A variant for passionate soloists

TIPPERARY Solo Variant

Idea: Sevan Kirder Hegetschweiler; Text: Nicolas Straccia

We owe this solo mode to Sevan Kirder Hegetschweiler, who first made it available to all Tipperary fans via BoardGameGeek. This fan post is part of issue 20 of the *News from the Lookout* magazine.

SETUP

Choose one hometown and set the other components up as per the rules for a 2–4 player game, with one twist:

When drawing landscape tiles and placing two in each of the five areas of the game board, make sure to **arrange the 10 landscape tiles in two distinct rings**, an inner ring with five tiles *(closer to the game board)* and an outer ring with five tiles *(a bit further outwards)*.
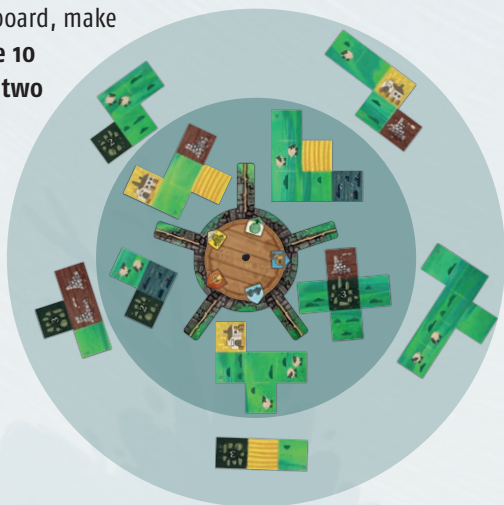
You can set the difficulty for attaining the "Largest Flock" marker by defining a minimum of sheep necessary:

Difficulty Level	Sheep needed to claim the Largest Flock
Easy	12+
Medium	15+
Hard	18+
Legendary	20+

COURSE OF PLAY

Placement Phase

Spin the wheel, pick your desired landscape tile **from the area of the game board with the coat of arms of your hometown**, and place the landscape tile in your display as per the standard placement rules.

Sheep Phase

After placing your selected landscape tile, check the size of your largest flock.

If you have at least as many sheep as you need for your desired difficulty level *(see table above)*, take the "Largest Flock" marker and place it next to your display. It will be worth five bonus points during scoring.
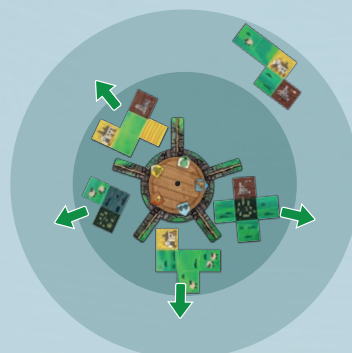
End of Round

After the Sheep Phase, prepare for the next round by following these steps in order:

1. **Skipping** the area of the game board you just took a tile from, **discard the outer ring** of landscape tiles *(four in total)*. These will not be used for the rest of the game.

2. **Use** the five landscape tiles **remaining** at the game board to **form a new outer ring**.

3. **Draw** five **new** landscape tiles from the bag and **form a new inner ring**.

Important! You will play a total of 12 rounds. The last round will start with just five tiles on the game board.

END OF THE GAME

After the Sheep Phase of the 12th round, place any acquired towers as per the usual rules and proceed to scoring.

SCORING

After playing the last round, tally your score following the standard rules of the game. If you attained the Largest Flock marker, tally those five bonus points as well.

Keep a record of your high-scores! To measure your level of improvement, challenge yourself against this list of achievements:

Total score	Tier achieved
< 70 Points	Blighted Bog
71–80 Points	Tragic Tower
81–90 Points	Mild Meadow
91–100 Points	Steadfast Stone Circle
101–110 Points	Showy Sheep
111+ Points	Wonderful Whiskey