

Glasgow solo variant

Freddy the construction robot (idea and text Grzegorz Kobiela playing time approx. 15 minutes)

If your playing partner is in quarantine again or if you feel like playing Glasgow in the middle of the night, we have just the right thing for you with this solo version.

Compete against the virtual opponent Freddy I or II to build the city of Glasgow according to the following rules. You win if you can collect more points in the end than Freddy.

Game preparation

1. Lay out the four architects in a column: the first one face down, the three below face up
2. Place your figure next to the bottom architect
3. Shuffle the buildings and, from bottom to top, place 3, 3, 2, 2 buildings face up to the right of the architects (see illustration)
4. Shuffle the contracts, discard two of them without looking at them, and place the rest of them in a face-down pile
5. Take a player board and place the usual starting goods 1 stone and 1 steel on it

Your opponent Freddy does not receive any game components or goods



Gameplay

The game consists of 2 rounds, each consisting of 4 turns, in which you normally first perform 2 actions and then build up to 3 buildings.

Each architect in the central display represents a turn: Your two actions are indicated by the flags on the architect; to the right of this are the buildings that are available to build during the turn.

Your move

In the first three turns of a round you first perform 2 actions each. Move your merchant figure before each action to help you keep track. In the fourth turn you do not perform any actions - you can only build (as a reminder, the last architect is face down)

Per action you will draw 2 Contracts from the stack, decide which to execute and which to ignore. Immediately resolve your chosen Contract and discard both. Special rules apply to three of the Contracts:



If you draw the Contract with the whiskey barrel and decide to ignore it, you will lose your whisky if you have one in the warehouse (Freddy takes it away from you)



If you draw and choose the Contract for which you can exchange buildings, you can discard the buildings in any row (including the current one) and replace them with as many new ones. Otherwise, Freddy will replace all of the buildings in the next row.



If you draw and choose the Contract that doubles the next action, you can then carry out the selected action twice in the next move (you have to remember this – and you won't know what's coming up in the next 2 Contract tiles you draw)

Then (or immediately in the fourth turn) you can build as many of the buildings as you like, which are displayed to the right of the current architect. As in the basic game, the second building costs 1 extra gold, the third building, if applicable, costs 2 gold extra (gold is added to the existing cost of the building).

End of your turn

At the end of your turn, Freddy builds all the buildings (of the current row) that you left behind, from left to right. Remember to orient Freddy's tiles so that the little arrow is pointing away from you to help you keep track of who owns which building.

Freddy's building rules

Before the game, find out whether you would like to play against Freddy I or Freddy II. Unlike Freddy I, Freddy II tries to block you, making it harder for you to win against him.

Freddy I

- If possible, Freddy builds so that his stores are at the end in a corner of the display (if necessary, Freddy forces the length and / or width of the grid to be determined accordingly with its placement)
- If possible, Freddy builds his houses adjoining each other and tries to build them square, i.e. in a 2x2 group
- Otherwise you can decide where Freddy builds his building (you can do this to your advantage such as placing to activate one of your factories)

Freddy II

- If possible, Freddy builds his buildings next to your houses to minimize your potential points
- Freddy avoids activating your factories unless you have no storage space for the corresponding resource - then he even activates the factory with the greatest pleasure. But it outweighs his urge not to provide you with an advantage (i.e. if several factories are in a row, he only activates them when he cannot help it or you do not benefit from any of them)
- If possible, Freddy's construction prevents your shops from being worth bonus points
- Otherwise the building rules of Freddy I apply

The building rules are not mutually exclusive. If Freddy can do several of these, he will. If he has several equivalent options, you decide which one he will choose.

Example

At the end of the second turn, Freddy II builds the buildings shown: First a shop, then a house. There is still no place for the shop, so that it is guaranteed to bring in the 5 bonus points, so Freddy tries to disturb your apartment buildings while avoiding your factory. He has three options: No. 3 is omitted because the store would otherwise never provide bonus points. Position 2 has



the advantage that it makes the grid larger, which increases the chance that your load will be valueless. So that's what Freddy decides to do. He then builds the house in position 1 or 3 - you can decide. As long as you are not guaranteed to devalue the store by placing a building to the right or above it, Freddy will try to expand the grid downwards and to the left in the future.

With the exception of the whisky factory, nothing happens when Freddy's factories are activated. In the case of whisky, both Freddy I and Freddy II will take away the whisky from you if you have it. The other building rules have priority, however.

Note: Freddy does take advantage of the order that swaps buildings - but he foregoes the effect of the corresponding factory.

Preparations for the second round

As in the game preparation on bottom up, place 3, 3, 2, 2 buildings to the right of the architects and place your figure next to the bottom architect. Shuffle all orders, discard two of them again without looking at them and place the rest in a hidden pile. Then play the second round just like the first

Playing

the game ends as soon as 20 buildings have been built in a 4x5 or 5x4 grid, as in the basic game.

This can be the case at the earliest at the end of the second turn of the second round, at the latest at the end of the second round.

Scoring

As in the basic game, determine the total value of your buildings and that of Freddy. For Freddy's goods banks, the rule is that he owns as many goods of the respective type as you have free storage space of this type.

The factory bank counts how many factories Freddy actually has.

You win the game if you have more points than Freddy. If there is a tie, you lose.

Example

In this case Freddy would get 3 points for the stone bank, 6 points for the steel bank and 9 points for the gold bank.



Final remark

Freddy's building rules may be too vague for one or the other and do not specify 100% exactly where Freddy builds.

Ultimately, the rules of Freddy II are geared towards disturbing you as much as possible. so always think about when you are building for Freddy where he can harm you the most - that increases the challenge.

Have fun!