New Solo Game

By Alexis Allard

Your main competitor is the AAA (Alexis Allard Architects). Challenge their architects to determine who will be the best architect.

The rules of the base game apply normally, except for the following changes:

Set Up

★ Pick one AAA architect (the number indicates the difficulty level).

★ Take a score sheet and split all scoring boxes in two by drawing a horizontal line. You will write your own score above the line and the AAA's score below it.

★ Shuffle all construction cards and make 2 stacks of equal size. Shuffle the 3 AAA Completed Plan cards in one of the stacks. Then place this below the other stack to compose a unique stack with the effect side up.

★ Take 3 city plan cards and place them next to the Construction deck.

Game Turn

Each turn, draw 3 construction cards from the Deck. Pick and use 2 of them: one for its number, the other one for its effect. Then discard these 2 cards and place the third one, effect side up, on a pile for the AAA.

Thus, you will create a stack of Construction Cards that will allow the AAA to build their own neighborhoods. You cannot shuffle this stack but you can look at the cards at any time.

If you cannot play, you check a permit refusal and you still have to give one card to the AAA.

When you draw a Completed Plan card, discard it and draw a new construction card. At the end of the turn, the city plan indicated by the Completed Plan card may be scored by the AAA.

Check the top right corner of the AAA architect card to see if the AAA scores the plan or not. If it is the case, write down their score on the score sheet.

In this example, if the Completed Plan cards come up in this order : N° 3, N° 2, N° 1:

- 1st Completed Plan drawn: the City Plan N° 3 is not scored.
- 2nd Completed Plan drawn: the City Plan N° 2 is not scored.
- 3rd Completed Plan drawn: the City Plan N° 1 is scored.

★ **IMPORTANT** ★ When the first city plan is validated, by you or the AAA, you MUST re-shuffle your discard pile with the remaining Construction Deck.

End Game

The game ends when the Construction Deck runs out, or if one of the 3 regular endgame rules is fulfilled.

To calculate the AAA's score, take their stack of Construction cards without shuffling them.

The AAA earns a variable number of points according to the chosen architect:

★ 0 to 4 points for each Park card.

★ 1 to 5 points for each Pool card.

★ 1 to 3 points per Temp Agency card. Moreover, compare the number of Temp Agency cards of the AAA with the number of Temp Agency boxes you checked to determine who gets the 7 and 4 points, or 0 points for the one who did not use any Temp Agency.

★ 1 to 3 points for each Fence card.

★ Points for the 5 largest housing estates:

Each set of cards between 2 Fences cards represents a housing estate.

A Fence is considered present at the beginning and at the end of the stack. The AAA's housing estates have no size limit.

For each housing estate:
Houses x Value = points

<u>Number of Houses in a housing estate:</u> each card between 2 fences is worth 1 House. Each Bis card is worth 1 to 4 Houses.

<u>Value of each House:</u>
• 1 point if there are no Real Estate Agent cards in the housing estate.
• 1 to 4 points if there are 1 or more Real Estate Agent cards in the housing estate.

★ The AAA does not get any penalty for the Bis Cards and does not get any permit refusal.

Example of a game against the AAA's first architect.

★ City Plans: the AAA gets no point for the plans because he doesn't validate the first 2 Completed Plan cards revealed; and the player ended the game before the 3rd Completed Plan card was revealed, by validating all 3 plans.

★ Parks: the AAA earns 1 points for each park, which makes 6x1 = 6 points.

★ Pools: the AAA earns 1 point for each pool, which makes 2x1 = 2 points.

★ Temp Agency: with 2 Temp Workers, the AAA is tied for the majority with the player and earns 7 points + 1 point for each Temp Agency card, for a total of 7+2 = 9 points.

★ Fences: the AAA earns 1 point per Fence, so 6x1 = 6 points.

★ Estates: the AAA has 6 distinct Housing Estates separated by Fences, and each card in between fences is worth 1 House. The Bis cards are worth 2 Houses. Each House earns 1 point, 2 points if there is at least 1 Real Estate Agent Card in the Estate.
- **Estate 1:** 2 Houses, so 2x1 = 2 points.
- **Estate 2:** 2 Houses, so 2x1 = 2 points.
- **Estate 3:** 3 Houses, with at least 1 Real Estate card, so 3x2 = 6 points.
- **Estate 4:** 2 Houses and 1 Bis card which counts as 2 Houses, so 4 Houses in total with at least 1 Real Estate card, so 4x2 = 8 points.
- **Estate 5:** 1 House, so 1x1 = 1 point which is not taken into account since only the top 5 Housing Estates are accounted for.
- **Estate 6:** 7 Houses, with at least 1 Real Estate card, so 7x2 = 14 points.

2