

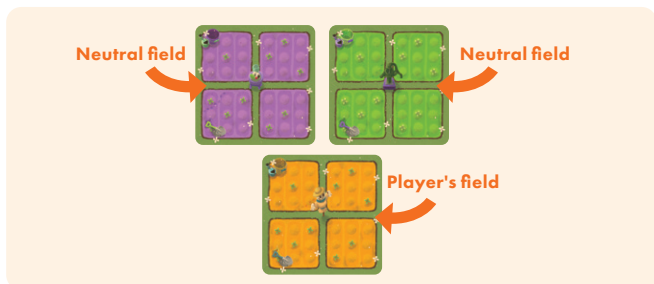


SOLO RULES

In the solo rules, the high-performance agricultural robot, Morikawa-kun No. 3, will plant seeds at a tremendous speed. The player aims to harvest a lot of vegetables while keeping pace.

GAME PREPARATION

Arrange 3 field boards as shown below.

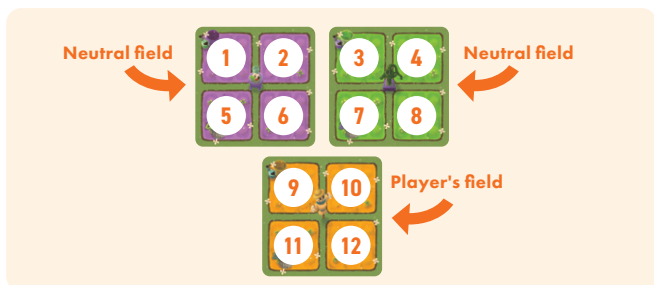


Shuffle the 20, 10, -10, and -20 point vegetable cards to form a face down deck. The 40 point vegetables and the special cards are not used. The player draws 4 cards from the deck to use as their hand. Morikawa does not use a hand of cards.

GAME FLOW

The game progresses with Morikawa and the player alternating turns; Morikawa takes the first turn. The game ends when either Morikawa or the player can no longer place cards or the deck runs out.

MORIKAWA'S TURN: Draw two cards and place them next to the deck. The first card should be placed in the first empty space in the upper left; the space with the lowest number in the diagram below has the highest priority for placement.



Then, after a harvest check (refer to the multiplayer rules), place the second card in the same way and perform another harvest check.

Morikawa doesn't follow the usual placement rules. If they cannot place a card, the player loses and the game ends.

THE PLAYER'S TURN: On the player's turn, they perform the following three steps in order from top to bottom.

- **Card placement**
- **Harvest check**
- **Hand replenishment**

- **Card placement**

If a player has no cards on their field board, they must place a card on any empty space of their field. Otherwise, they may play on any empty space of any field. If a card cannot be placed, the player loses and the game ends.

- **Harvest check**

A harvest check is performed (refer to the multiplayer rules).

- **Hand replenishment**

The player draws cards from the deck until they have 4 cards in their hand. If the player forgets to draw, they should take cards when they notice it. After the deck is depleted, the game ends; move on to score calculation.

SCORE CALCULATION

The player sums the points of the cards in their harvest area. The black numbers indicate positive points scored, and the red numbers indicate points lost. If the player's field is empty, they get a 50 point bonus. Morikawa isn't competing to win or lose, so their score is not calculated.

≤100 points

This was a bad year. Good luck next year, [insert your name here]!

110 - 150 points

You are a fledgling farmer - jumping to the next step!

160 - 200 points

Excellent! UGO-UGO-LHUGA!!

≥ 210 points

You are the best farmer in the universe! You are sure to win the all-universe vegetable contest!