



A game by Csaba Hegedűs and Attila Szőgyi for 2-4 players ages 12 and above - The impression base game required!



You can use this expansion for playing a solo game or you can have an additional opponent in a 2-3 player game. In these cases, the players will be playing against a machine, they will try to collect more victory points. For convenience, we will call our machine as Gutenberg.

Gutenberg

Gutenberg will impersonate a player. He will collect resources and money and will be able to carry out certain actions. To do this, you will need the included tiles and aid. Each time if it is Gutenberg's turn during the game, follow the rules discussed in the following chapters. Your goal will be to collect more victory points by the end of the game than he does.

Tools of Gutenberg



24 action tile



1 aid

Preparations

All you need to do during the preparations is to place Gutenberg's accessories near one of the player's setup. He will be Gutenberg himself. Form a draw pile from the action tiles and place the aid near to it. Gutenberg gets everything from a starting set to as a normal player would.

Randomly place his 2 tradesmen on the city board according to the rules (taking into account his order marker). You will receive all starting resources in the usual way.

Gameplay

In the player order, Gutenberg is ranked in the same way during the game as any other player. In what follows, we discuss what he does when it comes his turn.

Action phase

When Gutenberg's turn during the action phase, draw an action tile from his draw pile, then place it face up next to it in the same reading direction as the stores. Check the direction of the arrow on the action tile and the number of steps on its order marker. Based on the location of Gutenberg tradesmen, the following can happen:



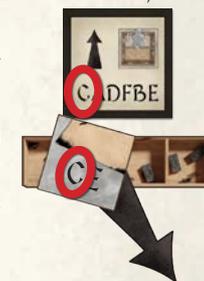
1. Gutenberg still has a standing tradesman located in a II room. If the action tile's arrow with the given step count (order marker) points to a store where his other tradesman is not standing on, move the activated tradesman to the store, into its I room. Gutenberg will then execute the indicated Shop action. If there is no shop in the location shown, the tradesman enters on the other side of the city (the city is infinite for him).

2. The action tile points to a shop where Gutenberg has another dealer OR does have both tradesmen in I room (no matter if it is standing or lying down). Then he will definitely make a Reset. Using his current letter sequence, he takes a lead letter from the typesetting board (which he replaces). Then, as usual, his tradesmen in the I rooms move to the II rooms, where he receives their actions.

His currently active tradesman will always lie down. If both tradesmen are still standing, always activate the one that is closer to the upper left corner of the city board first (order: left to right, top to bottom). In the second turn, when only one of your traders is standing, it will be active by default.

Letter Sequence: In some cases, you will need using Gutenberg's letter sequence, which will always appear on your current action tile. In such cases, you always choose the one option that first matches with the current letter order. On the aid, you'll find a reminder what you have to consider and when.

In the case of Reset, this will mean that you take the lead letter from the typesetting board on which you first find the 1st letter of the current letter sequence from left to right. If there isn't any, then check the 2nd letter and so on.



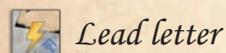
Action of the shops and Gutenberg

Gutenberg plays according to a restricted set of rules, so only the actions listed below will be available to him. In all cases where we are talking about available promotions, we are referring only to what is discussed below. Gutenberg ignores actions that are not on the following list.



Resources, increasing capacity and workforce, victory points, move orders forward

In these cases, Gutenberg always acts in the same way as a normal player. He never pays resources when moving orders forward.



Lead letter

Gutenberg gets resources from one of the lead letters (if he has any) on the left side of his workshop. If he has 2 lead letters, select using the current letter sequence (from top to bottom, where you first find a matching letter). If he does not have a lead letter on the left side of his workshop, he will not be able to perform the action.



Trading

Gutenberg executes a trade. Each letter assigned to a trading tile on the trading board (A / B-> 1, C / D-> 2, E / F-> 3). He selects the tile defined by the first letter of its letter sequence. Gutenberg pays nothing in his action, only gets the reward on the right side of the tile, if it is an available action to him. Then throw the tile into the discard pile and replace it.



Getting lead letter

He takes the lead letter on which you first see the 1st letter (or 2nd letter, etc.) of his letter sequence from left to right. If the icon indicates, he will also receive the resources from the lead letter.

Typesetting

Gutenberg moves one of his left-hand lead letters to his composing stick board. From top to bottom, line by line, from left to right, he checks if there is an available (blank) space on his composing stick board with the same letter as the lead letter he has. If there is any, he moves it to the empty space corresponding to the letter. If not, he puts it in the first empty space. He performs the covered action if it is available to him. If he has 2 lead letters on the left side of his workshop, he will choose regarding to his current letter sequence (where you can find the first match). **If he doesn't have any lead letter on the left side of his workshop and still, he should do a typesetting action, he receives 1 victory point.**

Travel

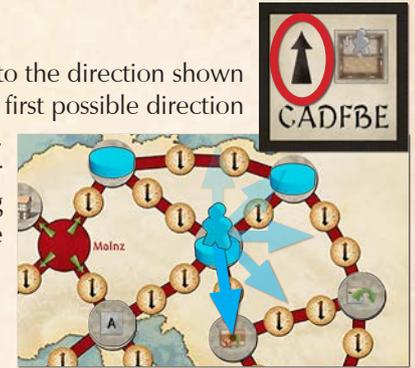
Gutenberg moves his agent toward the next city. The city will be where he has not been before (Mainz is considered visited) and which is closest to the direction shown on the action tile in a clockwise direction. If there are routes only toward cities from that point where he has already travelled, he then selects the first possible direction (clockwise from the direction shown). He moves as many steps as he has workforce, but when he reaches a city, he stops. If he stopped on a coin, he performs a trading action as previously described. If he stops in a city, he discards the city tile there (not collect it). He puts his next city marker on the city and his director steps forward in his workshop for which he will be rewarded if it is available to him. He then takes a factory by paying his next city marker. **Gutenberg ignores the rules of building a factory, filling only the technology spaces row by row, from left to right. The level of the factory taken is given by the next level in the row of his workshop under construction.**

If he has any step left during his travel, he moves forward on the order track (if he hasn't yet reached the last order field).

Technology

When Gutenberg performs a technology action, he buys 1 technology from the trading board from the row designated by his first letter of his letter sequence (A / B paper row, B / C ink row, E / F lead row). The level of the chosen technology is determined by what's next in the row under construction in his workshop. He doesn't pay the price for the technology, he just takes it and replace it and then place it into his workshop as described during the travel action (row by row, going from left to right).

An important rule for the travel and technology actions: Gutenberg does not take actions with factories and technologies, but he receives the covered actions when they are available to him. At the end of the game, each factory and technology are worth as many victory points as their level (1-4 victory points).



The assistants

Gutenberg doesn't take the advantage of the assistants during his steps, but he gets the resource rewards.

Placing an assistant: When Gutenberg unlocks 1 assistant, randomly select one that is not yet on the city board. Place it between 2 stores next to the store occupied by his current tradesman in the first empty space clockwise. If there is no clearly selectable position in this way (all space occupied or edge of the city), place the assistant anywhere in the city.



Rule of the resource limit: As a general rule, when Gutenberg gets resources or money, you should check to see if he has exceeded any of his limits. By default, all three resources have a limit of 3 and the money limit of 5. If he has 3 or more identical resources after his action, immediately discard 3 of that resource into the common supply and advance 1 victory point with his score marker. For 5 or more marks, discard 5 marks and also step forward 1 victory point.

Order and contract phase

If he still has free space on the left side of his workshop (he doesn't have 2 orders there), Gutenberg will take the cheapest order from the available ones. He doesn't pay for it.

If he has a contract place unlocked in his workshop, he will take the cheapest contract (also for free) and place it in the respective position. If he doesn't have any unlocked contract place, he passes. If he has multiple unlocked space, he will take out enough of the cheapest contracts to fill all of his free spaces. He then performs the covered actions available to him.

Production phase

Gutenberg will move his orders as long as there he has capacity. Going from right to left, he will try to advance or start each order on the production line by 1 work phase. If all his orders have moved forward and there is still capacity left, he starts over. He just reduces his capacity between each production phase, he doesn't pay any resources. He always gets the money and victory points when his capacity marker moves. He immediately gains the victory points of the completed orders. At the end of the phase, Gutenberg does not pay wages for his workforce. There is no change in the preparation of the new round and the allocation of the player order.

Game end ⌚

Gutenberg gets victory points at the end of the game in the same way as a normal player. Modification is only in the factories, technologies and contracts. In his case, it doesn't matter what's on the tiles, his activated contracts all give exactly 5 victory points for him (he doesn't get double points). His technologies and factories give as many victory points as their level (1-4).

At the end of the game, the winner will be announced as usual.

Suggestions for changing the difficulty

Although each player is different, we tried to match Gutenberg's difficulty to the abilities of an average player. If you feel Gutenberg is too strong or a weak opponent, you can make some changes described below. However, we recommend that you do not make many changes at once.

- Increase or decrease the victory points for the contracts (by + -2 or more victory points).
- Increase or decrease victory points for technologies and / or factories (by + -1 victory point).
- You can increase the limits of the resources and / or money (e.g. he redeems victory points per 4 resources). You can also change each limit individually for fine tuning.