

SOLO RULES

In the Solo Mode your company will face against the Great Steam Conglomerate (later referred to GSC), a train delivery conglomerate made up of two companies, Yellow and Black. Will you outwit the GSC or will you get cast aside?

SETUP

1. Construct Map:

You will use 3 of the 4 basic tiles in the game to make a modular map of the country.

As in the multiplayer setup, to construct the map, place each of the tiles in a way that most white dots sides on each tile touches another tile with on the white dots side.

Note: the white dots sides don't have to touch perfectly, this is just to aid a better more balanced map.



2. Prepare Destination Cards:

From the Destination cards, find the cards that correspond with the number of the map tiles you are currently playing with. For example, if you play with map tiles 2, 3 and 4, you must find the 4 cards that have those numbers in the bottom left corner. Shuffle them, place them face down as a deck, then reveal the top card and place it next to the deck.

3. Prepare Action Card deck:

Shuffle the Action cards by era (1, 2, 3 dots). Then, without seeing the cards, draw 2 cards from the era 3 deck, shuffle them and put them face down near your reach. Then, draw 4 cards from the era 2 deck, shuffle them and place them on top of the era 3 deck. Finally, draw 6 cards from the era 1 deck, shuffle them and place them on top of the other era decks. Return the cards that are left to the box. You should now have 12 cards in the GSC action card deck.

4. Place goods on Factory spaces:

Place corresponding cubes on each of the Factory spaces on the board.



5. Place Starting Tracks for GSC:

Place starting tracks from each of the GSC color on the corresponding Factories on the board. These Factories will be the GSC's origin Factory and they will always build tracks towards the destination city that is closest to the origin Factory, until they complete that track and make a delivery there.

As you can see, Location 1 (L1) always refers to the black player pieces of GSC, while Location

2 (L2) always refers to the yellow player pieces of GSC.

6. Player Boards, Tracks, Train Meeples and Disc Markers:

Get your player board, tracks, train meeples and disc markers of one color (not yellow or black). Put one track of your color on each of the unlockable trains spaces on your Player Board, and place your starting Money marker on [\$5].

7. Prepare Achievements:

Select 5 Achievement Cards at random, and place them near the board.

8. Secret Contracts:

Draw one Secret Contract card for you.

9. Train Cards:

Shuffle the train cards, deal 3 to each player and place three cards from the deck on the bottom of the prestige board (train market) face up.

10. Place your starting Track:

Place one track on a starting Factory of your choice. You cannot place your starting Track on a Factory that has a GSC starting Track.

GAMEPLAY

Player Turns:

The game starts with you taking your turn. You will play the game with the same rules as a multiplayer game, with few rule exceptions and additions:

1. For each track that you build on spaces containing tracks from the GSC, you pay \$1 and you do not pay the terrain cost for those spaces. Consecutively, for each track that the GSC builds on spaces containing your tracks, you gain \$1.
2. You do not receive bonus \$2 for being the first player to deliver a good to a city or bonus \$1 for being the second player to deliver a good to a city.
3. There is no limitation of how many players can have a track on one space (meaning all three players can have a track on a single space).
4. The game is played exactly 12 rounds and ends when the GSC have played their last card from Era III.

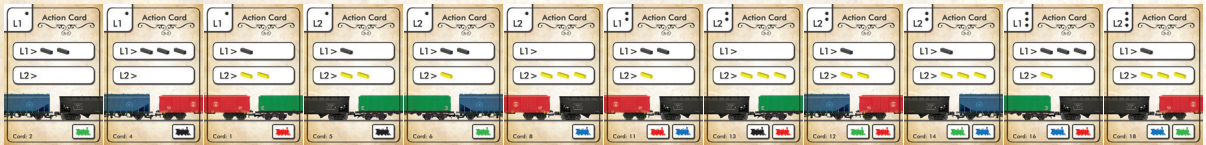
After you have played out your turn, it is the GSC's turn.

THE GSC TURN

As previously mentioned, the GSC will play exactly 12 action cards for the whole game, one card for each round. When it is the GSC's turn do these steps in order:

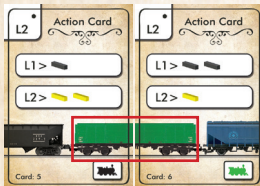
1. Draw an action card:

Draw the top card from the Action Cards deck. Put that card right of the deck if it is the first. For all consecutive cards, place each card next to the previous one on the right side. This way by the end of the game, the GSC will have formed a tableau of 12 action cards:



First played card

Each next card is placed on the right

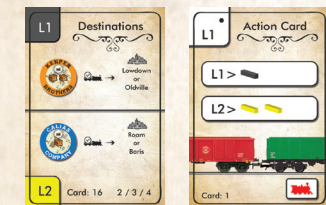


2. Gain prestige for connected wagons:

If by placing an action card the GSC have connected a wagon of the same color, the GSC gain 1 prestige.

3. Build tracks:

Depending on the card that was drawn by the GSC, they will construct that many tracks starting from the origin Factory on the Destination card towards their respectful destinations.



Let's say that the GSC has the left card as their first Destination card and has drawn the card on the right as their first action card. This means that the black player from the GSC will build one track from the L1 origin Factory towards the L1 destination (Lowdown or Oldville, whichever is closer), and then the yellow player from the GSC will build two tracks from the L2 origin Factory towards the L2 destination (Roam or Baris, whichever is closer).

Additionally, as mentioned earlier, when the GSC builds tracks over spaces that contain your tracks, you gain \$1 for each track they build.

If when building tracks the GSC build on a space that has a star, they gain 1 prestige.

Determining closer city and route to that city:

To determine the closer city of the two for each destination, you must measure how can the GSC reach that city with the fewest track direction changes possible. To do this, simply start counting from the origin Factory towards the city direction in a straight line, then when you reach the closest possible straight line, change direction and count towards the city. To explain better, let's see the example on the left:

The origin Factory is that Glyson Company Factory that produces 2 steel and the Destination city is Oldville. The red route is not correct for the GSC because it would change directions two times. The only correct route is the green one because that route would change directions only one time to reach Oldville.

To determine where the GSC will continue its route towards a Destination city, simply use the same way as described above.

4. Make a delivery:

If on their turn, the GSC builds a track in a city, they will make a delivery on this step towards that city. To make a delivery, place the train meeple of the corresponding player color in that city and remove the delivered good from the origin Factory. Then, the GSC player that made the delivery, gains prestige depending on the route's length according to the table to the left.

Additionally, if the origin Factory doesn't have the resource that is demanded by the Destination city, the GSC still make their delivery, but receive one prestige less.

When the GSC make a delivery, draw the next destination card and place a track for each player on their corresponding origin Factory.



= ? =	
≡ 3-5	+1 ★
≡ 6-8	+2 ★
≡ 9+	+3 ★

5. Buy a Train Card from the market:

If on their turn, the GSC has made a delivery, they will buy one train card on the market. In order to determine which train card the GSC will take (because the GSC don't use money in the game), count the trains on the bottom of each action card for each color. Take the Train Card that matches the color that has the most trains among those symbols. If there is not a Train Card of that color, take the Train Card that has the second most trains among those symbols and so on. Then refresh the market as usual.

6. Complete Achievements:

The GSC can complete achievements as a human player, with the exception that they can complete multiple achievements for the first place on the same turn.

Finally, the GSC turn ends and you go again!

GAME END

As mentioned before, the game ends when the GSC will play out all of their 12 action cards.

After the game ends, add the points from achievements to all players, then add the Passenger points from the cities. Finally, combine the points from both GSC players to determine the final points for the Grand Steam Conglomerate. Whoever gets the most points is the winner and declared the Railroad Emperor!