

STAMP SWAP PINZETTA

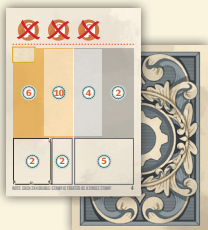
Solo rules designed by Morten Monrad Pedersen with Lines J. Hutter and David Studley

Dear reader, please let us introduce you to Pinzetta. She's a cardboard-based life form who has graciously agreed to take the place of a human player, so that you can play Stamp Swap solo.

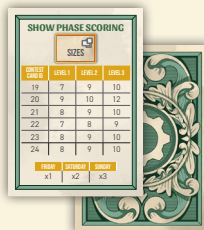
Designers' note: Pinzetta got her name from the Italian word for "tweezers" which is what is used to handle stamps in a valuable collection. We generally choose Italian words for our artificial opponents because the first one we made was for Viticulture, a game set in Italy.

COMPONENTS

8 decision cards



4 Show Phase scoring cards



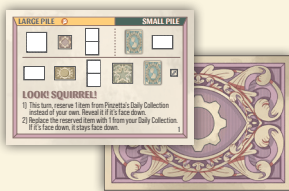
19 appraisal tokens



3 Pinzetta mats (printed on the backside of 3 player mats)



10 Pinzetta event cards



4 player aid cards



INTRO MODE

These solo rules have an **INTRO MODE** that eases you into the rules by letting you learn the core part of the system: Pinzetta's appraisal of items (explained later).

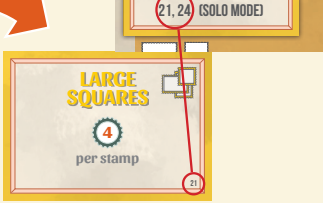

THE SPECIAL RULES FOR THIS MODE ARE FORMATTED LIKE THIS.

SETUP

Set up as normal for a 2-player game, with the following changes:

- A** Don't use the first-player token.
- B** Remove attendee cards 1, 5, 6, and 9.
- C** Replace the event cards with the Pinzetta event cards.
- D** When you gain your player mat, gain one without a Pinzetta mat on the backside.

FOR PINZETTA:

- 1** Three of the player mats have a Pinzetta mat on their backside. Pinzetta gains the mat whose ID number matches the yellow contest card. Leave space for your and Pinzetta's Daily Collections below the mat.
 
- 2** Place the appraisal tokens nearby.
 
- 3** **INTRO MODE: SKIP THIS STEP.** Place a forever stamp in the corresponding box on her mat.
- 4** **INTRO MODE: SKIP THIS STEP.** Shuffle the Show Phase scoring cards to form a face-down deck and leave room for a discard pile.
- 5** Place the decision cards in a stack (they'll be shuffled later) and leave room for a discard pile.
- 6** Place the player aid cards on the table.
- 7** Choose a difficulty level: 1 (easiest), 2, or 3 (hardest). We recommend starting at level 1.



GENERAL RULES

- Any game rule not explicitly overridden in this rulebook is still in effect.
- In game terms, Pinzetta is a player in all respects, except that she plays by her own rules.
- Pinzetta does **not** use the effects of the attendee cards she might have (neither specialists nor exhibitors).

HOW TO PLAY

From this section and until the end of the Swap Phase, these rules completely replace those in the main rulebook, not just for Pinzetta but also for you.

ROUND SETUP & COLLECT PHASE

1. Draw a Pinzetta event card and look at the top section:
 - a. For each item shown take a corresponding stamp or attendee card from the general supply and place them below Pinzetta's mat as shown on the card as Pinzetta's Daily Collection.
 - b. White stamps are placed face up. Stamps shown as their backside are placed face down and are considered face down until the end of the Swap Phase—you're not allowed to look at them. Attendee cards are always placed face up.

Example: The Pinzetta event card you have drawn for Pinzetta has this top section:



This leads to these two piles:



2. Draw another Pinzetta event card and take the items depicted in the middle section. Place them below Pinzetta's Daily Collection with some space in between. These items are your Daily Collection and you may look at any face-down items. Later you will cut them into two piles.
3. Follow the instructions at the bottom of the second event card.
4. If you have the specialist card that takes effect during the Collect Phase (card 10), then resolve it now.
5. Discard both event cards.
6. Advance the phase token 1 space to the right.



ATTENDEE CARDS

Specialist cards are active immediately when selected and for as long as they are in your play area.

Reminder: Pinzetta does **not** use the effects of attendee cards.



SWAP PHASE

During this phase:

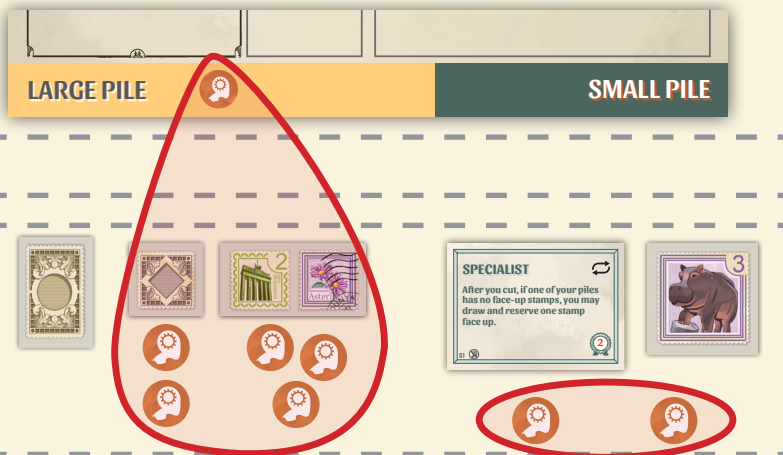
1. You will cut your Daily Collection into two piles. Pinzetta's is already in two piles.
2. You both will take one of the other player's piles.
3. You both keep the pile the other didn't take.

The following sections explain how to do this.

YOU CUT, PINZETTA CHOOSES

1. Follow the procedure in the Pinzetta's **Item** Appraisal box to appraise the items in **your** Daily Collection.
2. Reserve an item from your Daily Collection by placing it in the Reserve area of your player mat and discard its appraisal tokens (if any). You may not reserve a rare stamp (even if it's face down).
3. Split your remaining items into 2 piles, one of them having exactly 1 item more than the other.
4. Follow the procedure in the Pinzetta's **Pile** Appraisal box.
5. Shuffle all decision cards to form a new decision deck.
6. Draw a decision card and count the number of crossed out appraisal icons. Discard that many appraisal tokens (it doesn't matter which) **from the pile with the most tokens**.
 - The  printed on the mat is considered a discardable token.
 - In case of a tie, discard from the large pile.
7. Pinzetta takes the pile with the most tokens remaining. In case of a tie, she takes the large pile. You keep the other pile.
8. Return all appraisal tokens to the supply.

Example: You have created these piles:













You draw a decision card with this top section:




So, you remove 2 tokens from the large pile, which had the most tokens. It still has more than the small pile, so Pinzetta takes the large one.

PINZETTA'S ITEM APPRAISAL

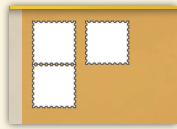
To guide her decisions, Pinzetta sometimes appraises items. To do this, place appraisal tokens  next to each item:

1.   Attendee cards and forever stamps: 1 .
2.  Face-up rare stamps: 4 .
3. Other stamps:
 - a.  Face-up with value exactly 2 or 3: 1 .
 - b.  Face-up/down stamps that match a stamp size in the top-left corner of Pinzetta's mat: 2 .

Note: Stamps that match both 3a and 3b get 3 .






Note: 2x4 double-stamps are treated as a single stamp for Pinzetta.

Example: The target sizes on Pinzetta's mat are small squares, i.e., 2x2 and 2x4 double-stamps:






These are the items to be appraised:

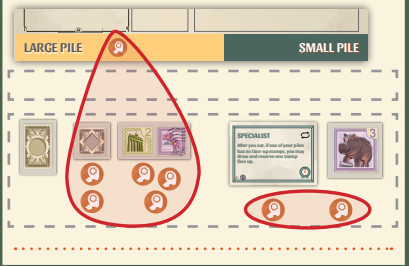


- 1 Place 1  next to the attendee card. Had there been forever stamps, you would place 1  next to each.
- 2 Had there been rare stamps, you would place 4  next to each.
- 3a Place 1  next to the 3rd and 5th items from the left because they have the value 2 or 3.
- 3b Place 2  next to the 2nd and 3rd items because they match the target sizes.

PINZETTA'S PILE APPRAISAL

Pinzetta's appraisal of a pile is equal to its number of tokens plus 1 additional  for the large pile (as indicated on her mat.)

Example: With the item appraisal given below, the large pile has 6  and the small pile has 2 .

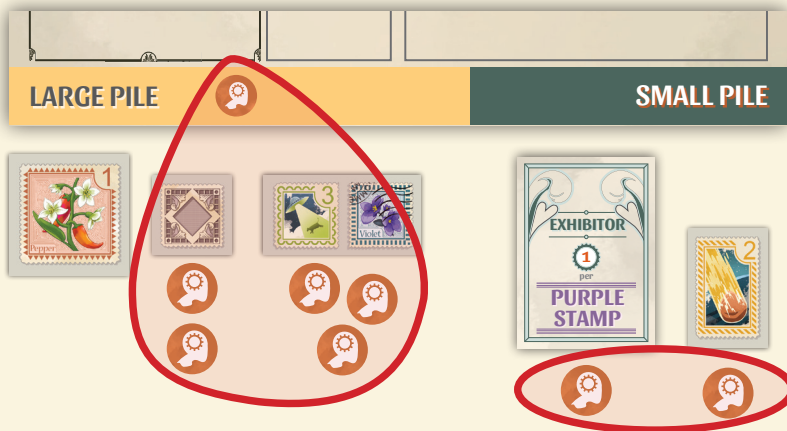


PINZETTA CUTS, YOU CHOOSE

It's now your turn to choose one of Pinzetta's piles:

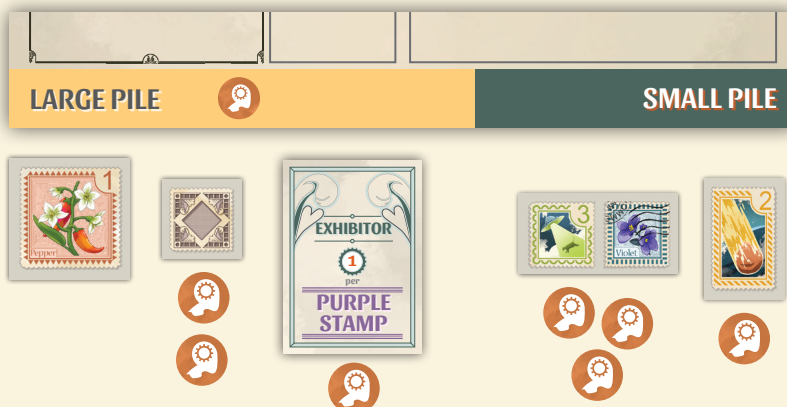
1. Follow the Pinzetta's **Item** Appraisal procedure for Pinzetta's Daily Collection, then Pinzetta's **Pile** Appraisal.
2. If one pile has 3+ appraisal tokens more than the other, then swap the item with **the most** tokens in this pile with the one that has **the least** tokens in the other pile.
 - In case of ties, use the leftmost tied item.
 - Note that unlike when you cut, you do **not** draw a decision card when Pinzetta cuts.

Example: Pinzetta has created these piles and appraisals:



Since the large pile has 4 more appraisal tokens than the small one, Pinzetta swaps one item from the large pile with one item for the small pile.

In the small pile both items have the same number of tokens, so you take the leftmost and swap it with the item in the large pile that has the most tokens:



3. Choose and take one pile. Pinzetta keeps the other.
4. Return all appraisal tokens to the supply.
5. Advance the phase token 1 space to the right.


SHOW PHASE


You perform the Show Phase as normal (follow the instructions in the main rulebook, p. 5), while Pinzetta follows the rules below.

PLACE PINZETTA'S ITEMS ON HER MAT

INTRO MODE: DISCARD PINZETTA'S ITEMS, THEN END THE SHOW PHASE.

Place the items Pinzetta collected this round on her mat:

1. Reveal face-down stamps.
2. Place non-rare stamps in the boxes in the top row that match their size and value.
3. Place rare stamps, *no matter their size*, in the box marked by .
4. Place forever stamps and cards in their respective boxes.

Example: Placement of items on Pinzetta's mat. Notice how the box for  partially overlaps with the boxes for the stamp sizes.



PINZETTA'S SHOW SCORING

1. Draw a card from the deck of Show Phase scoring cards and place it face up.
2. On that card locate the contest card ID that matches a contest card on the board. Multiply the score for your chosen difficulty level by 1/2/3 for Friday/Saturday/Sunday: Pinzetta scores that many points.

END OF GAME

INTRO MODE: PINZETTA SCORES 110 POINTS ON LEVEL 1, 125 ON LEVEL 2, AND 140 ON LEVEL 3. SHE DOESN'T SCORE IN ANY OTHER WAY. FOR FOREVER STAMP SCORING, YOU ONLY COMPETE WITH THE IMAGINARY PLAYER WHO HAS 3 FOREVER STAMPS.

Pinzetta scores these points at the end of the game:

- 1. DIFFICULTY LEVEL:** On level 1 Pinzetta loses 20 points, while on level 2 she loses 10. There is no change for level 3.
- 2. FOREVER STAMPS:** She scores forever stamps as normal (including the imaginary player who has 3).
- 3. MAT:** Draw a decision card. Pinzetta scores the indicated number of points in each section per item there.

Note: 2x4 double-stamps are treated as a single stamp for Pinzetta.

Example: You draw a decision card with this diagram:



So, you multiply the number of items in each box with the number of points indicated on the card:



Left to right, top to bottom this gives her: $24+8+10+10+4+0+4 = 60$ points.

- 4. VALUES:** Pinzetta scores the values printed on her **rare stamps only**.
- 5. SPECIALIST CARDS:** She does **not** score points for specialist cards.
- 6. FINALE CONTEST CARD:** She does **not** score points for the Finale contest card.

