

Stephens

solo mode



Solo Mode

In the **solo mode**, you face off against an **Automa opponent**. The goal is to determine which one of you will ascend to the role of the next master glassmaker, reporting directly to Stephens.

Components



10x Automa cards



1x Worker supply card



6x Scenario cards



5x Opponent cards



2x Player aid cards



General setup

Set up the game as usual, but with one modification:

- In each furnace at the Stephens' factory, place **3 translucent cubes instead of 4**.

Automa's setup

Follow these steps to set up the Automa:

1 Shuffle the 10 **Automa cards** and create a face-down deck in the designated Automa play area on the table. Leave room for one revealed card to be placed on its side during the Automa's turns.

2 Place the **worker supply card** in the Automa's play area.

3 Select one of the **unused player colors** to represent the Automa:

3a Take 10 **wooden disks** of the chosen color and place them on the supply card, with 1 disk per space.

3b Place the remaining disks of the Automa's color in the general supply. These will only be used in rare instances.

4 Take 7 **orange cubes**, 7 **pink cubes**, and 7 **black cubes** from the general supply. Place them in a supply near the Automa's play area for use during the reset phase. You may use a bag or other suitable container to keep the supply hidden and to be able to mix the cubes thoroughly.

5 Randomly assign 1 **starting profession** to the Automa, attaching it to the Stephens' factory, on the opposite side of the game board from your starting profession. Take the 1st worker, represented by a wooden disk, from the Automa's worker supply card and assign it to that profession card.

Player's turn

Before your first turn, choose a difficulty level for the specific game, keeping in mind that the mode will influence the game's length. This choice will determine when to initiate the final reset phase, which is based on the French army marker's position on the

Scoring track:

Easy: Trigger the final reset phase when the French army marker reaches **space 20**.

Normal: Trigger the final reset phase when the French army marker reaches **space 25**.

Hard: Trigger the final reset phase when the French army marker reaches **space 30**.



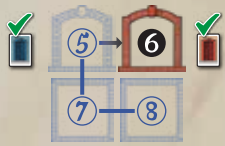
You are always the first player and will alternate turns with the Automa, performing your turns as usual. However, there is one additional rule to follow:

- The total number of your workers (both masters and apprentices) cannot exceed the Automa's number of workers by more than 3. In other words, you **must never** have more than 3 additional workers assigned to professions compared to the Automa.

Automa's turn

When the Automa takes a turn, start by revealing the next card in their deck, then follow the instructions on the card. If the Automa exhausts their face-down deck, take all their cards from the revealed pile, shuffle them, and create a new face-down deck. Then, proceed as usual.

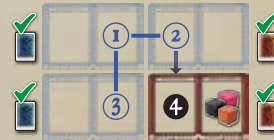
Remove 1 cube from the indicated furnace at the Stephens' factory. If there are no more cubes there, follow the arrow's direction until you are able to remove a cube from a furnace. When the Automa removes a cube from the upper furnaces, activate your own professions attached to the same row.



Take the indicated profession from the display and attach it to the topmost profession row where the Automa may comply with the placement rules. Then, take the next worker from the Automa's worker supply card and assign it to the upper space of that profession card.



After removing a white cube from one of the lower furnaces at the Stephens' factory, remove the indicated contracts or investments from the display based on their costs.



Remove a certain number of cubes from the indicated small factory, based on the highest number visible on the Automa's worker supply card. If there are no cubes there, follow the arrow's direction until you are able to remove at least one cube from a small factory. If all small factories are out of cubes, follow the arrow's direction to remove a single cube from the furnaces at the Stephens' factory. You always choose which cubes to remove.

Note: The Automa **never** activates their own workers, only yours.

Reset phase

During the reset phase, follow the usual steps, with one modification:

- In the final step, supply small factories, the Automa performs their own supply step before you supply the small factories with cubes gained from activating your personal investments. The Automa's supply step is described below.

Automa's supply step

Refer to the lower section of the topmost visible Automa card, which is the last card they played, and follow its instructions:



1 Randomly take a number of cubes from the Automa's supply as indicated on the card, **one at a time**. Place each cube in a different small factory, **starting at the specified small factory** and **following the direction of the arrow**.

- In the unlikely event that the Automa exhausts all the cubes from their supply, they do not add any more cubes for the rest of the game.

2 If the card displays a disk placement symbol, take the next worker from the Automa's worker supply card. Assign this worker to any available apprentice space on a profession card with your master.

End of the game

You and the Automa take turns over an undefined number of rounds until the French army marker reaches a certain space on the **Scoring track**. This is based on the game mode you chose at the beginning of the game, which triggers the final reset phase.

If the Automa triggers the final reset phase, you still perform one final turn after resolving the reset phase. **If you trigger the final reset phase**, both the Automa and you perform one final turn after resolving the reset phase. Regardless, you **always** perform the last turn of the game.

Final scoring

To calculate your final score, sum up your victory points (VP). Validate your final score according to the difficulty level you selected at the beginning of the game.

RANK	EASY	NORMAL	HARD
Apprentice	≤ 140 VP	≤ 120 VP	≤ 100 VP
Artisan	141 - 179 VP	121 - 159 VP	101 - 139 VP
Glassblower	≥ 180 VP	≥ 160 VP	≥ 140 VP

Opponent variant

For an additional challenge, you **may choose one of the various opponent cards** to compete against or select one randomly. Before your first turn, choose a difficulty level.



Easy (100 VP)



Normal (130 VP)



Hard (160 VP)

These opponents may introduce unique setup rules or impose limitations during gameplay, which always take precedence over the regular rules.



During setup, place your disks 2 spaces lower on both the Forest and Dune tracks.



You may only acquire a duplicate accessory after completing the previous set of 3 different ones.



During setup, place all 4 disks on your Influence track stacked in the space marked as 10.



During setup, do not place the Contract and the Investment in the spaces costing 5. These spaces are unavailable throughout the game.



The indicated benefit is unavailable to you throughout the game. Do not use the worker covering that space on your player board.



Trigger the final reset phase when the French army marker reaches space 25.

Scenario variant

For the **scenario variant**, randomly select **1 scenario card** during setup. Gameplay proceeds as usual, but with an **additional goal** specified by the scenario.

You **win the scenario** if you manage to complete the goal indicated on the scenario card. Otherwise, you lose. It's recommended to play the scenario variant in **Normal** game mode, which triggers the final reset phase when the French army marker reaches space 25.



Score at least **25** victory points directly on the **Scoring track**.



Score **15** victory points on both the **Forest track** and the **Dune track**.



Fulfill at least **3 sets of contracts**, with each set containing **all 3 different types**.



Acquire at least **3 sets of accessory tiles**, with each set containing **all 3 different types**.



Assign at least **3 masters to both the upper small factories and lower small factories**.



Advance on the **Influence track** to at least space **20**.

Campaign variant

For the **campaign variant**, you may choose to play **between 2 to 6 game sessions**. Randomly select the desired number of scenario cards and display them face-up during setup. Optionally, you may display all 6 scenario cards, with the remaining ones face-down.

Each session focuses on achieving one scenario goal while also aiming for a **minimum score**. Before starting the first game session, choose a difficulty level that will apply throughout the entire campaign:



Easy (120 VP)



Normal (140 VP)



Hard (160 VP)

Whenever you achieve the first scenario goal of a game session, flip it face-down, indicating that it's **no longer available to achieve** during the campaign. Additionally, any other scenario goals you achieve during the same game session remain face-up. In other words, you **must never** flip more than one scenario card face-down during the same game session.

You **win the campaign** if you successfully **complete all** game sessions, achieving a different scenario goal in each session while consistently meeting the minimum score requirement. Upon victory, you will ascend to the role of master glassmaker, reporting directly to Stephens. If you fail to meet any of these conditions, **you lose**.

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