

Solo Variant – Emil joins in

You want to play, but all of your friends are at work? The Yucata server is down? Are you just looking for a challenge? Let us introduce you to your new friend, Emil (who is also bored).

Setup

Set the game up as you would for 2 players, noting the following changes.

To use this module, you need:

16 solo cards

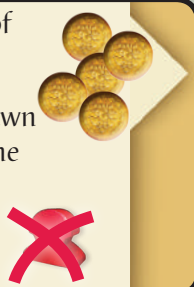
1, **blockade**. This space is not available in the solo game.

You will not need the Last Round marker, the Turn Order cards, or the Starting Bonus cards. They can be put back in the box.



2. Take **5 coins** instead of just one.

You also will not need the pawn for the turn order track, as the turn order track serves no purpose in the solo game.



3. Emil, your opponent, is represented by a **deck of cards**. Emil begins with a supply of **6 workers**. Place his 2 remaining workers next to the 50 space of the score track. Emil does not require any other components.



Game sequence

Just as you would in the 2 player game, you will play 6 rounds. However, you will actually be playing this game on your own. Emil doesn't care about scoring points. He's only here to get in your way.

Emil begins the game

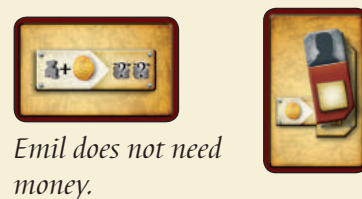
At the beginning of each of his turn, draw a card from Emil's deck. Each of his cards depicts one of the action spaces on the game board, which Emil will occupy and prevent you from using. Place the appropriate number of Emil's workers on the depicted action space. Emil doesn't actually perform the action. He thinks performing actions is boring. (Exception: taking locomotives and engineers; see below.) You may now discard the drawn card and take **your turn** (see the next page).



There are some special cases when executing Emil's cards:

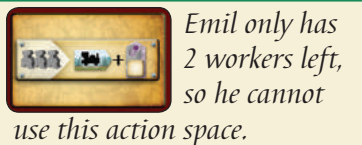
Emil's card depicts an action requiring coins

This doesn't bother Emil at all. Emil is anti-capitalist. When you draw either the "Get 2 track advancements of your choice" or the "Hire an engineer" card, Emil takes the necessary coins from the supply to place on the corresponding space. The worker required for the "Advance 2 tracks of your choice" space is taken from Emil's worker supply, as normal.



Emil doesn't have enough workers

When you draw a card that Emil does not have enough workers to use, you simply discard it and draw another. Emil will not be able to block this space. You must continue drawing cards until Emil is able to block the space depicted on a drawn card, or until Emil's deck is exhausted.



The action space on Emil's card is occupied

If there is already a worker on the the action space depicted on Emil's card, simply discard the card and draw another (and so on, as required).





Emil only blocks spaces that you can use

When you draw a card that depicts an **action space that you cannot use** (usually for the actions that you have not yet unlocked the track color), simply discard the card and draw another (and so on, as required). Emil will only bother himself with blocking spaces that you can use.



Emil occupies this space only if you are able to advance this color of track.

Emil collects locomotives and engineers

When Emil uses an action space that gives him a locomotive or an engineer, place the corresponding component in front of him. If there are no locomotives remaining in the supply, Emil takes the factory with the lowest number. Locomotives and factories taken by Emil are simply gone, they have no further effect in the game. The engineers collected by Emil are only used when determined



Emil can take locomotives and engineers away.

engineer majority at game end.

The light side up engineer

When you draw this card, Emil must place a worker on the light side up engineer's action space.



The light side up engineer

The coal action space

The coal card is only available in the retail version of German Railroads.



This card is not used when playing with the Coal module.

Emil must eventually pass

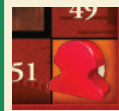
If **there are no cards left** in Emil's deck **at the beginning of his turn**, or if he has no remaining workers left in his supply, he must pass. You may now take as many consecutive turns as you would like and are able to perform.



Emil must pass.

Emil gets a new toy

As soon as you reach a score of 50+ points, take 1 of the workers next to the 50 space of the score track and add it to Emil's worker supply. Emil now has 7 workers. As soon as you reach a score of 150+ points, add the other worker to Emil's supply. This will usually happen during the scoring phase. If this happens during a round, and Emil has not yet passed, he may use the new worker in the current round.



When you reach space 50, Emil gains 1 additional worker.

Your turn

Once Emil has blocked an action space, it is your turn. Unlike Emil, you're playing to win! As usual, you choose an action space, place the required workers (or coins), and perform the action.

Important: Use your coins sparingly. The "take 2 coins" action space is not available in the solo game.

Once you have completed your turn, draw a card from Emil's deck. You and Emil will alternate turns in this way until you choose to pass. Once you have passed, the round ends and the scoring phase is performed as usual. (Emil will take this opportunity to take a walk. He doesn't score any points; not that he cares.)

After the scoring phase is complete, return all the placed workers to your and Emil's personal supplies. Shuffle all of Emil's cards to prepare his deck for the following round.

Game end

After the 6th round, the game ends. Proceed with the last scoring phase and finally game end scoring. You will only need to count your own points (again, Emil doesn't care). However, when determining engineer majority, you must consider Emil's collection. If Emil collected more engineers than you, you only score points for 2nd place.

Your goal is to score as many points as you can – and then to score even more next time.



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