

New Solo Game

By Alexis Allard



Your main competitor is the AAA (Alexis Allard Architects). Challenge their architects to determine if you can defeat them! The rules of the base game apply normally, except for the following changes:

Setup

★ Pick one AAA architect (Lower numbers are easier).

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

★ Shuffle all the construction cards with their effect side up. Deal out 2 equal stacks. Shuffle the 3 AAA Completed Plan cards in one of the stacks. Place that stack under the other. Do not shuffle again.

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



Game Turn

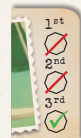
Each turn, draw 3 construction cards from the deck. Pick and use 2 of them: one for its number, the other one for its effect. Then discard these 2 cards and place the third one, effect side up, in its own separate pile for the AAA.

By doing so, you are creating 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 cross off a permit refusal, but you still give one card to the AAA.

When a Completed Plan card is drawn, discard it and draw a new construction card. The city plan number on the card matches one of the available city plan cards for scoring. At the end of the turn, the city plan indicated by the number on

the Completed Plan card may be scored by the AAA. Comparing the AAA architect card with whether the city plan is 1st, 2nd, or 3rd, determines if it gets scored or not.



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

In this example, the AAA only scores the 3rd Completed Plan card drawn. Looking at the example card, if the Completed Plan cards come up in this order: N° 3, N° 2, N° 1, then the N° 1 city plan is the only one they score as it is the 3rd Completed Plan to be drawn. If they had come up in this order: N° 1, N° 3, N° 2, then the AAA would score the N° 2 city plan.

You are also racing the AAA to score the city plans. If you can complete them before their Completed Plan cards come up, you'll score the higher points.

★**IMPORTANT**★ When the first city plan is validated, by you or the AAA, you **MUST** re-shuffle your discard pile, combining it 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
- Number of Houses in a housing estate: Each card between 2 Fences is worth 1 House. Each Bis card is worth 1 to 4 Houses.
- Value of each House:
- 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.



★ **Plans:** the AAA gets no point for the plans because they don'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 point for each park, which makes $6 \times 1 = 6$ points.

★ **Pools:** the AAA earns 1 point for each pool, which makes $2 \times 1 = 2$ points.

★ **Temp Workers:** 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 $6 \times 1 = 6$ points.

★ **Estates:** the AAA has 6 distinct Housing Estates separated by Fences. 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 $2 \times 1 = 2$ points.
- **Estate 2:** 2 Houses, so $2 \times 1 = 2$ points.
- **Estate 3:** 3 Houses, with at least 1 Real Estate card, so $3 \times 2 = 6$ 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 $4 \times 2 = 8$ points.
- **Estate 5:** 1 House, so $1 \times 1 = 1$ 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 $7 \times 2 = 14$ points.

