*Any rules not mentioned in this variant are to be played as normal rules. "Other player" = Bot.

- Setup
    - No changes except:
    - Remove five of the cards depicting the "other player" action in the upgrade section and place them above the opponent's side of the board (use the upgrade sections).
    - Then randomly pick a bread card and fill in the last spot of the upgrade sections. You should end up with a total of 6 cards (2 Bread & 4 Beer).
    - From now on these cards are optional to purchase at any time but they can never be used for upgrades or resources. This is a free action!

- The fruitful years - Windmill is passed to you always, regardless of storage count.
    - Card phase - Draw two cards from the draw deck. Select one card and discard the other.
    - Opponent Cards - The cards you discard in this way will be used for harvest.
        - Remove the resources from the fields and river, matching the card you discarded. Place all resources collected this way on the opposing storage area (starting from the bottom-most available row).
        - If there are any excess resources that cannot fit in their storage, discard those from the game. However, you may choose one to keep, as long as you have enough space.
        - Place discarded cards on a discard pile next to the draw deck. This will also help to keep track of turns during rounds.

- Windmill Phase
    - After 5 turns, move to this phase. Pass the Windmill token to the "other" player, regardless of storage count.
    - Remove all resources from the "other" player storage.

- Dry Year
    - Setup is the same as regular rules
    - Card Phase - Draw the cards you need to have 5 - same as regular rules
    - Opponent Cards - At the end of your turn, draw 1 card for the "other" player and follow the same rules as above.
    - Then immediately after you complete the opponent cards, roll a die. If the result of the die is equal to the number on the exchange card slot, remove that card from play. If none match, or if it's a 4, 5 or 6, do nothing.
        - Example: If you roll a 1, remove the first one closest to you. Roll a 2, remove the middle card. Roll a 3, remove the card furthest to you. If you are playing with the board vertically (either side), 1 = left one.

- Scoring
    - Same as official rules. However, this is a BYOS and you are not competing against a Bot. Bot is only there to make it more challenging for you to reach your goal.

- Not enough storage? Whenever you collect more resource tokens than you can store, choose from among all your tokens (the ones in your storage and the new ones) which to store - the rest you must offer to the "other" player now. Of these offered tokens, the "other" player will always take and store as many (**your** choice) as they need to fill in all their storage units (they may not exchange them for any of their already stored tokens). Any excess tokens are returned to the common supply.

1-15: Try again and again
16-22: Almost there
23-30: Master Luke
31+: Yoda