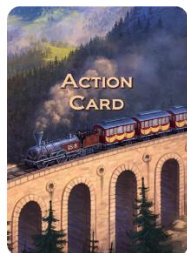# IMPERIAL STEAM

SOLO MODE

This manual contains the rules to play IMPERIAL STEAM a Solo Mode against the Automa.

Developer: **Mauro Gibertoni & David Turczi**

Rulebook revisor: **Gary Perrin**

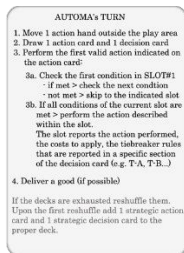Playtest: **Gary Perrin, Mauro Gibertoni, David Digby**

EXTRA COMPONENTS FOR SOLO MODE

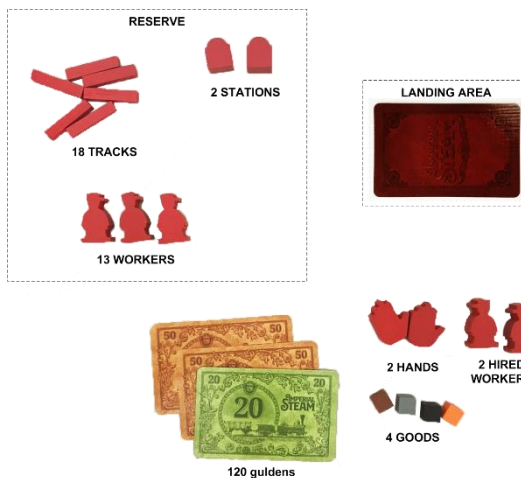**ACTION CARDS (11 cards)**   **DECISION CARDS (8 cards)**   **1 Player Aid**

SETUP

Perform a setup for 2 players, applying the setup mode that you prefer (the standard rules propose 3 setup modes) with the following exceptions for the Automa.

The Automa places on the main board:

- 3 action hands on the round track

- 1 influence marker (in random position in the first column of the related track)

- 1 turn order marker (according to the influence marker position)

- 1 train station in Wien

The Automa receives in its play area:

- 1 random State Railway setup card (brown card) facedown

- 2 action hands

- 2 workers (this is the initial pool of hired workers)

- 2 train stations

- 4 goods (color does not matter)

- 120 guldens

- 11 action cards

- 8 decision cards

- A reserve of workers and tracks (be careful to keep separate the workers of the general reserve from the Automa's pool of hired workers)

STRATEGIC CARDS

The Automa cards include 3 strategic cards (designated with a star in the bottom right) that address the strategy of the Automa. In each game, one of these 3 cards is randomly selected and included in the deck. These strategic cards are explained, along with the other actions cards, in the Action section of this rulebook.

SETTING UP ACTION & DECISION CARD DECKS

From the 11 actions cards, remove 3 cards from the game according to the difficulty level you prefer (see "Setting the difficulty level" at the end of this manual). With the remaining 8 action cards, make 2 separate decks, (1) with the 3 strategic action cards (marked with a star), (2) the remaining 5 action cards.

Do the same with the 8 decision cards, making 2 separate decks: (1) with the 3 strategic decision cards (marked with a star), (2) the remaining 5 decision cards.

Shuffle the strategic action deck, draw the top card and set it aside facedown. Do the same with the strategic decision deck. Return the remaining strategic action and decision cards back to the box.

Place the action and decision decks into separate facedown draw piles, giving room near each for discard piles.

INITIAL BIDDING

The State Railway setup card (brown card) given to the Automa during setup represents the Automa's starting bid.

Once you have decided on your bid, flip the Automa's setup card. The number in the bottom right corner defines how many steps to increase the Automa's influence marker, starting from the Hub City marker on the lowest influence space.

Then, the player and the Automa pay their bids following the standard rules and the turn order is updated accordingly.

Keep the Automa's State Railway setup card (brown card) in the Automa's play area; it will act as the Landing for the Automa.

Example: the brown card shows the number 2, then the Automa (RED) moves its marker 2 steps after the city with lowest influence (blue city). Finally the Automa pays 50 guldens.

OVERVIEW OF AUTOMA CHARACTERISTICS

- The Automa does not place hands on action tiles, so it does not lose influence if it performs the same action two times during the round.
- The Automa manages both money and goods; whenever it pays goods the color does not matter. All of the Automa's goods are treated as wild goods when they are spent. Exception: when the goods are delivered to Hub Cities, from the Automa's factories, the color must match the corresponding demand required.
- Whenever the Automa gains a contract, it places any unassigned factory tokens it has in its supply onto the spaces of the contract, without the need for the colors to match
- The Automa applies specific costs to perform actions; these costs are directly indicated on the action cards. No other costs must be applied except those indicated on the action cards.
- Like a human player the Automa can hire workers only from hub cities whose influence marker is equal to or lower than its influence marker.
- The Automa follows standard rules when building tracks. In particular:
  - o It needs a station in order to have 3 or more tracks connected to a city
  - o It needs the correct engineer to build bridges or tunnels but it pays a different cost, as indicated directly on the Automa card.
- The Automa never builds State Railway connections
- The Automa pays normal fees if it builds tracks on spaces containing the player's tracks

- The Automa does not collect income, so the Semmering token has no effect for it
- The turn order works as in a normal game

DEFINITIONS

This rulebook uses the following terms:

Shared city: a city within the Automa's network that is also part of the the player's network

Private city: a city that is only within the Automa's network

**Working factory**: a factory on the board that is not yet exhausted. (ie. has goods remaining on the board)

Unassigned factory: a factory token in the Automa's area that is not yet associated with any contract.

AUTOMA'S TURN

On the Automa's turn:

1. Place one of the Automa's hands close to the action tiles (this is to keep a record of how many actions have been performed during the round).

2. Draw one action card and one decision card.

3. Perform the action indicated in the first valid slot.

> The action card provides several slots. Each slot may indicate one or more conditions and a specific action, that is performed only if all conditions are satisfied.
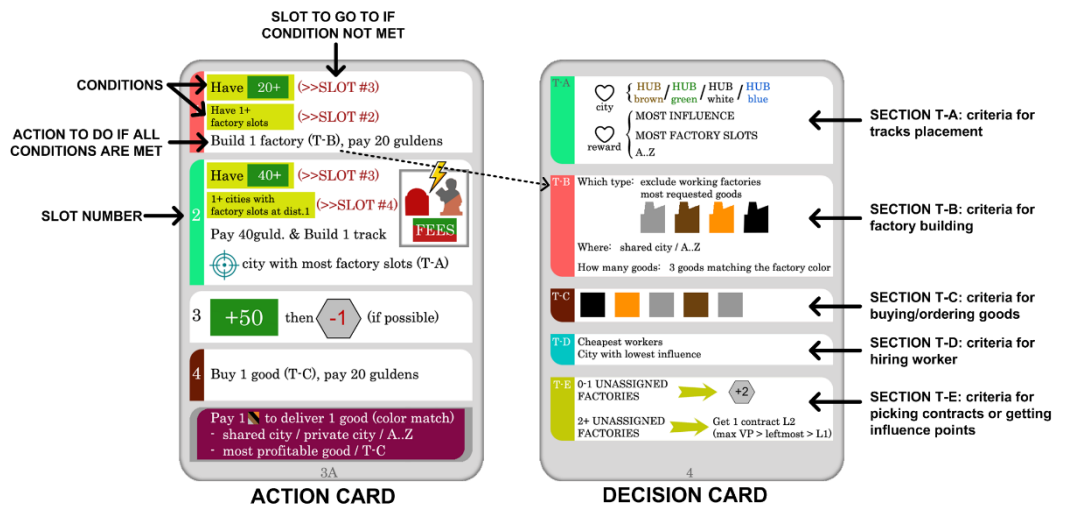
> The conditions must be checked in order. If a condition is satisfied, check the next condition. If a condition is not satisfied, immediately jump to the slot indicated by the red arrow and repeat the process for the new slot. The slot indicates what action should be performed and the related cost. The Automa applies only the costs indicated on the action card instead of the costs defined by the standard rules. The slot often indicates a specific section of the decision card that provides the criteria for the tiebreakers. The color on the left side of the slot helps you to quickly identify the correct section of the decision card (the colors match).

4. The Automa delivers a good to a Hub city, if possible, following the rules in the 'Deliver 1 Good' section explained later

When the decks are exhausted, reshuffle the discard piles and place them facedown for new draw piles.

Before the first reshuffle, add the strategic cards set aside during the setup to the respective action and decision decks. From now on the decks have 6 cards each for the rest of the game.

GOODS MANAGEMENT

All goods present in the Automa's personal reserve are gained and spent without looking at their color, they act as wild resources.

Goods played on to the board, by building factories or delivering to Hub cities, must match the required color.

DESCRIPTION OF THE CONDITIONS PRESENT ON THE CARDS

| Condition	Description
Have 20+	The automa owns 20 guldens or more
Have 1+ factory slots	The Automa has 1 or more empty factory slots among the cities within its network.
1+ cities with factory slots at dist.1	There is at least 1 city adjacent to the Automa's network providing factory slots
Have 4+	The Automa owns 4 or more goods (no matter the color; do not consider the goods on the Landing)
Empty Landing	No goods on the Automa's Landing (brown card)
Have 4-	The Automa has 4 or less workers in their personal supply (hired)
1+ cities valid for hiring	There are 1 or more cities eligible for hiring workers
Trieste not yet connected	The Automa has not made a connection to Trieste
Have 3-	The Automa owns 3 or less goods (no matter the color; do not consider the goods on the Landing)
Have 2+ working factories	The Automa owns 2 or more working factories

ACTION CARDS

BUILD TRACK: BUILD 2 TRACKS REACHING THE PREFERRED CITIES

Condition: if the Automa has at least 4 goods in its area, the Automa places exactly 2 tracks with the following procedure:

1) The Automa tries to connect to the first preferred city, among those indicated in the first row of section T-A of the current decision card. If there is more than one valid path, the Automa tries to include the city with the preferred reward that is listed in the 2nd row of section T-A.

2) Then, the second track must be placed trying to connect the cities providing the preferred rewards, that are listed in the 2nd row of section T-A

3) Then, the Automa pays 3 goods (the color does not matter). If at least one of the tracks was placed on a bridge or tunnel route the Automa pays 1 additional good. This means that the Automa pays 4 goods in total when it builds up to 2 bridges/tunnels in a single action. (Notice that the Automa does not spend any workers for effort)

4) The Automa gets the rewards of each connected city, providing business tokens, influence, and Trieste's bonus. (See Rules for city rewards below)

Special cases:

- When the Automa builds a bridge or tunnel, it needs the related engineer. If it does not own it it immediately takes it from the city with the lowest influence, paying no additional cost. In this case the Automa actually performs 2 actions in a single turn. Remember that the Automa's influence must be equal to or greater than the influence of the city from which it takes the engineer. If the Automa is not able to hire the engineer, the track placement is not valid.

- When the Automa must build a track starting from a city that already has 2 connections, it needs a station. It immediately places that station, paying no additional cost. In this case the Automa actually performs 2 actions in a single turn. If the station cannot be placed, the track placement is not valid.

- When the Automa must build a track on a space that already contains the player's track, it pays the normal fee to the player. If the Automa does not have enough money, the track placement is not valid.

There is a dedicated box on the action card as reminder for these special cases.

GENERAL RULES FOR PLACING TRACKS	GENERAL RULES ABOUT BUSINESS TOKENS AND INFLUENCE
The following rules apply whenever the Automa builds a track on the board. • When the Automa places 2 tracks, the second track must start from the city reached with the first track. • Whenever the Automa places a track, it connects to a new city (a city that was not part of its network). This means that the Automa never creates a loop within its network. • The Automa gets the rewards depicted on the tiles of cities just connected. • Any indecisions about track placement are solved through section T-A of the current decision card.	When the Automa gets a business token, it always decides to convert it into influence points. During the game, whenever the Automa gets influence points, in any way (from business tokens, city rewards or Automa cards), it advances its influence marker. The Automa increases its influence until it reaches the city with highest influence AND until it overtakes the player's influence marker. Once it reaches both of these conditions, it stops advancing its influence marker and receives 10 guldens per influence point as compensation.

Example - Using influence points

In this case, if the Automa (RED) gets , it will advance its influence marker only 2 steps, as this is sufficient to reach the city with highest influence (WHITE CITY), and overtake the player marker (PURPLE). Finally the Automa receives 10 guldens as compensation for the third influence point.

Example 1 - Building tracks

In this case the Automa (RED) can reach 2 hub cities (blue and brown) building 2 tracks. The section T-A of the decision card indicates that the brown Hub city has higher priority than the blue Hub city, so the Automa chooses to connect to the brown hub city (Amstetten). There are 2 possible paths: (1) connecting to St.Polten; and (2) connecting to Baden. The Automa selects the path that includes the city with the preferred reward. The section T-A indicates that the first preference is to have factory slots, so the Automa chooses the path connecting to St.Polten.

Example 2 - Building tracks

In this case the Automa (RED) can reach the brown Hub city building 1 track from St.Polten to Amstetten. The second track is built starting from the brown Hub city toward a city with the preferred reward. The section T-A indicates that the preferred reward is the influence (remember that the Automa considers all business tokens as influence points), so the Automa tries to connect to the city providing the most influence points. There are 3 cities providing 2 influence points each (Linz, Mariazell, Murzzuschlag), so the Automa builds a track from Amstetten to Linz, as it is the first in alphabetical order.

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Example 3 - Building tracks

In this case the Automa is not able to reach Trieste or any Hub cities, so it builds one track at a time trying to connect to the cities with the preferred rewards. The section T-A indicates that the preferred rewards are the factory slots. Unfortunately, there are no cities with factory slots adjacent to the Automa's network, so it must check the second preference: cities with most the influence points. Among all the cities providing influence points adjacent to the Automa's network, the cities with the most influence points are Bratislava and Sopron. So the Automa connects Wien to Bratislava, as it is the first in alphabetical order, and then it builds the second track from Bratislava to Sopron gaining 6 influence points.

Example 4 - Building tracks

The Automa is not able to connect to Trieste or a Hub city, so it connects to the cities with preferred reward: factory slots. The city providing the most factory slots is Furstenfeld, but the Automa needs the orange engineer in order to build that track. If the current position of the Automa's influence marker allows it to hire that engineer, it immediately takes it from the city with lowest influence. Let's suppose that the Automa is not able to hire that engineer, in this case it cannot build the track from Gloggnitz to Furstenfeld, so the Automa will try to connect to another city with factory slots: the remaining eligible city is Murzzuschlag. Murzzuschlag can be reached from Gloggnitz, but it would require the orange engineer, or from Amstetten without engineers. So the Automa builds a track from Amstetten to Murzzuschlag. Please note that this spot was already built by the player (YELLOW), so the Automa must pay 10 guldens to them. Furthermore, around Amstetten there were already 2 of the Automa's tracks, this means that a station is needed in order to build the track from Amstetten to Murzzuschlag. So the Automa immediately places a station in Amstetten, paying no additional cost. The second track will be placed starting from Murzzuschlag to a city with the preferred reward. Unfortunately, there are no cities with factory slots adjacent to Murzzuschlag, so the Automa will try to connect to the city with the most influence points. The 2 eligible cities are Mariazell and Bruck A.D.Mur. The Automa chooses to connect to Bruck A.D.Mur, as it is first in alphabetical order.

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EXTEND TRACK: BUILD 1 TRACK REACHING NEW FACTORY SLOTS

Condition: if the Automa has at least 40 guldens and there is at least 1 city adjacent to its network with empty factory slots, the Automa places 1 track connecting to the city with most empty factory slots among the cities adjacent to its network.

The Automa pays 40 guldens and shall respect the special cases (stations, engineers, and fees).

If there are more cities with the same slot number, break the ties following the criteria in section T-A of the decision card.

If the new city provides other rewards in addition to the factory slots, the Automa gets them as usual.

BUILD FACTORY: BUILD 1 NEW FACTORY

Condition: if the Automa has at least 20 guldens and there is at least 1 empty factory slot within its network, the Automa builds a factory, paying a fixed cost of 20 guldens.

The section T-B of the decision card indicates the location and the type of factory the Automa builds.

Among all eligible factory spots, the Automa prefers to place the factory in a shared city (ie. Wien), in other cases it selects the first valid city in alphabetical order.

The type of factory built is determined by the following criteria:

1) Among the 4 possible types, exclude the types of the Automa's working factories (with cubes on the main board)

2) Among the remaining types, it builds the factory of which the goods are the most requested in the Hub cities within the Automa's network.

3) If there is still indecision, the type of factory chosen is the first from those indicated in section T-B

After you have determined the location and the type of factory, the Automa places, on the map, one of its hired workers from its personal supply and 3 goods of the color corresponding to the factory's color.

Then, the Automa takes the corresponding factory token and places it in its personal supply.

The Automa has one factory slot in Wien and one in St.Po|ten, it decides to build the factory in Wien, as it is a shared city. The Automa has one working factory (iron), so the iron factory is excluded from the eligible factories. The type of factory is decided according to the most requested goods within the Automa's network. The Automa's network includes 2 Hub cities, where it is still possible to deliver 2 wood, 2 coal, and 2 stones. Since there is a tie among three types of factory, the choice is defined by the tiebreaker of section T-B (coal factory).

HIRE WORKERS: HIRE 2 WORKERS

Condition: if the Automa has at least 20 guldens, has 4 or less workers, and its influence allows it to hire new workers, the Automa hires 2 workers from a city whose influence is equal to or lower than its influence.

The Automa prefers to hire workers with the lowest cost. If one or more city has workers with the same cost, the Automa chooses the city with lowest influence. If there is more than one city from which it is possible to hire, follow the criteria stated in section T-D of the decision card.

Move the price marker on the worker board 2 steps up and move 2 workers from the Automa's reserve to its personal supply. Then it pays a fixed cost of 20 guldens.

PRODUCE GOODS: PRODUCE GOODS FROM ALL WORKING FACTORIES

Condition: if the Automa has 3 or less goods in its personal supply, and it has 2 or more working factories, the Automa gets one good from each working factory and places it them in its personal supply. Working factory: a factory on the board that is not yet exhausted. (ie. has goods remaining on the board)

ORDER GOODS: ORDER GOODS BASED ON CURRENT SHIPMENT TILE

Condition: if the Automa has at least 20 guldens and its Landing (brown card) is empty, the Automa gets a number of goods from the market as indicated on the current shipment tile.

The goods are stored on the brown card in the automa's area. Then the Automa pays a fixed cost of 20 guldens.

The section T-C of the decision card indicates which goods are taken from the market.

NOTE: During Round 8 there is no shipment tile available. In this case, while resolving this action slot, consider the Automa's Landing as full

BUY GOOD: BUY 1 GOOD FROM THE MARKET

The Automa gets 1 good from the market and places it in its personal supply.

The type chosen is the first indicated on section T-C of the decision card.

Then the Automa pays a fixed cost of 20 guldens.

GAIN CONTRACT OR INFLUENCE: SPECIAL ACTION T-E, GAIN A CONTRACT OR INFLUENCE

Check section T-E of the decision cards indicating what the Automa does according to the number of its unassigned factories. Unassigned factory: a factory token in the Automa's area that is not yet associated with any contract.

If the Automa gets a new contract immediately place the number of required factory tokens, from the Automa's supply, without the need for the colors to match. The Automa treats factory tokens as wild colors.

STRATEGIC ACTION CARDS

BUILD TRACK: BUILD 1 TRACK TOWARDS TRIESTE

Condition: if the Automa has not yet connected to Trieste, the Automa places exactly 1 track trying to connect towards Trieste. The Automa does not pay any goods but does respect the special cases (stations, engineers, and fees).

If Trieste is not reachable, the track is placed trying to get closer to Trieste:

1) Find the city closest to Trieste within the Automa's network.

2) Place 1 track from that city to a city that is closer to Trieste.

If there is indecision about which city to connect to, consider the preferred reward shown in section T-A of the decision card.

The Automa gets the city reward, as usual.

In this case, Trieste is not reachable using only 1 track, so the Automa will try to build towards Trieste. Furstenfeld is the city, within the Automa's network, that is closest to Trieste. So the Automa builds a track from Furstenfeld to a city that is closer to Trieste: Maribor. In order to build that track the Automa needs the grey engineer.
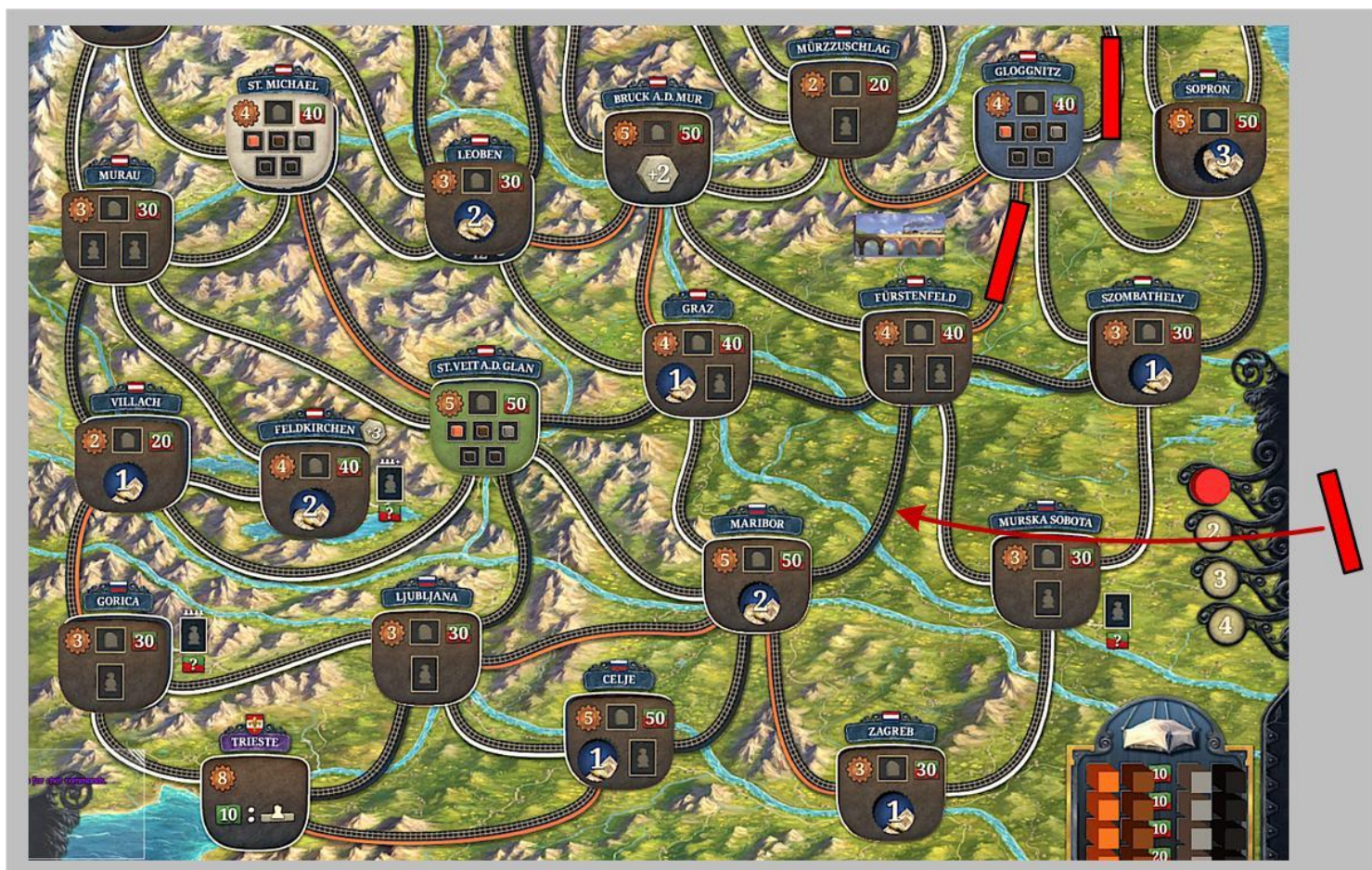
BUILD FACTORY: BUILD 1 FACTORY

Condition: if the Automa has at least 1 empty factory slot within its network, the Automa builds a factory following the criteria in section T-B.

Please note that in this case the factory is built for free.

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BUILD TRACK: BUILD 1 TRACK CONNECTING TO MOST FACTORY SLOTS

Condition: if there is at least 1 city adjacent to Aut0ma's network, with empty factory slots, the Automa builds exactly 1 track trying to connect to the city with the most empty factory slots.

The Automa does not pay any goods but does respect the special cases (stations, engineers, and fees).

DELIVERING 1 GOOD

After the Automa has completed one Action Slot, it tries to deliver 1 good from one of its factories to one of the Hub cities within its network. If it is able to make a delivery, it must pay 1 good from its personal supply (the color is not required to match) as payment for the delivery, and deliver 1 good to the Hub City. The color of the delivered good must match with the city demand, per normal delivery of goods rules.

If there are more than one Hub cities in the Automa's network, it prefers to deliver to a shared Hub city. If there is still indecision, the Automa delivers to a city that comes first in alphabetical order. If there is more than one good required by the eligible Hub cities, it delivers the most profitable good (for coal consider the current value of the available key). if there is still indecision, the Automa delivers the first valid good shown in section T-C.

The Automa gets the normal reward (money or key) after the delivery.

END OF ROUND

At the end of the round the player performs all standard steps, including updating the turn order The Automa:

- retrieves all its hands,

- gains a new hand (if any),

- receives the goods from its landing area (brown card), if present.

GAME END

Following the standard rules, the game ends at the end of the round during which the player or the Automa has connected to Trieste, or at the end of Round 8.

Before the final scoring, if Trieste was connected to, either by the player or the Automa, and if the Automa has 1+ unassigned factories, **the Automa gets the most profitable contract** that can be covered with its unassigned factories (remember that the Automa treats its factory token as wild colors).

FINAL SCORING

Both the player and the Automa score VPs following the standard rules.

Note, since the Automa does not collect income and has no investors, it does not score the Semmering token and does not pay investors.

SETTING THE DIFFICULTY LEVEL

The difficulty can be adjusted by selecting certain action cards. The cards #1, #2, #3 are present in two versions marked with a letter A or B. The A cards are easier, while the B card are harder. If you want an easy challenge, return all three B cards back to the box. If you want a harder challenge, replace one, two, or all three A cards with the corresponding B cards. The more B cards you include in the game, the harder the difficulty. You can decide which cards to replace, or choose them randomly.

If you desire to reduce the difficulty, in addition to including the A cards remove all Automa's guldens after the initial bid. If you want a harder challenge, in addition to including all B cards, give the Automa extra money during setup (+50/+100/+150/etc..).