to harvest around here?!

CHARACTER: Choose Any Character

SPECIAL: Gairy will play with only 2 Wheelbarrows and Sunrise Card #1 for the entirety of the game.

This game, instead of blocking individual **ACTION SPACES**, Gairy will be blocking entire Town Board locations. On Gairy's turn, reveal Gairy Tiles until two different Town Board locations have been drawn, then, place Gairy's Wheelbarrows over the location names (i.e. *FARMER'S MARKET* or *WORKSHOP*, etc.) indicated on the tiles drawn instead of the individual **ACTION SPACES**. All **ACTION SPACES** in these locations are off limits to you on your next turn.

Gairy will take turns with the player normally. On each of Gairy's next turns, draw tiles until two locations have been revealed and move his two Wheelbarrows accordingly. The same location can be blocked on subsequent turns, and exactly two locations will always be blocked on your turns. After each **ACTION PHASE**, reset Gairy's deck as usual.

GOAL: Score 55+ Points

HARD: Score 65+ Points

CAN'T GET ENOUGH?

Here are some recommended rules variations you can mix and match to add a new twist on your solo playthroughs.

- ❧ Play with 5 Farmer's Market Tiles instead of 3, and play 2 extra rounds for a total of 6.
- ❧ Use 2 Character Cards and 2 sets of Wheelbarrows.
- ❧ Use 2 Farmhouse Tiles.
- ❧ Play Cooperatively with Gairy, actually resolving the actions he takes however you choose on your own Farm Board.
- ❧ Restrict yourself to one Crop type for the entire game.

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