



# TEA GARDEN PUER

SOLO RULES



# SOLO MODE

Lu Yu was a pioneer in tea cultivation and a true master of tea preparation. Known as the “Sage of Tea”, he is the author of The Classic of Tea – a book dedicated to both the cultivation and preparation of this revered beverage.

Now you can test your skills against this legendary tea master. Will you be able to surpass him?

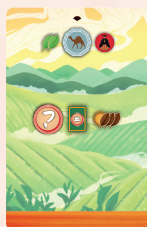
The Solo Mode for Tea Garden can be played with the base game alone or together with the Puer expansion.

## GAME COMPONENTS

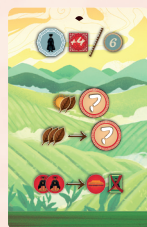
- 24 Lu Yu cards**
  - 3 Basic cards
  - 3 Expert cards
  - 18 Advanced cards
- 1 Lu Yu player board**



Basic cards



Expert cards



Advanced cards



## GAME OBJECTIVE

The solo game objective is to score more Victory Points than Lu Yu, the tea master. Lu Yu plays automatically using cards from his deck, which he upgrades throughout the game. The player plays in the same way as in a standard multi-player game.

## GAME SETUP

Set up the base game as if playing a regular 2-player game. For Lu Yu, instead of a standard player board, prepare his special Lu Yu player board. Select a player colour for Lu Yu and prepare the corresponding components: Tea Gardens, Worker figures, Boat and a Victory Point marker. Lu Yu also receives 2 fresh Tea Leaves, which should be placed in his Basket. If playing with the Puer expansion, prepare Lu Yu's player board extension and 4 Courtier figures.



Sort Lu Yu's cards into Basic Expert, and Advanced cards. Shuffle the Expert and Advanced cards separately. Take 3 Basic cards and draw 3 random Advanced cards. Sort the remaining Advanced cards based on the secondary action symbols on their backs and shuffle each pile separately. These three piles form the supply of Advanced cards for Master Lu Yu.

Now, decide on the difficulty level you wish to play and prepare the cards according to the table below. Use the corresponding number of randomly selected Expert cards in the game.

Number of Expert cards	Difficulty
0	easy
1	medium
2	hard
3	expert

Shuffle all the selected cards (3 Basic, 3 Advanced, and the chosen number of Expert cards) together and place them face-down to the left of Lu Yu's player board. This is Lu Yu's draw deck.

## COURSE OF THE GAME

Decide whether you want to start or to let Lu Yu take the first turn.

### LU YU'S TURN

- 1. Reveal a card.
- 2. Perform main and secondary actions from top to bottom.
- 3. Check the fulfilment of Imperial Decrees.

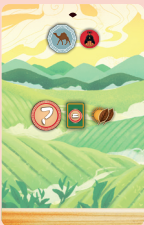
The player follows the standard turn procedure. When it is Lu Yu's turn, flip the top card from Lu Yu's draw deck and place it face-up in the leftmost available space below Lu Yu's player board. Lu Yu fills the available spaces from left to right. If the designated space requires Tea Leaf payment, Lu Yu will pay it. If Lu Yu does not have the required Tea Leaves to play a card in the designated space, he cannot play the card.

The just revealed card shows which main and secondary actions Lu Yu will perform. Perform these actions for Lu Yu from top to bottom. Any effect shown to the right of a slash is performed only if the corresponding action to the left cannot be completed. The topmost card of Lu Yu's draw deck also indicates the strength of his main action and specifies his decisions (e.g., which Tea Garden to place, which Cup tile to choose, etc.).

Lu Yu **never takes any bonuses or resources from the game board.**

If playing with the Puer expansion, after Lu Yu's turn, check if he has completed any Imperial Decrees. If he has, place one of his Worker figures on the appropriate Imperial Decree tile.

### LU YU'S CARDS



**Front:**  
Main action, Secondary action, Effect if corresponding action cannot be completed.



**Back:**  
Strength of a primary action; Indicator for Secondary action, Additional indicators for resolving the actions from the revealed card.

## EXPLANATION OF LU YU'S ACTIONS



**BUILDING A TEA GARDEN** – Lu Yu builds a Tea Garden. For this action, the played strength is irrelevant. The tea master builds the Tea Garden in the highest quality neighbouring Region. If multiple Regions meet this condition, he will choose based on the bonus priority shown on the topmost card of his draw deck. Lu Yu does not obtain any Region bonus or Victory Points indicated on the game board, but he places the Tea Garden on the highest Victory Point space available in that Region. If no space is available in any of the adjacent regions, Lu Yu performs the effect shown after the slash instead.



**BUYING AN ACTION CARD** – Lu Yu takes a card from the Action card display. Which card he chooses depends on the total strength of his cards: If the total strength is 1, he takes the the card from the second column (with the strength 1). Gained cards are placed in Lu Yu's Action card discard pile. Lu Yu never plays these cards. However, he scores Victory Points for them at the end of the game.



**CARAVANS** – Lu Yu takes the Caravan card located in the designated space in the display (this information is shown on the topmost card of his draw deck). He neither pays for it nor requires strength for this action. He takes the card and places it in his Caravan card discard pile. Lu Yu does not gain any bonuses from Caravan cards; he only scores 5 Victory Points for each Caravan card at the end of the game.

**SECONDARY ACTIONS** – Lu Yu performs the secondary action shown on the topmost card of his draw deck.



**GAINING AN ADVANCED LU YU CARD** – Lu Yu takes the topmost Advanced card from the pile with a symbol corresponding to the secondary action shown on his topmost draw deck card. Place the gained card on top of Lu Yu's draw deck.



**TEA STUDIES AT UNIVERSITY** – Lu Yu moves one of his Worker figures to the next University sector (quarter). It does not matter which part of the sector it is, as Lu Yu does not gain any bonuses there – only Victory Points at the end of the game.



**CUP PRODUCTION** – Lu Yu takes a Cup tile from the Province in which he has built a Tea Garden. He selects a tile that can connect to his existing tiles via a matching colour connection. If multiple options exist, Lu Yu chooses the tile from the Province that appears highest on the colour priority scale on his topmost draw deck card. If he cannot connect any tile based on its colour, he will choose according to the priority of Province colours, too. Lu Yu awakes has only one line of Cup tiles, and never places Cup tokens on his Cup tiles and does not gain any bonuses from them – he only scores Victory Points for same-colour Cup connections at the end of the game.



**RIVER NAVIGATION** – Lu Yu moves his Boat forward by one River segment. He gains no bonuses for this action, but scores Victory Points at the end of the game based on his Boat's position.



**ADVANCING ON THE EMPEROR TRACK** – If Lu Yu has 2 Emperor tokens, he discards them to move one space up the Emperor track and removes the card depicted in the space designated on the topmost card of his draw deck. For this, he pays nothing more than the two Emperor tokens and gains nothing apart from the removal of the corresponding Emperor card. A new Emperor card is then revealed in its place.

If you are playing the solo variant without the Puer expansion and Master Lu Yu is supposed to perform an action from the expansion, ignore this action and instead perform the effect after the slash in the given row.



## EXPLANATION OF LU YU'S ACTION WHEN PLAYING WITH THE PUER EXPANSION



**NOBLE COURT** – Lu Yu places his Courtier figure on the Noble Court board. The Hall into which he places the figure is determined by the topmost card of Lu Yu's draw deck and the total strength of the action (consisting of the value indicated next to the Noble Court action symbol and the strength value in the upper-left corner of the topmost card of Lu Yu's draw deck). Lu Yu places his Courtier figure on a space with the same or lower strength. If all such spaces of the given Hall are occupied, he then places his Courtier in the second Hall according to the priority on the card. If all options are full, Lu Yu gains the effect after the slash. Lu Yu does not gain any bonuses from Hall tiles, only Victory Points at the end of the round.



**PUER MARKET** – From the designated spaces on the Market, Lu Yu gains between 1 and 3 Premium Puer tokens according to the strength of the played main action (Add the strength from the topmost card of his draw deck to the strength next to the main action icon on the revealed card.). He takes the Puer tokens according to the order shown on his topmost draw deck card. Lu Yu does not pay for Puer tokens, nor does he gain bonuses from them. He automatically places the Puer tokens following the order in which they were acquired. The rule that prevents placing Puers gained from the same action together does not apply to him. At the end of the game, Lu Yu gains Victory Points for both completed and incomplete Puers (see Scoring).



Revealed card



Topmost card of the draw deck

**Example of Master Lu Yu's turn:** You reveal this card of Master Lu Yu. The card is resolved step by step from top to bottom. First, Lu Yu gains 2 fresh Tea Leaves and performs the Caravan main action. The card he gains is determined by the illustration on the topmost card of his draw deck. In this case, Lu Yu gains the card furthest to the right and places it on his Caravan card discard pile next to his game board. Then, he ferments 2 Tea Leaves and performs the River Navigation secondary action. He moves his Boat forward by one segment (without gaining any bonuses). If Master Lu Yu had 3 fermented Tea Leaves, he could have performed this secondary action again, but he only has 2, so he can't. Since Lu Yu has 2 Emperor tokens, he pays them and moves up one space on the Emperor track. He removes one Emperor card from the game, in this case the card furthest to the right. This concludes Lu Yu's turn, and it's time for the player's turn.

## MAINTENANCE PHASE

During the Maintenance Phase, Lu Yu gains Tea Leaves from his Tea Gardens: 2 fresh Tea Leaves for each of his Tea Gardens on the game board. Tea Leaf quality is not important.

## END OF THE GAME

At the end of the round, shuffle all of Lu Yu's played cards and place them at the bottom of his draw deck.

The game ends after 5 rounds. The player scores Victory Points according to the standard rules. Lu Yu scores Victory Points as follows:

1. Victory Points for Action cards – according to the standard rules.
2. Victory Points for River Navigation – according to the standard rules.
3. Victory Points for Tea Studies – according to the standard rules.
4. Victory Points for Cup Production – according to the standard rules.
5. 5 Victory Points for each Caravan card.
6. 1 Victory Point for every 2 fresh Tea Leaves and 1 Victory Point per fermented Tea Leaf.
7. Victory Points for the highest space reached on the Emperor track according to the following table:

45			10
35			
26			
18			
11			
5			

If playing with the Puer expansion, Lu Yu also scores:

8. 10 Victory Points for each completed Puer tea cake.
9. 5 Victory Points for each incomplete Puer tea cake.
10. The corresponding number of Victory Points for each fulfilled Imperial Decree.

## CREDITS

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