

GREAT WESTERN TRAIL

Automa variant

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This rulebook concerns a single player variant for GREAT WESTERN TRAIL, where you will play against a fake opponent: the Automa.

The Automa's actions are driven by a dedicated deck (automa deck). This game mode is designed to allow you to play a two-player game in solitaire without having to spend too much energy to move your opponent, so you can focus exclusively on your strategy.

Components

- Base game.
- 1 movement-card.



- 1 automa deck made of 14 cards. The cards are double faced: action side and option side.



Action side

Option side

Set-Up

Prepare a standard set-up for two players with the following exceptions regarding the Automa's area:

- Automa doesn't receive: the player board, the cattle cards, the coins, the quality certificate marker.
- Place 7 Automa's discs on the movement-card and the resting discs in a reserve.
- Remove the Automa's buildings based on the difficulty level you want to apply (see the last chapter).
- Shuffle the building tiles and put them in a stack.
- Shuffle the automa deck with the option side face up.
- Place the meeple and the train at the beginning of each track.

Choose randomly who will be the first player.

Note: we suggest to set the 7 cards of the cattle market in a row from the less to the most fine (having most VPs). Set also the four objective cards in a row in random order.

Automa rules

The Automa doesn't manage cattle cards or cash.

During the Automa's turn draw a card from automa deck and perform the depicted actions: a movement and a special action, if any. Often you will need to check the option side of the first card remained at the top of the deck. These options apply to the action side of the just drawn card.

Now we describe how to perform all the actions.

MOVEMENT: initially the Automa starts at the beginning of the path. He moves as many spaces as indicated on the card. The card can report a fixed number of movements or a number plus the last number visible on movement-card. Initially this number is 0, then it will increase up to 2, after the discs will be removed from the movement-card.

When the Automa shall pass crossroads, he chooses the shortest path, in case of a tie he takes the path which not implies toll payments to you. If the Automa must pay the toll, you take two coins from the bank.

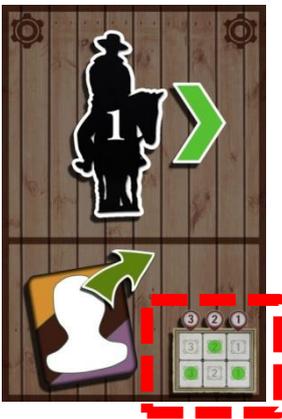
Example: in this case the Automa (RED) chooses the left way, because the two ways have the same length, but the right way implies a toll payment to you.



In this case the Automa chooses the shortest way and you should take 2 coins from the bank.



If the Automa reaches Kansas City after the movement, he doesn't perform the card action, but he performs the Kansas City actions. The Automa chooses the three tiles as indicated by the card.



Finally the Automa takes the first disc from the movement-card and puts it on Colorado Springs. Each time the Automa reaches Kansas City, he puts a disc taken from the movement-card to the following cities in order and he takes the relative bonus (objective cards or VPs).

BUILDINGS: take the building tile at the bottom of the stack and place it on the board following the priority written on the card. The target place depends on the current position of your meeple:

- Look at the next crossroad that your meeple will reach. The Automa will place its building in one of the ways starting from this crossroad. The way is selected with these priorities:
 - o The way having at least one free wooden space;

- The way having the most quantity of your buildings;
- The shortest way;
- The way having the lowest toll cost applicable to you;
- If these is already a tie, evaluate the next crossroad.

Once you have selected the way, the building will be placed in a wooden place, if there is.

Example: in this case the yellow highlighted space is the next crossroad that your meeple (WHITE) will reach. Three ways start from this crossroad. The Automa chooses the higher because it has already a free wooden space.



Example : in this case the yellow highlighted space is the next crossroad that your meeple (WHITE) will reach. Two ways start from this crossroad. Both ways have wooden spaces, the two ways have the same number of your buildings (zero) and the same length, so the Automa will place his building on the way having the lowest toll applicable to you (RED square).



CATTLE MARKET: the Automa takes the cattle card corresponding to the number written on the option side (the option side refers always to the card on the top of the deck). If the number written on the card is greater than the quantity of cards remained on the table, the Automa takes the right most card.

Example: if there are only five cards available and the option card shows the number 6, the Automa takes the purple card with 7 VP.



WORKERS MARKET: The Automa takes the least expensive worker corresponding to the type shown on the option card.

TEEPEE: The Automa takes the most profitable tent of the type indicated on the option card.

TRAIN: The Automa's train advances the number of spaces as indicated on the option card. The card can report a fixed number of movements or a number plus the last number visible on movement-card. Initially this number is 0, then it will increase up to 2, after the discs will be removed from the movement-card.

If the Automa's train is last, he will use all movements in order to pass your train, even if this implies to ignore the chance to stop in the stations. While, if the Automa's train is the first on the track, he will use the movements to reach the first station. Once the Automa's train reaches a station, he places on it a disc taken from the reserve (not from the movement-card), then if he has a worker tile and the station token is available, he places his worker on the station and he takes the token.

TAKE A HAZARD TILE: the Automa takes the hazard tile providing the most VPs. If there are more than one hazard providing the same quantity of victory points, look the hazard symbol on the option card. If one of the tiles involved in the tie corresponds to the hazard shown on the option card, the Automa takes that hazard tile. In other cases, the Automa takes the first hazard (from those involved in the tie) encountered by looking the path starting from the hazard area shown on the option card.

Example: in this case both the desert and rocks tiles provide 3 VPs. It is a tie. The option card shows the water hazard which is not involved in the tie, so the Automa takes the desert hazard because it is on the first hazard area following the water area (GREEN).



TAKE AN OBJECTIVE CARD: look the number shown on the option card; the Automa takes the objective card corresponding to this number.

FINAL SCORING

Your score is calculated with standard rules, while the Automa obtains victory points only from these factors:

- Discs on cities;
- Discs on stations;
- Buildings;
- Cattle cards;
- Objective cards (consider that all objective cards are satisfied);
- Hazard tiles;
- Worker market marker (if the Automa has taken it)

All other game elements doesn't provide any point to the Automa.

DIFFICULTY LEVEL

- Easy: during the set-up remove the Automa buildings n. 7-8-9-10.
- Medium: during the set-up remove the Automa buildings n. 1-2-9-10.
- Hard: during the set-up remove the Automa buildings n. 1-2-3-4.

Or, if you don't want to select any level, maintain all buildings during the set-up.