

EMIL 2.0

This manual outlines the rules for the solo mode of Ultimate Railroads, called Emil, with the addition of some house rules. The purpose of the modifications made to Emil is to make the solo experience more similar to a multiplayer game by addressing what I believe are the shortcomings of the original version of Emil:

- The fixed turn order;
- The inability to access the higher-value locomotives due to Emil's minimal contribution to removing locomotive tiles;
- The absence of the "take 2 coins" action, which is present in 2-player games;
- Emil randomly chooses action spaces to occupy and ignores that some action spaces are crucial and typically contested first among players;
- Various aspects of player interaction that are not implemented in Emil (e.g., the taking of idea cards or end-game effect cards).

Emil 2.0, while still a "beat your score" solo game, attempts to address all the aforementioned aspects. Below is a summary of all the rules for Emil 2.0 for playing solo at Russian Railroads, followed by modifications for playing solo with each of the expansions included in Ultimate Railroads. The modifications for playing the various expansions are always intended with respect to Emil 2.0 of Russian Railroads.

EMIL 2.0 - RUSSIAN RAILROADS

General Setup

Set up for a normal 2-player game with the following modifications.

Emil Area Setup

- 6 available workers
- 1 worker placed on space 25 of the VP track
- 1 worker placed on space 50 of the VP track
- 1 turn order marker
- No scoring markers, no coins, no idea tokens
- Shuffle the Emil deck and place the D6 on top of it

Before Starting the Game

- Randomly determine the 1st player
- Arrange the turn order markers accordingly
- Only if you are the second player, remove a random initial bonus card
- Choose an initial bonus card
- Assign turn order cards to yourself and Emil

Emil's Turn

1) If the D6 is on the deck, roll the die:

- D1-2: Emil occupies space "3 wooden tracks"
- D3-4: Emil occupies space "take 2 coins"
- D5-6: Emil places a coin (taken from the bank) to take the engineer from the board, then place the die back on top of the deck.

Note: at the start of the turn:

- If one of the 3 options is no longer available, disregard it; use the die result to choose from the two remaining options. Then place the die back on top of the deck.
- If two of the 3 options are no longer available, there is no need to roll the die. Emil chooses the only remaining option; then the die should not be placed back on top of the card deck, but beside it.
- If none of the 3 options are available, there is no need to roll the die. Place the die beside the card deck and proceed to the next point.

2) If the D6 is beside the deck, draw a card and occupy the indicated action space. If the card indicates a space that is no longer available, Emil instead places a worker in the space to become first in turn order (if it's the last round, Emil occupies the space with 3 wrenches). If that space is also occupied, draw another card.

3) If Emil has no more cards, pass.

Emil only places workers; if the space also requires coins, he takes them from the bank.

If Emil does not have enough workers to occupy the action space, draw another card.

Emil can only occupy action spaces that you can also use.

When you reach or pass a space on the VP track with 1 worker of Emil, give that worker to Emil. The first time this happens, also remove 1 random end-game effect card and 1 random idea card.

Special Action Spaces:

- Locomotive/Factory action space: when Emil occupies it, he removes a locomotive from the market
- Locomotive + Factory action space: when Emil occupies it, he removes two locomotives from the market
- Engineer (light side up) action space: when Emil occupies it, he removes a locomotive from the market
- Double wrench space: when Emil occupies it, he removes a locomotive from the market
- Space below the turn order: at the end of the round, Emil does not reposition the worker placed to become first in turn order

END OF ROUND

- Adjust the turn order according to standard rules.
- Swap turn order cards if necessary.
- Return Emil's workers to his area, shuffle the deck, and place the die on top of it.

END OF GAME

Emil does not score points, but his engineers are considered when calculating your score.

You must beat your personal record.

PLAYING EMIL 2.0 WITH THE EXPANSIONS OF ULTIMATE RAILROADS

Below are the modifications you need to apply to Emil 2.0 to play with the expansions. For each expansion, the setup changes and any additional rules to follow during the game are provided. The modifications for playing the various expansions are always intended with respect to Emil 2.0 of Russian Railroads.

GERMAN RAILROADS

Setup: randomly remove three extension tiles, one for each type. If that tile indicates a certain number of income tiles, remove an equal number of randomly chosen income tiles.

Special rules: none.

AMERICAN RAILROADS

Setup: place Emil's stock marker on the stocks board.

Special rules: when Emil occupies the "3 green tracks" space, advance his stock marker. If Emil is the first to reach a new row, place a randomly chosen dividend tile. When Emil removes the last locomotive from the left of a steelworks, you receive the payout.

End of game: consider Emil's stock marker for the final VPs gained from stocks.

ASIAN RAILROADS

Setup: place Emil's wrench at the start of the industry track.

Special rules:

- Whenever Emil places a factory, he puts it in the first available space moving clockwise from the start of the industry track
- Locomotive/Factory action space: when Emil occupies it, he removes a locomotive from the market (this tile is not placed as a factory)
- Locomotive + Factory action space: when Emil occupies it, he removes two locomotives from the market. The first one of these is placed as a factory on the industry board
- Engineer (light side up) action space: when Emil occupies it, he removes a locomotive from the market (this tile is not placed as a factory)
- Double wrench space: when Emil occupies it, he removes a locomotive from the market. This one is placed as a factory on the industry board
- When Emil occupies action spaces with wrench movements, he moves his wrench along the shortest path possible to reach the end of the industry track

COAL MODULE

Setup: add the specific card to Emil's deck.

Special rules:

- Emil always uses 1 worker when occupying the space on the coal board. Then restore both tiles from the foundry display.
- Emil does not use coal.

MANUFACTORY TRAIN MODULE

Setup: add the specific card to Emil's deck.

Special rules: none.

SPECIAL IDEAS MODULE

Setup: no specific preparation for this module.

Special rules: when your scoring marker reaches 25 VP, remove a random special idea card.

ADDITIONAL ENGINEERS MODULE

Setup: no specific preparation for this module.

Special rules: none.

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