



Solo Game vs. Peter Parler



In this solo variant, you will be competing against Peter Parler, the most famous architect in the empire of Charles IV.



Heart of the Empire

Peter Parler's actions will be determined by a set of 5 cards.

These can be downloaded in pdf format at:
deliciousgames.org/praga-caput-regni-en

Peter Parler Setup

Shuffle Peter Parler's cards to make his deck. Place his deck face down where you can reach it easily.

Choose a color for Peter Parler and set up his board: His markers on his gold mine track and quarry track start in the usual places. You do not need to worry about his cranes or his other tracks, so all other cubes in his color can be kept beside his board.

Main Board Setup



Set up the game as you would for 2 players, but use only these 4 production tokens. Leave the other production tokens in the box.

Work Site Markers

Choose a third color (not yours, not Peter Parler's) to represent projects that Peter Parler is planning to work on. You need 3 cubes and the pawn figure in this color. (The pawn figure is normally used as the King's Road marker, but in this color, the figure will be used to mark plazas.)



Place the pawn figure on a plaza of your choice. This is where Peter Parler is planning to build.



Place one cube in each row of hex tiles – on an available upgrade tile, wall tile, and building tile of your choice. These are the three tiles Peter Parler is planning to take first.

Gameplay

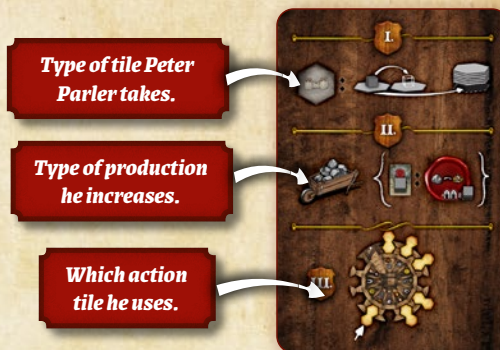
You are the starting player. You play your turns according to the usual rules.

You will alternate turns with Peter Parler, who plays according to the cards in his deck.

Peter Parler's Turn

1. Reveal the top card of the deck.
2. Perform the indicated actions:
 - Take a hex tile, if indicated.
 - Increase production, if indicated.
3. Recycle one of the three oldest action tiles on the wheel, as indicated.
4. If Peter Parler's deck is empty, shuffle all 5 cards to make a new deck.

Peter Parler's Cards



Taking a Hex Tile



If the card indicates that Peter Parler takes an **upgrade** or a **wall** tile, remove the tile under the cube and return it to the bottom of its stack. (If he takes a building tile, it goes on the board, which will be explained in the next section.)

The cube that marked the chosen tile moves to the right, onto the next tile in the row. If the cube can't move right (because it's on the special tile space) move it to the leftmost tile in the row.

Deal a new tile to replace the one that was taken.

Constructing a Building



Peter Parler chooses a **building** tile similarly, but instead of putting the tile on the bottom of its stack, place it on the main board adjacent to the marked plaza.

If the tile has a blue corner, you must place it so that it matches up with a blue corner, if possible. Otherwise, you may place it however you wish.

Give the new building one of Peter Parler's cubes, if it has a space for one.

If the building is the last that can be built at that plaza, you immediately get zero, one, or both plaza bonuses, according to the usual rules. Peter Parler's cubes compete against yours, although he does not gain any plaza rewards himself.

Move the pawn figure clockwise around the board, as shown in the example below. The number of spaces to move is determined by the cost printed on the building tile. Add the resource costs together. For example, a cost of [-2 gold] [-2 stone] moves the figure 4 spaces.



If the figure lands on a plaza that has already been evaluated, keep advancing it clockwise until it lands on a plaza that still has room for a new building. Similarly, on your turn, if you build the last possible building on the marked plaza, advance the figure to the next plaza that Peter Parler can still build on.



Increasing Production



If the action card has one of these symbols on it, increase Peter Parler's indicated track by one.



If the action card shows both symbols, Peter Parler will increase either his gold mines or his quarries, depending on which you have more of. He increases on both tracks if your number of gold mines and number of quarries are equal.

Peter Parler's production tracks affect the game in two cases:

- When he reaches the space marked with a production tile, he takes one of the tiles at random.
- If he reaches the end of a track, he claims a seal:



He claims this seal if he reaches the end of the gold mines track.



He claims this seal if he reaches the end of the quarries track.



He claims this seal if he reaches the end of either track and the seal he wanted is already claimed by you. (If you have claimed the 6-point seal, too, then he claims no seal.)

Recycling an Action Tile

Peter Parler ignores the actions printed on the action tiles, but he does recycle the tiles. Petr Parler's action card depicts the three oldest tiles in the action crane and indicates which of these he recycles. Remove that tile from the crane and immediately return it according to the usual rules for returning a tile to the crane.

Scoring

You are playing to see how high a score you can get. We think anything over 140 points is a good score.

Peter Parler



Peter Parler, known as Petr Parléř in Czech, was a Czech-German mason who lived during the reign of Charles IV and his sons. He was born in Germany sometime around 1333 and died in 1399 in Prague.

Parler worked on the most famous architectural structures of his era, including St. Vitus Cathedral, Charles Bridge, various civic buildings in Prague's Old Town, and St. Barbara's Church in Kutná Hora.



EXAMPLE TURN 1:

You are somewhere near the middle of the game, and Peter Parler already has 4 quarries.

1. On Peter Parler's turn, you reveal this card.
2. The hexagonal symbol tells you to put the marked wall tile on the bottom of the stack.
3. Whenever Peter Parler takes a hex tile, move the marker one tile to the right. Then deal a new hex tile to the empty space.
4. The production icon tells you to increase Peter Parler's quarries by one.
5. Because this increase gives him his fifth quarry, one of the production tiles in the river is randomly chosen and removed from the game.
6. Parler's turn ends by removing the action tile that is farthest along the wheel (closest to the blue zone) and then immediately returning it to the wheel and rotating the wheel in the usual way. The actions printed on that tile have no meaning during Parler's turn.

EXAMPLE TURN 2:

On Peter Parler's turn, you draw the action card shown. It has no production icon, so all he does is construct a building.

1. Remove the marked building tile from the row.
2. The building must be placed adjacent to the marked plaza. Because it has a blue corner, it must be placed to match up with another blue corner, if possible. Let's say you place it as shown. It has a space for a cube, so you give it one of Petr Parler's cubes.
3. It's time to move the pawn figure to a new plaza. The pawn moves clockwise, stopping on the fourth plaza because the building tile has a cost of [icon 4 gold].
4. Parler took a hex tile, so it's necessary to move the marker cube to the next tile and deal a replacement tile to the empty space.
5. Parler's turn ends, as always, by removing an action tile from the wheel and immediately returning it. In this case, the second tile is the one that gets recycled.

