

RAILROAD REVOLUTION + EXPANSION

MAUTOMA RULES

This manual contains a set of rules allowing you to play a solo game of RAILROAD REVOLUTION with the expansion RAILROAD EVOLUTION. The expansion is mandatory to play at this variant. You will set-up a game for two players and try to beat the Automa.

The rules also explain how to adjust the difficulty level of the game as well as how to play against two or three Automatas.

----- SETUP -----

Setup of the main board

The normal rules for a 2-player game apply, which are summarized below for convenience:

- Layout the game board
- Place one marker per player near the performance track
- Place one starting rail per player between Washington and Charlotte
- Randomly set aside 1A, 1B, 1C, 1D performance tiles and draw two performance tiles from them
- Randomly draw two colored workers and associate each worker to one tile selected in the previous step.
- Remove two performance tiles from EACH of tile decks A-D.
- Randomly draw six performance tiles and build three rows with two tiles each near the performance track. Remove the remaining two tiles from the game.
- Take four reward tiles (two per type) and build two rows with two tiles near the performance track. Remove the remaining tiles.
- Place at random five telegraph tiles
- Place the station tiles
- Place at random the telegraph VP tiles
- Build a tender stack near the tender section
- Build three rows of two wagons near the wagon section
- Build four train tile stacks with three tiles per stack. Organize the four stacks into two rows of two stacks

- Place the neutral stations in San Diego, Salt Lake City, Duluth and Little Rock
- Place the neutral telegraphs in the first, fourth and seventh sections

Setup the player's area

The normal setup rules apply, which are summarized below:

- One standard player board with extension
- Place all rails and buildings on the dedicated spaces
- \$600
- Three telegraph shares
- Four white workers
- One "Promote 2 Workers" train
- One milestone A1
- One milestone A2

Setup of the Automa's area

The Automa receives:

- A playmat
- One player board extension
- The automa deck
- One starting train tile
- One A1 milestone and one A2 milestone
- Three telegraph shares
- Two reward tiles; one per type
- 13 buildings
- 16 rails

NOTE: the Automa doesn't receive the standard player board, \$600, or white workers.

Put 10 buildings and 13 rails in the dedicated reserve box of the playmat. Place two buildings and two rails below the reserve.

Put one building and one rail in the dedicated space on the board extension.

Put the starting train tile in the dedicated space on the playmat.

Put the two reward tiles facedown in the second and third slot of the trade action area, as indicated by the playmat. The rail reward in the second slot and the building reward in the third slot.

Put 3 shares in the share reserve on the playmat.

Split the automa deck into two decks: one deck shall include all cards with letter "S" and the other deck shall include all cards with letter "C".



Before starting the game

The player chooses first by selecting a starting performance tile and taking the related worker, then the Automa takes the remaining tile and worker. Put the worker in the dedicated reserve on the playmat and the performance tile in the bottom right spot on the board extension.

Now you should prepare the Automa deck by completing the following steps:

- 1) Set aside the card S1, then shuffle all remaining cards of the "S" deck.
- 2) draw two "S" cards and put them facedown on the S1 card
- 3) take the "C" deck and search for the card corresponding to the Automa's performance tile and put it face down with the three S cards just selected. *For example, if the Automa has the performance tile related to the stations close to the ocean, you should take the C7 card.*

The Automa deck is now ready, and consists of four cards: three S cards and one C card. Shuffle the automa deck and start to play! The Automa starts the game as the first player.

Leave the remaining S and C decks close to the Automa area.

The Automa's area should appear like in the picture.

GAME DIFFICULTY

This mode provides three difficulty levels.

Level 1: apply all icons except the ones with a yellow or red border. These types of icons are depicted on the playmat.

Level 2: apply all icons except the ones with a red border.

Level 3: apply all icons.

MAUTOMA

GENERAL CHARACTERISTICS OF THE AUTOMA

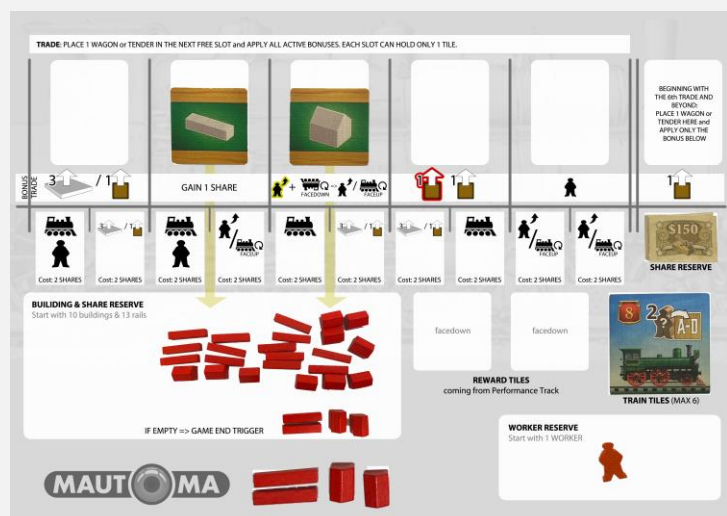
The Automa doesn't use money.

The bonuses and the costs depicted on the main board or on the extension board never apply to the Automa (e.g., station bonus, telegraph bonus, deal cost/reward, costs needed to proceed on the performance track, etc.).

The only bonuses and costs that must be applied to the Automa are those indicated on the Automa cards and on the playmat.

When the Automa promotes workers to complete its milestones, it treats the workers as wild workers.

The Automa doesn't use the bonuses granted on tender, wagon or train tiles. The Automa uses the reward tiles, but in a different way, as described later.



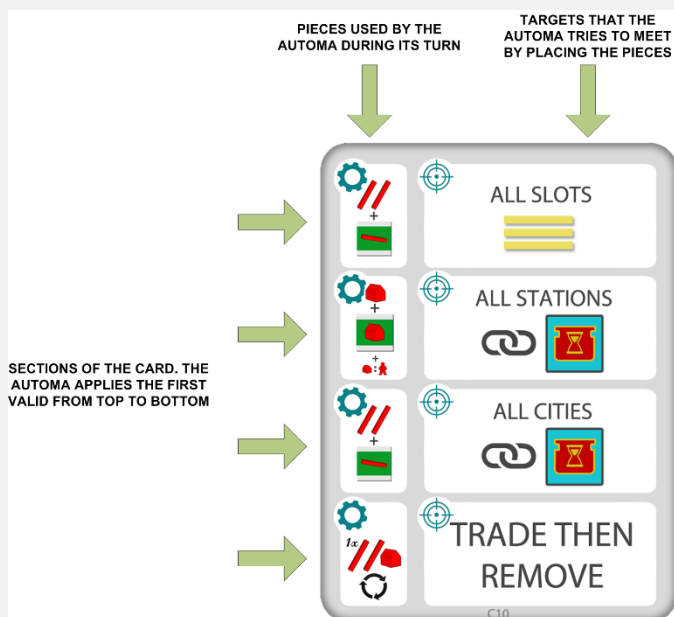
Like a normal player:

- the Automa must connect a city before building a station.
- the Automa can only place rails extending from rails that are already in place.

NOTE: Throughout these rules, the term "piece" refers to one rail or one building.

CARDS LAYOUT

Each card contains several sections.



In general, each section implies the execution of one of the four basic game actions: place a station, place a telegraph, place up to two rails, trade one rail or one building.

The left portion of each card section shows which types, and how many pieces, should be taken from the Automa's playmat. The right portion of the section indicates the targets: what the Automa will try to do using those pieces.

The symbols located on the cards are explained below.

	ACTION: Railroad This icon indicates that the Automa takes up to two rails plus one additional rail from an unused reward tile in order to expand its rail network.
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	ACTION: Station This icon indicates that the Automa takes one building plus one additional building from an unused reward tile and places them as stations. Then it gains one worker per station placed during the turn.
	ACTION: Telegraph This icon indicates that the Automa takes one building to build a telegraph office. Then, it gains two shares.
	ACTION: Trade This icon indicates that the Automa trades exactly one of these pieces. The first and second times it takes the action, it trades one rail. The third time it trades one building. Following the third trade, it repeats this order in a cyclical manner.

Toward the end of the game it is possible that the reserve box of the Automa's playmat is empty. In this case the Automa uses the pieces that were put below the reserve box during the setup.

The back of the card shows a title, two tiebreaker icons and a letter S or C indicating the type of the card.

The "S" cards are the starting cards, which are the cards that are dealt to the Automa during the setup.

The "C" cards are advanced cards that the Automa collects during the game to build its strategy. Each "C" card is associated with a particular performance tile. The title of the card will help you to understand which performance tile is associated with that card. During the game, when the Automa collects a new performance tile, it also collects the corresponding "C" card. This will be explained more fully later in the rules.



For example this card is associated with the performance tile that grants VPs per rail built on spots with difficult terrain 3.

----- ACTION DESCRIPTION -----

ACTION: RAILROAD

When the Automa takes a "Railroad" action, the card indicates one or more cities that should be targeted by the placement of rails.

Before placing the rails, you should check the map in order to locate all the potential target cities.

Excluding any cities that are already connected by the Automa's rails, select the city amongst the remaining targets which requires the fewest rails to complete the connection (see tie-breaker rules); this is the first target the Automa tries to reach.

Place the rails one by one. After placing the first rail, check if the initial target is reached. If it is not, continue placing the next rail(s) toward connecting this city.

If the first target city is reached, locate the next Automa's next target (if any) and place any remaining rails in a manner attempting to connect that city location.

If, during the process described above, the automa completes all the target cities, it stops placing rails. So, it is possible that Automa places less rails than indicated on the card.

Whenever there are multiple possibilities in the choice of targets for rail placement, apply the tiebreaker rules described in the dedicated box.

If at least one of the rails placed during the Automa's turn has covered a spot with a "Deal" icon, a deal is triggered. Follow the rules in the dedicated section.

ACTION: BUILD STATIONS

When the Automa takes a "Stations" action, the card will likewise indicate one or more cities to target.

First, check the map to see if the Automa is permitted to build at least one station on any of the target cities. As per standard rules the Automa can only build a station in a city already connected by its own rail network.

If there is more than one possibility for building a station, please refer to the tiebreakers rules.

Note, the Automa never pays money to place a station, but it always receives one worker per station built, regardless of if the station occupies the "First Station" slot or not.

If the Automa has already built all the stations in the target cities, this action can no longer be executed (move to the next section of the card as described in "Automa's Turn section).

ACTION: TELEGRAPH PLACEMENT

When the Automa takes the "Telegraph" action, it indicates a specific VP tile as the target. This means that the Automa will place the telegraph adjacent to that VP tile.

If one of the two telegraph sections adjacent to the target VP tile already has a free "First Office" slot, the Automa places its telegraph there. In all other cases, select the telegraph section following the tiebreaker rules.

The Automa always gains two shares after it builds a telegraph office, no matter if the telegraph office occupies the "First Office" slot or not.

If the Automa has already built telegraph offices on both sides of the target VP tile, skip this action and move to the next section of the card as described in "Automa's Turn" section.

ACTION: TRADE

When the Automa takes the trade action, perform the following four steps.

1. Select one piece to trade: the first time the Automa takes a trade, it removes one rail from its reserve; the second time it removes another rail; the third time it removes one building. Then, it continues cyclically '1 rail' - '1 rail' - '1 building'. These components are always put in the tender/wagon section of the game board, so it is easy for you to check which piece will be traded.

Toward the end of the game it is possible that the Automa is not able to trade the piece indicated by this rule. In this case, the Automa trades any type of piece that it still has.

2. Select the tender or wagon: the Automa always tries to take a wagon. If there is more than one spot in which to place its traded piece, use the tiebreaker icons. The tiebreaker icons also indicate which wagon to take. For more information about the tiebreaker, see the dedicated box.

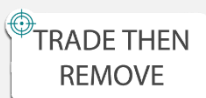
If the Automa is not able to take a wagon because its piece doesn't match any free spot, it takes a tender.

3. Apply all bonuses on the playmat. Put the wagon/tender in the first free slot on the playmat, then the Automa takes the bonuses indicated on the playmat from left to right.

If the Automa has already placed five wagon/tender tiles, any other tiles will be placed in the last slot. In this case the Automa will only gain the bonus printed below this last slot.

Once a wagon/tender tile is placed on the playmat, the two deal reward slots located below become active and the Automa can access them when a deal is triggered.

4. Remove the card, if indicated. Often the card indicates that it must be removed from the game after the trade action is completed.

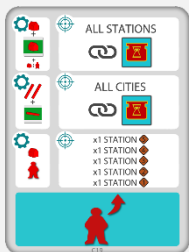


----- AUTOMA'S TURN -----

Draw an automa card, check all card sections from top to bottom and apply the first valid action. A card section is considered valid if the Automa is able to place or trade at least one of the pieces indicated by the card section.

Some cards show a section with a blue background. These sections indicate a secondary action that should be applied after one of the standard sections has been executed.

Example: the Automa first executes one of the three sections with standard background, then it promotes one worker as a secondary action.



Towards the end of the game, it is possible that the card has no valid actions to complete. In this case discard it and draw another card.

IMPORTANT: When the Automa deck is exhausted, flip the discard pile. **The deck is never reshuffled during the game!**

-----END OF GAME AND FINAL SCORING-----

The end of the game is triggered when EITHER the player clears all the pieces to the left of their Company logo OR when the Automa uses all the pieces in the reserve box of its playmat. When either of these scenarios occur, complete the current round and then both the player and automa perform one last turn before the game ends.

The Automa scores VPs as a normal player with the following exceptions:

- all performance tiles providing VPs for a given type of milestone provide that amount of VPs for every 2 milestones completed by the Automa regardless of the letters of the milestones.

Example. This performance tile doesn't grant the Automa 3VPs for each A or B completed milestone, but it provides 3 VPs for every 2 completed milestones, ignoring the type (A-B-C-D) of milestones.



----- FURTHER GAME MECHANICS -----

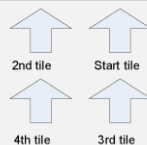
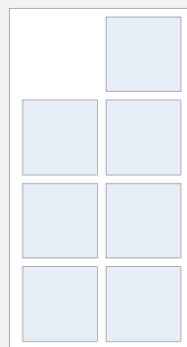
PERFORMANCE TILES

When the Automa gains a performance tile, immediately pick the corresponding card from the "C" Automa deck and place it face up in the Automa discard pile.

Then, place the performance tile on the Automa's board extension.

The Automa places performance tiles starting in the bottom right column and alternates columns (right, then left) each time. As new tiles are placed, previous tiles are pushed up to the row above it.

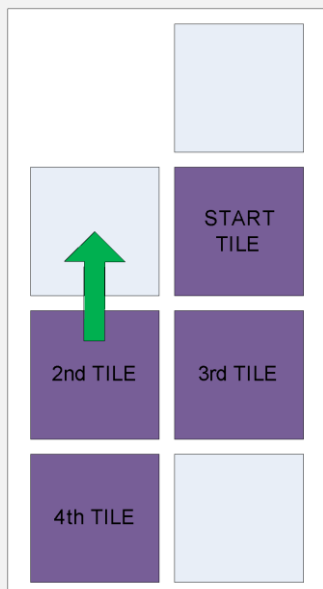
For example, the first tile is placed in the bottom row on the right. Next, the second tile goes on the bottom row in the left column. After that, the third tile goes back on the bottom right and the tile that was already there gets pushed up one row. This pattern continues. The Automa's tiles never change their column. The diagrams show the sequence of tile placement.



Whenever the Automa gains an upgrade of a tile, check all spots starting from the bottom row and from right to left. The Automa will push up the first tile that has a free spot above it.

Once all performance tiles are at the highest possible level, all bonuses granting advancements of performance tiles should be ignored.

Example. In this situation the tile that would be upgraded is the second one.



REWARD TILES

The Automa can collect reward tiles in two ways:

1) From the Performance Track: When the marker of the performance track reaches or passes a level corresponding to reward tiles, the Automa takes one tile. Use the tiebreaker rules to determine which tile it takes. The tiles collected from the performance track must be placed facedown on the dedicated section of the playmat. Immediately take the matching piece from the Automa's board extension and place it on the reward tile as a visual reminder that the Automa can use the reward. As with a normal player, the Automa cannot collect two reward tiles of the same type from the performance track.

2) By Unlocking Reward Tiles on Playmat. Recall that two reward tiles were placed on the Automa playmat during the setup process. During the game, whenever the Automa must place a wagon/tender tile in a slot that is occupied by a reward tile, that reward tile immediately goes into the reserve box (following the arrow), so the previous slot is now free to host the wagon/tender tile. Then, take a matching piece from the Automa's reserve and place it on the reward tile as a visual reminder that the Automa can use the reward.

How to use the pieces on the reward tile. During the Automa's turn, if the card section that you are applying indicates that the Automa

can take a piece from a reward tile, the Automa will try to perform a stronger action by placing both the "normal" pieces and the piece on the reward tile.

The piece from the reward tile must be placed following the same rules/restrictions applicable to the "normal" piece as indicated by the Automa card. If this is not possible, the Automa leaves the piece on the reward tile.

The Automa may only use one reward tile per turn.

If the Automa has two reward tiles providing the same piece, it first uses the "external" reward tile coming from the performance track.

IMPORTANT: The pieces on the reward tiles that are inside the reserve box can still be used as normal pieces. This could happen toward the end of the game, when there are only a few pieces left in the Automa's reserve. In this situation, it is possible that the card section indicates the Automa to place a piece that is present only on a reward tile. If that reward tile is inside the reserve box, its piece can still be used for the normal action and the reward tile will be lost. However, the pieces on external reward tiles cannot be used for normal actions.

DEALS

"Deals" can be triggered by the player or by the Automa following the standard rules.

When a deal is triggered, the player performs its choice as in a normal game, while the Automa doesn't consider the choices on the deal tile.

Whenever a deal is triggered, the Automa will spend two shares from its reserve placing them on the first free slot of the deal row of its playmat, then it gains the corresponding reward. However, if the Automa does not have enough shares, or if the deal reward slot has not been activated by placing a wagon tile above it, the Automa cannot perform the deal.

----- DESCRIPTION OF THE TARGETS -----

The possible city targets found on the cards are described below.

TARGETS FOR PLACING TELEGRAPH OFFICES



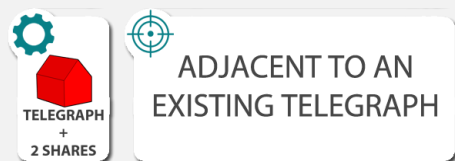
This target indicates a specific telegraph tile, for example the 10VP tile.



This target indicates the VP tile corresponding to a particular station level. In this example, the VP tile associated with stations of level 2.

Furthermore, this target has a requirement indicated in the grey box above. Only if the condition in the grey box is satisfied, should the target be considered; in all other cases the target must be skipped.

In this example the condition is that the Automa has built at least 1 station of level 2.



This target indicates to build a telegraph office adjacent to a telegraph already built by the Automa. In order to select the exact section in which to place the telegraph, imagine approaching the telegraphs row from outside the board following the tiebreaker arrow.

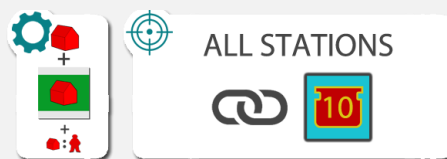
The telegraph office will be placed in the first valid slot adjacent to a telegraph already built by the Automa.

If the Automa has not yet built any telegraph offices, place the telegraph in a completely free slot (i.e., with no player's telegraph). If tied, select the slot according to the process described above.

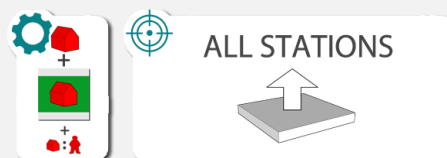
TARGETS FOR PLACING STATIONS



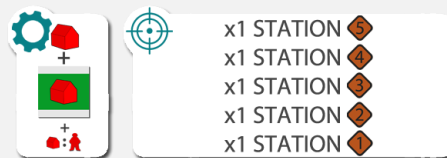
The target is any station of a particular level. In this example, all stations of level 2.



The target is any station associated with a particular telegraph VP tile. In this example, if the 10 VP tile were associated with the stations of level 3, the target would be all stations of level 3.



The target is any station that has the performance upgrade as a reward, but remember that no rewards depicted on the main board are applicable to the Automa.



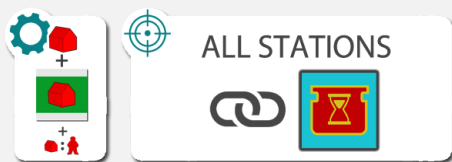
The target is 5 stations with a different level each. The targets are listed in order by priority.



The target is any station in cities adjacent to the ocean.



The target is any station where the Automa could occupy the "First Station" slot based on the current map situation.



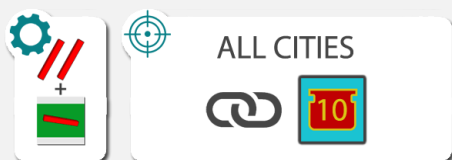
The target is any station associated with an active VP tile.

By "active VP tile" we mean a telegraph VP tile between two previously built Automa's telegraph offices, whose corresponding stations are not yet completely built by the Automa.

Example. The Automa has two adjacent telegraphs and they surround a VP tile corresponding to the stations of level 5. If the Automa has not yet built all three stations of level 5, that VP tile is considered "active". Once the Automa builds all stations of level 5, that tile is no longer active.

If the Automa is able to build stations related to more than one active VP tile, it selects the tile providing the most VPs.

TARGETS FOR PLACING RAILS



The target is the connection to any city associated with a particular VP tile.

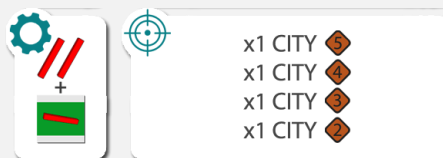
In this example, if the 10VP tile were associated with the station of level 2, the target would be the connection of all cities of level 2.



The target is the connection to any city of a particular level. In this example, the target is the connection of all cities of level 2.



The target is the connection to any city that has a performance upgrade as reward.



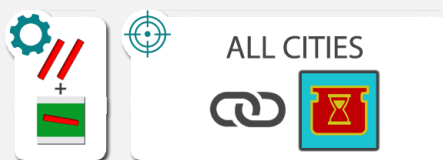
The target is the connection to 4 cities with a different level each. The targets are listed in order by priority.



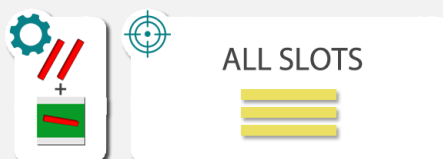
The target is the connections to any city that is adjacent to the ocean.



The target is the connection to any city that currently has no station built, where the Automa could occupy the first slot.



The target is the connection of any city associated to the highest active VP tile (i.e., the one which grants the most VPs).



The target is any rail slot corresponding to flat land.



ALL SLOTS



The target is any rail slot corresponding to deal icons.



ALL SLOTS



The target is any rail slot corresponding to Δ ("Difficult Terrain 1").



ALL SLOTS



The target is any rail slot corresponding to $\Delta\Delta$ ("Difficult Terrain 2").



ALL SLOTS



The target is any rail slot corresponding to $\Delta\Delta\Delta$ ("Difficult Terrain 3").

---- DESCRIPTIONS OF THE BONUSES ----

As already written, the bonuses depicted on the main board or on deal tiles don't apply to the Automa, but it does receive other bonuses as indicated on the Automa cards and on the playmat.

Below we describe all bonuses valid for the Automa.

GAIN 1 TRAIN TILE



The Automa collects one train tile and puts it faceup on its playmat.

As the four train stacks are organized in two rows of two stacks, the tile to pick up should be selected using the two tiebreaker icons.

The Automa cannot own more than 6 trains including the starting train tile.

PROMOTE ONE WORKER

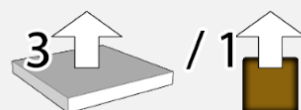


The Automa takes one worker from its reserve and puts it on an uncompleted milestone tile.

The Automa treats the workers as a wild worker and it ignores the requirements depicted on the tiles.

Once the Automa has filled all worker spots on a milestone, it immediately draws a new milestone of higher level and puts it under the just completed milestone. During the game, the Automa organizes its milestones in two columns and completes them per row from top to bottom. The diagram shows the order by which the workers are promoted on the milestones.

A1 1st	A2 2nd
B 3th 4th	B 5th 6th
C 7th etc...	C



The Automa moves its marker on the performance track up to three steps up or, if not possible, one performance tile one step up.

It doesn't pay the costs depicted along the track.

When its marker reaches or passes the level corresponding to reward or performance tiles, it gains one of the available tiles. If more than one tile is present, select one according to the tiebreaker icon.

When the Automa gains a reward or performance tile follow the instructions described in the dedicated rules sections.

If the Automa's marker reaches the end of the track, all remaining advancements are lost. The next time the Automa gains an upgrade bonus, it moves one of its performance tiles instead (see the rules about performance tiles).

GAIN 1 SHARE

The Automa collects one share and places it on its playmat.



The Automa promotes one worker (apply only if you are playing at difficulty level 2 or 3), then it flips one train tile to promote another worker. If it is not possible, it flips one train tile faceup.



The Automa moves one of its performance tiles. See the rules about performance tiles.



The Automa gains one worker from the general reserve and puts it on the playmat. The color does not matter.

----- TIEBREAKER RULES -----

During the game it is possible that you may have multiple valid options. In this case you should use the two tiebreaker icons shown on the back of the card that is currently on top of the Automa deck to help determine the course of action.

These two icons show an arrow. The horizontal arrow must always be considered before the vertical arrow. It has a different color to remember that.

METHOD FOR CITY SELECTION

Below we describe a method that is very useful to solve indecision that can arise during the game.

Almost all situations where there is indecision about where to build a station or a rail originate from a situation in which you need to select a city among a group of eligible cities.

When this occurs, apply the following method.

Divide the map into 5 virtual columns, each containing the city indicated in the picture.

Now imagine approaching this scheme following the main tiebreaker icon (horizontal arrow).

The city that should be selected is the first one encountered travelling in the direction of the icon.

If there is still indecision, because several eligible cities stay in the same column, use the second icon (vertical arrow) to break the tie.

In the same way, imagine approaching the scheme following the vertical arrow, the city to be selected is the first one encountered by the arrow.

SEATTLE		BISMARK	DULUTH	BOSTON
S.FRANCISCO	SALT LAKE CITY	DENVER	CHICAGO	WASHINGTON
SAN DIEGO		EL PASO	LITTLE ROCK	CHARLOTTE
			HOUSTON	MIAMI

Example. If the eligible cities are all level 2 cities and the tiebreaker icons are those indicated, the city to select is Chicago.

SEATTLE		BISMARK	DULUTH	BOSTON
S.FRANCISCO	SALT LAKE CITY	DENVER	CHICAGO	WASHINGTON
SAN DIEGO		EL PASO	LITTLE ROCK	CHARLOTTE
			HOUSTON	MIAMI



INDECISION ABOUT RAIL PLACEMENT

There are several scenarios in which there could be indecision about rail placement.

Scenario A: the Automa has several target cities that can be connected. In this case, you should select the targets requiring less rails. If the indecision persists, apply the tiebreaker rules for city selection already described.

Scenario B: the Automa has several target spots to place its rails. In this case you should select the targets requiring less rails. If the indecision persists, check which cities would be connected by placing rails in the eligible spots, the Automa places the rail connecting the city selected by the tiebreaker rule for city selection.

Scenario C: the target city the Automa has to connect is too far. In this case you should check the cities already connected by the Automa with higher level. Then, starting from one of those cities the Automa should connect a city with one level higher.

Example: The Automa has 2 rails to place and the target is all cities of level 5. Let's suppose that the Automa currently has connected only Houston (Lev3), Miami (Lev2) and Denver (Lev3). The Automa is not able to reach a city of Level 5, so it selects one of its higher level cities (Houston and Denver) applying the method for city selection. If



the tiebreaker icons are , the Automa selects Denver. So, it starts from Denver and tries to connect a city with 1 level higher. There are 3 possibilities (Bismark, Salt Lake City, El Paso), but Salt Lake City requires only 1 rail to be reached, while the other two cities require two rails. So, the Automa places the first rail between Denver and Salt Lake City.

The same process must be repeated for the second rail. Now the Automa's city with higher level is Salt Lake city (level 4) and the Automa should try to connect a city of level 5. There are three possibilities (Seattle, San Francisco, San Diego), all these cities require two rails. The target city will be selected using the city selection method. The tiebreaker icons are already the same above, so the Automa chooses Seattle as target. So the Automa places its second rail between Salt Lake City and Bismark and its turn ends. If the Automa had also a third rail available thanks to a reward tile, it would have connected Seattle as well.

INDECISION ABOUT STATION PLACEMENT

If the Automa has several target cities where a station can be built, you should also select the city applying the tiebreaker rule for city selection already described.

INDECISION ABOUT TILES SELECTION

If the Automa must take a reward tile or a performance tile and there is indecision, select the tile applying the horizontal arrow icon.

If the Automa must take a wagon tile and there is indecision, first select the wagon row considering the vertical arrow, then select the wagon tile applying the horizontal tile.

If the Automa takes a train tile, apply both arrows to select from which stack to pick the train tile from.

----- **PLAYING AGAINST 2 or 3 AUTOMAS** -----

If you want to play against 2 or 3 Automas, you will need to print an extra copy of the S1 card and the playmat per each additional Automa.

Before starting the game you should perform the setup for a standard 3 or 4 player game. Each Automa will have its playmat and its 4 card deck prepared as described at the beginning of this manual.

Randomly determine the turn order for the Automas, but the human player will always begin the game as the last player (i.e., because it was first to select a starting performance tile).



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