

Phil Walker-Harding Silver & Gold

Solo Variant Suggested by Darrel Raines on BGG

- 1 Deal for 2 players, but only give 2 (blind) cards to the AI player. Give the AI player a score card.
- 2 Turn over Expedition cards as usual. Whenever one of the 3 square straight cards is revealed, do the following:
 - A Take the right-most Map card in the display and give it to the AI player. Shift all Map cards to the right. Refill positions as needed.
 - B Score coins and palm trees from the just-taken Map card on the AI score card. Any coin trophies are scored as well.
- 3 End each round as usual. Sometimes only one of the 3 square straight Expedition cards will be put into play.
- 4 At the end of round 4, turn over the AI map cards (there will be 6-10 map cards). All of them are then scored for points and bonuses as in the regular game. The coins and palm trees on the blind cards are not scored.
- 5 Winning is just like the regular game.

