Grand AUSTRIA Hotel

Dinner for One

A collection of solo variants by Mauro Gibertoni, Simone Luciani, and Virginio Gigli

The following rules allow you to play GRAND AUSTRIA HOTEL and the LET'S WALTZ! expansion, except module 4 *(Start Player)*, on your own. You will be playing against a virtual opponent, whose actions are determined by a deck of 20 cards. In fact, there are two such decks: one is used with the base game and modules 3 and 5 of the expansion; the other is used with modules 1 and 2. In the former case, your virtual opponent will be Leopold; in the latter case, Elisabeth. You can play against them on three levels of difficulty.

We recommend you start with the base game only, before adding any of the expansion modules. You need to familiarize yourself with the base game solo rules anyway, as they are the foundation for the expanded solo game. This rule book will focus only on the changes introduced by the solo variant. If a rule is not mentioned, that rule has not changed.

Components

20 instruction cards
with a light brown back side,
for the base game and modules 3 and 5
(numbered 193-212 on the front)

We will call this the "Leopold deck" …

20 instruction cards
with a dark brown back side,
for modules 1 and 2
(numbered 213-232 on the front)

… and we will call this the "Elisabeth deck".

20 cogwheel tokens
only used with module 3

Credits

THE BASE GAME

The following explains the solo variant when playing the base game without using any of the expansion modules. You will be playing against **Leopold**.

*It's an honor to play with you, milord!*

Components

• everything needed for the 2-player base game, and
• the 20-card **Leopold** instruction deck *(with a light brown back)*

Setup

Set up the game for 2 players, as described in the base game rules, applying the following changes to **Leopold's** and, if mentioned, to your **personal display**:

1. Leopold gets the "1/4" turn order tile, i.e., he always takes the first turn. *(Conversely, you get the "2/3" turn order tile at the start.)*

2. Leopold always uses the **night side** of a random hotel board. You can turn your hotel board to whichever side you prefer.

3. Shuffle the **instruction deck** and place it face down beside Leopold's hotel board.

4. Leopold **does not** need a money track nor money marker. In fact, Leopold **never** has any money.
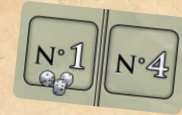
The payment may be poor, but I'm treated very well here and I really like my job! I do use my markers on the victory point track and on the Emperor track as normal, though, and I keep three markers in my color to claim objectives.

5. Leopold **does not** start with any items in his kitchen. In fact, he never gets any items into his kitchen.

6. **Before** drawing your initial hand of **staff cards** *(see next step)*, look through the deck and retrieve all cards with the ⇥ symbol. Shuffle these cards, draw 5 cards without looking at them, and place them in a face-down stack beside Leopold's hotel board, as his **private deck**. Shuffle the remaining ⇥ cards back into the common deck. Leopold **does not** draw any staff cards, nor does he reveal any cards in his private deck at this point.

7. Draw **10 staff cards** from the common deck and select 6 of them for your initial hand. Return the other 4 to the bottom of the common deck, in any order.

8. Leopold **does not** draw an initial guest and he **does not** prepare three rooms at the start *(only you do these things)*.

Course of Play

Before you start, decide on which **level of difficulty** you want to play against Leopold *(see the box below)*. There are three levels: easy, medium, and hard. The higher the level, the more actions Leopold will take on his turns.

The game is played as a normal 2-player game, with you and Leopold taking turns according to your turn order tiles. **Leopold never passes.** When it is his turn, draw an instruction card from his deck and carry out the effects from top to bottom *(as detailed below)*. You take your turns normally. You may pass, if you wish, with all the normal consequences *(i.e., waiting until Leopold takes both of his turns, removing one die, and re-rolling the rest)*.

Leopold's Turn

When it is Leopold's turn, draw the top **instruction card** from the deck and place it face up beside the draw deck. Then carry out the effects on the card, **from top to bottom**, according to the chosen difficulty *(see box)*.

LEVELS OF DIFFICULTY

You can play against Leopold on three levels of difficulty:

- **Easy:** Ignore any symbols on the instruction card with a silver *(single-edged)* or gold *(double-edged)* border.

- **Medium:** Ignore any symbols on the instruction card with a gold *(double-edged)* border.

- **Hard:** Apply all symbols on the instruction card.

no border
(all levels)

silver border
(medium and hard)

gold border
(hard only)

Each card is divided into three sections and shows a hand symbol at the bottom:

- The **top section** shows which guests Leopold is going to take from the queue.

- The **middle section** shows which die Leopold is going to take from the action board.

- The **bottom section** shows one or two additional symbols that may indicate how many spaces Leopold advances on the Emperor track, which objective he tries to achieve, and whether or not he puts one of his staff cards into play.

- The **hand symbol** at the bottom of the card is used when Leopold needs to choose between one or more equal options.

Top Section: Guests

Selecting Guests

At the start of his turn, Leopold takes one or two guests from the queue, matching the color(s) depicted in the top section of the current instruction card. If he takes two guests, he first takes the guest shown on the left and then the guest shown on the right, replenishing the queue after each selection. Leopold does not pay for guests.

> *You heard it, milord! I can take one or two guests on my turn. You, on the other hand, can take at most one guest as normal.*

- If there are **multiple guests** of the depicted color, Leopold always takes the one that provides the most victory points.
- If there is **no such guest**, or if the symbol **does not specify a color**, Leopold chooses the guest in the queue that provides the most victory points.
- If **all rooms** of the respective color are occupied in Leopold's hotel, he chooses the guest that provides the most victory points of any color that can still be moved into his hotel.
- If there are multiple eligible guests **worth the same** number of victory points, Leopold chooses them in the order indicated by the **hand symbol**, which is depicted at the bottom of the instruction card.

no color specified

Resolving Ties with the Hand Symbol

👉 resolve the tie from left to right

👈 resolve the tie from right to left

Important! Only in the very unlikely event that all guests in the queue have a color that is no longer available on Leopold's hotel board *(i.e., all rooms of those colors are occupied)*, Leopold does not take a guest. Otherwise the above list of cases will always resolve to a single guest.
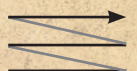

Example:

1. *Leopold wants a yellow guest and there are two in the queue—both worth 0 VP.*
2. *The hand symbol pointing left tells you to choose the rightmost of the tied guests; so, he takes the yellow guest that is furthest right.*
3. *If all yellow spaces in Leopold's hotel were occupied, he would choose the blue guest instead, because it is the guest that provides the most victory points (out of all the remaining guests, regardless of color).*

Accommodating Guests

When Leopold takes a guest card, he does not place it in his café. Instead, he immediately scores the **victory points** printed on the card and **occupies** a matching room in his hotel, as follows:

- For Leopold, **all rooms** in his hotel **are considered prepared**. He never places vacant rooms in his hotel; he **only places occupied rooms**, straight away.
- Leopold **does not follow the adjacency rule** and he does not need to place his first room in the bottom left corner. Instead:
  - When Leopold accommodates a **blue, red, or yellow guest**, he selects the **first matching space from the left in the bottommost possible row**, placing a matching room—with the "occupied" side facing up—on that space.
  - When Leopold accommodates a **green guest**, he selects the **first empty space from the bottom in the rightmost possible column**, placing a matching room—with the "occupied" side facing up—on that space.
- If the covered space shows a **victory point symbol**, Leopold immediately scores that many victory points.
- Leopold **does not pay** for any rooms he places in his hotel.
- Leopold **does not get an occupancy bonus**, when he completes a group in his hotel.
- Leopold **does not get the reward** printed on the bottom of the guest card.

Finally, place the guest card in the discard pile.

Example: Leopold's first seven guests are, in this order:
①️ yellow, ②️ blue, ③️ yellow, ④️ green, ⑤️ red, ⑥️ green,
⑦️ blue. His hotel board now looks like this:

Middle Section: Die

Leopold takes the **depicted die** from the action board, placing it on his turn order tile as normal. He **does not carry out** the associated action.

- If the instruction card depicts **two dice**, Leopold chooses the die that has **more dice** *(as compared to the other die)* on the action board.
- If the depicted die has a **question mark,** or there are no dice with the depicted values, Leopold chooses the die that has **the most dice** on the action board.
- Resolve any ties according to the hand symbol *(see box on page 4).*

Example: *It is Leopold's turn and the action board looks like this: 2× ⚀, 2× ⚁, 1× ⚂, 3× ⚄, and 2× ⚅. With the instruction card shown (to the right), Leopold would choose a ⚀, because ⚀ and ⚁ are tied and the hand symbol indicates "from the left". If the instruction card showed a question mark instead, he would choose a ⚄.*
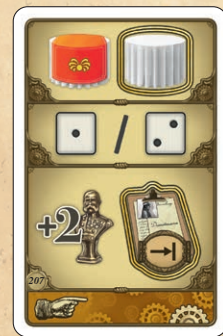
Bottom Section: Additional Actions

Leopold carries out the **one or two depicted actions** *(the order does not matter):*

Emperor track
Advance Leopold's marker on the Emperor track by the indicated number of spaces. Leopold scores victory points as normal if his marker were to exceed the track.

Staff card
Draw the top staff card from Leopold's personal deck and place it face up beside it. During final scoring, Leopold will score points according to all of his face-up staff cards.

My instruction deck contains exactly five of these symbols across its 20 cards, which is why my personal deck is set up containing five cards: in case you draw all of them throughout the course of the game, which I hope you do.

Objective card
Check whether Leopold has a marker on the depicted objective card:

- **If he does not**, place one of his remaining markers on "III" *(literally covering the lettering)*. This will act as sort of a countdown, until Leopold claims this objective.
- **If he does**, move his marker one space to the left *(from "III" to "II", or from "II" to "I")*. The moment his marker moves onto "I", he **immediately claims** the objective by moving his marker on the highest available victory point spot, scoring that many victory points.

If the depicted objective card shows a **question mark,** or Leopold has already claimed that objective, check the objective card on which Leopold has made **the least progress.** Resolve any ties with the hand symbol *(see box on page 4).*

Example:

The first time the "A" objective card symbol appears, Leopold (yellow) places his marker on "III".

After another "A" symbol, Leopold moves his marker to "II". In the meantime, you have claimed this objective, scoring 15 VP.

Finally, after the third "A" symbol, Leopold claims the 10 VP spot, as the 15 VP spot is taken.

End of Round

If there is an Emperor scoring, **both of you** score victory points for your position on the track and then reset your markers according to the current round, as normal. Then **only you** get the reward or suffer the penalty from your position on the Emperor track. *(Leopold never gets an Emperor reward nor does he suffer any penalties.)*

At the end of the round, **swap your turn order tiles** and turn your staff cards with the 🔄 symbol upright. Unless this was the final round, proceed with the next, advancing the Round marker one space to the right, as normal.

Final Scoring

At the end of the game, score your tableaus as normal. Leopold scores victory points for **closed rooms** and the **staff cards** he revealed from his personal deck during the course of the game *(see box)*. He does not score for leftover money or items in his kitchen *(as he never has any)* nor loses any victory points for remaining guests *(as he never puts them in his café in the first place)*.

You win if you have **more victory points** than Leopold. Otherwise, Leopold wins.

You have to be better than me to call yourself a winner, milord!

Clarifications

Apply Leopold's face-up staff cards to his tableau as you would with a human player. The following four staff cards may require a clarification:

29 Secretary: Leopold chooses the staff card that scores him the most victory points. If you do not have any staff with the →| symbol, the Secretary scores nothing.

32 Assistant Manager: Only Leopold's face-up staff cards count, not the cards remaining in his personal deck.

34 Receptionist: Leopold has only occupied rooms. Spaces without a room tile do not count.

40 Marketing Director: Only claimed objectives count. Cards where Leopold's marker is still on "II" or "III" *(or not present at all)* do not count.

RULES SUMMARY

- Leopold never passes.
- Leopold does not pay for guests or rooms, nor does he need items to complete an order.
- Whenever Leopold takes a guest from the queue, he immediately places a matching room tile on his hotel board, with the "occupied" side facing up.
- Leopold never gets any guest rewards nor occupancy bonuses.
- Leopold never gets an Emperor reward nor does he suffer the penalty.
- Leopold ignores the objective requirements; he claims them in his own unique way.
- Whenever Leopold cannot decide between two or more equal things, resolve the issue in the order indicated by the hand symbol at the bottom of the instruction card.

MODULE 1: VIENNA BALLROOMS

The following explains the solo variant when playing the base game with module 1, Vienna Ballrooms. You will be playing against **Elisabeth**.

Let's dance, milady!

Components

• everything needed for a 2-player game with module 1, and

• the 20-card **Elisabeth** instruction deck *(with a dark brown back)*

Setup

Set up the game for 2 players with module 1, as described in the base game and expansion rules. Apply the changes for the solo game, as detailed on page 2 of this rule book, adding the following steps:

Needless to say, as you are playing against me and not my colleague Leopold, all of those changes need to be applied to my personal display, using my deck of instructions cards.

1. Take a **random rehearsal room board** for yourself. *(You do not get to choose one.)*

2. Elisabeth **does not** get a rehearsal room board, but she does get her **10 dancers**, which she places beside her hotel board.

3. Elisabeth **does not** get any champagne. Like Leopold's, her kitchen always remains empty.

Course of Play

Play according to the **base game solo rules**, as detailed on pages 2-6, and the normal rules for **module 1**, as detailed in the expansion rule book. Everything that applies to Leopold, of course, now applies to Elisabeth. The Elisabeth instruction deck is almost identical to Leopold's, but it now includes additional symbols for modules 1 and 2, explained below.

Placing a Dancer

If the **top section** of the instruction card shows a **dancer symbol** overlapping a guest symbol, Elisabeth will send that guest to a ballroom and not accommodate them in a room, as follows:

1. After selecting the guest from the queue as per the normal rules, Elisabeth **scores the victory points** printed on the chosen guest card and places it in the discard pile. *(As always, she does not get the guest reward.)*

2. She then places one of her dancer tokens in a ballroom, on an **available space in the bottommost row**:

If the dancer symbol shows **one arrow**, Elisabeth sends the guest to the **ballroom that will be scored next**, if spaces remain. Otherwise, she sends the guest to the next ballroom to the right that has spaces remaining. *(Remember, the balcony has an unlimited number of spaces.)*

If the dancer symbol shows **two arrows**, Elisabeth sends the guest to the **ballroom that will be scored after the next**. In rounds 6 and 7 or if that ballroom has no spaces left, she sends the guest to the rightmost ballroom. *(Remember, the balcony has an unlimited number of spaces.)*

3. Elisabeth **does not** pay any champagne to place the dancer; in addition, she **does not ever** get a row bonus. Also, she **does not place a room tile** in her hotel when sending a dancer to a ballroom.

If the **bottom section** of the card shows one of these dancer symbols *(without a guest symbol underneath)*, Elisabeth sends an **additional dancer** to a ballroom according to the above rules *(but without taking a guest card for this)*, **regardless** of what she did in the top section.

Selecting a Die

If the **middle section** shows a colored die, Elisabeth chooses the die that has **the most dice** on the action board. *(This symbol plays a special role only in module 2.)*

Ballroom Scoring

Elisabeth scores victory points as normal.

MODULE 2: CELEBRITIES

The following explains the solo variant when playing the base game with module 2, Celebrities. You will be playing against **Elisabeth**.

May the dice be ever in your favor, milady!

Components

- everything needed for a 2-player game with module 2, and
- the 20-card **Elisabeth** instruction deck *(with a dark brown back)*

Setup

Set up the game for 2 players with module 2, as described in the base game and expansion rules. Apply the changes for the solo game, as detailed on page 2 of this rule book.

Needless to say, as you are playing against me and not my colleague Leopold, all of those changes need to be applied to my personal display, using my deck of instructions cards.

Course of Play

Play according to the **base game solo rules**, as detailed on pages 2-6, and the normal rules for **module 2**, as detailed in the expansion rule book. Everything that applies to Leopold, of course, now applies to Elisabeth. The Elisabeth instruction deck is almost identical to Leopold's, but it now includes additional symbols for modules 1 and 2, explained below.

Selecting a Die

Whenever Elisabeth takes a die from the action board, **if there are colored dice present**, Elisabeth takes one of those, as follows:

- If there are **multiple colored dice** on the selected action space, Elisabeth takes the die associated with the celebrity that provides **the most victory points.** Resolve any ties according to the hand symbol *(see box on page 4)*; it applies to the order of dice shown on the lounge tile.
- Elisabeth takes the **corresponding celebrity tile**, and immediately scores its victory points.
- Elisabeth **ignores** the effect on the celebrity tile; **instead**, she immediately gains a bonus based on the color of the chosen die:
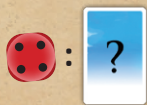
 Advance Elisabeth's marker on the **objective card** on which she has made **the least progress**. *(If there is an objective card without her marker, place one on "III". Otherwise move the marker one space to the left. Resolve a tie according to the hand symbol.)*
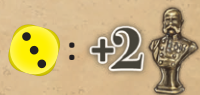
 Advance Elisabeth's marker on the **Emperor track** by **2 spaces**.

 Elisabeth scores **2 victory points**.

At the end of the round, Elisabeth places her celebrity tiles, if any, in the discard pile.

New Symbols

 If the **middle section** shows a colored die, Elisabeth chooses the die associated with the celebrity that provides **the most victory points**. If no colored dice are available, Elisabeth chooses the die that has the most dice on its action space. Resolve any ties according to the hand symbol.

 Unless you are playing modules 1 and 2 together, **ignore any dancer symbols** on the instruction cards. Resolve any guest symbols with dancers as regular guest symbols.

MODULE 3: UNIQUE HOTELS

The following explains the solo variant when playing the base game with module 3, Unique Hotels. You will be playing against **Leopold** who will be using one of four special hotel entrances, specifically designed for him.

I'm looking forward to this one-of-a-kind experience, milord!

Components

- everything needed for a 2-player game with module 3,
- the 20-card **Leopold** instruction deck *(with a light brown back)*, and
- the 20 cogwheel tokens *(you will only ever need 15 at most but, for production reasons, there are 20 in the box)*

Setup

Set up the game for 2 players with module 3, as described in the base game and expansion rules. Apply the changes for the solo game, as detailed on page 2 of this rule book, adding the following steps:

1. Leopold does not get a regular hotel entrance. Instead, he uses one of the **four hotel entrances** printed on the following two pages. Select one at random *(or just pick one you want to play against)* and mark it with a **cogwheel token** on the designated space. Apply any additional setup instructions, if any, as printed in the description of that hotel entrance *(under "Setup")*.
2. Place the remaining cogwheel tokens in the supply.
3. Draw **three regular hotel entrance tiles** and choose one of them for yourself.
4. You start the game with **7 krones**. Adjust the marker on your money track accordingly.

Course of Play

Play according to the **base game solo rules**, as detailed on pages 2-6, and the normal rules for **module 3**, as detailed in the expansion rule book. Like you, Leopold will have additional abilities, as detailed by his hotel entrance.

I. HAUTEL COUTURE

**Setup:** Add the following steps during setup:

1. Before placing guests in the queue *(step 1d of setup, as described in the revised base game rule book)*, shuffle the guest cards and draw cards from the top of the deck until you reveal **three guests showing 5, 6, or 7 victory points**, which—if also playing with module 1—do not require any champagne. Place these guests in **Leopold's café**. Then shuffle the rest and place five guests in the queue as normal.

> *These guests do not need to have all different values. I'm fine with you drawing me three 7-pointers.*

2. Starting from the top floor and from left to right, in the order in which the guests have been revealed, place **three vacant rooms** in Leopold's hotel matching the colors of these guests. Green guests are considered of any color, so place a vacant room on the first empty space from the left. These rooms are **reserved** for those specific guests. *(If the covered space shows a victory point symbol, Leopold immediately scores that many victory points.)*

3. Take the **items** required to complete these guests' orders from the supply and place them, separate from the supply, beside the action board, as the so-called **item pool**. Add items from the supply to the item pool, until there are a total of **18 items** in the pool. Take the additional items from the supply in this order: strudel, cake, wine, coffee, strudel, cake, wine, coffee, etc.

> *If you have an opaque bag, it's best you put the item pool in the bag. I hear our Scottish friends over at the Isle of Skye have one.*
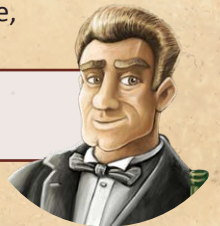
4. Finally, for each **action space** on the action board, draw a **random item from the item pool** and place it on the space.

Ongoing effect: Each time **you** take a die from an action space, if there is an item on that space, you must immediately place that item on one of Leopold's guests, if possible. *(When Leopold takes a die, nothing happens.)* You may freely choose which guest receives the item. If you cannot place the item, return it to the supply. Replenish the action space with a random item drawn from the pool **at the start of the next round**.

As soon as you place the last item on one of Leopold's guests, thus **completing the order**, Leopold immediately scores that guest's victory points and moves the guest to their reserved room. *(A green guest must go into the room that has been prepared for them during setup.)*

Final scoring: Contrary to you, Leopold does not lose victory points if guests remain in his café. If vacant rooms remain in his hotel, they do count for Receptionist *(card #34)*.

II. NINE STARS INN

Setup: Place an **objective card** from those remaining *(no matter which one)* face up and **sideways** beside Leopold's hotel *(see image below)*, as the so-called **stars track**. If Ninas Melange is among the three hotel entrances you can choose from, first draw three objective cards for Ninas Melange before placing an objective card as the stars track.

Ongoing effect: Each time Leopold's instruction card shows an **objective card symbol**, he will not only advance on an objective card, as normal, but **also** place a **cogwheel token** on the stars track beside his hotel board.

For this purpose, consider the card to be divided into **three rows** *("III", "II", and "I")* of **three spaces each** *("to the left of", "inside", and "to the right of" the requirement box)*, for a total of **nine spaces**. Leopold places cogwheel tokens onto these spaces **from left to right**, starting with the **top row** *(filling the "III" row before the "II" row and the "II" row before the "I" row)*.

Each time **you** complete a **floor or column** of your hotel board, by occupying all rooms in that floor or column, immediately **remove the latest cogwheel token** from the stars track *(i.e., the rightmost one in the bottommost row)*. If there are no cogwheel tokens on the track, nothing happens.

At the end of each Emperor scoring, Leopold scores the **victory points** printed **at the right** of the **bottommost row** of the stars track containing at least one token, i.e., 5, 10, or 15 victory points.
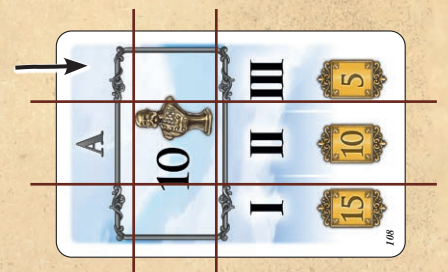
Example: In this situation, Leopold would score 10 victory points.
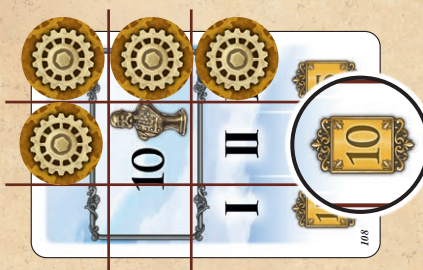
Note: In the unlikely event that there are nine tokens on the card already when Leopold is supposed to place another, nothing happens. *(There can never be more than nine tokens on the card.)*

III. SUSHI RESORT

Setup: Place **6 cogwheel tokens** in Leopold's hotel as follows:

• one each on the **last two rooms** on the first floor,
• one each on the **first three rooms** on the second floor,
• and one on the **first room** on the third floor.

Ongoing effect: Each time Leopold places a room tile on a space with a cogwheel token, he immediately moves that token onto the **leftmost guest** in the queue *(after replenishing it)*. The cogwheel token remains on that guest, even when the guest is shifted to the right when replenishing the queue.

When **you** take a guest with a cogwheel token, you must pay an **additional 1 krone** for that guest and return the token to the supply. If you cannot pay, you may not choose that guest. *(You must pay the additional 1 krone even if an effect allows you to take a guest at no cost.)*

When **Leopold** takes a guest with a cogwheel token or that guest moves onto the **rightmost space** of the queue, he immediately scores an additional **8 victory points**, returning the token to the supply. *(In the latter case, only remove the token, but leave the guest in the queue.)*

> *Good sir, if you do not want me to score those additional victory points, you should take the guest yourself before it is too late.*

IV. TOLL BRIDGE HOTEL

Setup: No additional steps.

Ongoing effect: Each time **Leopold** takes a die from an action space, he leaves a **cogwheel token** on that space. These tokens can accumulate on the space and they remain from round to round.

To use an action space containing one or more cogwheel tokens, you must **pay exactly 1 krone**. If you cannot pay, you may not use that action space. Only if you cannot use any action space *(i.e., the marker on your money track is on 0 and all action spaces contain one or more tokens)*, you immediately lose **5 victory points**; after, you can use any action space without paying 1 krone *(this turn only)*. If you have at least 1 krone, you must pay; you may not choose to lose 5 victory points instead of paying 1 krone.

When you use an action space, Leopold immediately scores **1 victory point per cogwheel token** on that space. Then return **one token** from that space to the supply. *(It does not matter whether or not you were able to pay 1 krone for that space.)*

Example: There are three cogwheel tokens on the ⊙ *action space, which you need to use next.*

① *You pay 2 krones, one for the cogwheels and one to boost the main action.*

② *Leopold immediately scores 3 victory points, after which you remove one cogwheel token from the space.*

③ *Then you take 5 drinks (3 wine and 2 coffee) due to the boosted strength.*

MODULE 4: START PLAYER

My deepest apologies, milady, but the solo variant is incompatible with the start player module.

MODULE 5: WOULD YOU LIKE SOME MORE?

The following explains the solo variant when playing the base game with module 5, Would You Like Some More? You will be playing against **Leopold**.

You can't get enough, can you, milord?

Components

- everything needed for a 2-player game with module 5, and
- the 20-card **Leopold** instruction deck *(with a light brown back)*

Setup

Set up the game for 2 players with module 5, as described in the base game and expansion rules. Apply the changes for the solo game, as detailed on page 2 of this rule book.

Course of Play

Play according to the **base game solo rules**, as detailed on pages 2-6, and the normal rules for **module 5**, as detailed in the expansion rule book.

COMBINING MODULES

Except for the Start Player module, which is incompatible, you can combine any number of modules with the base game solo variant.

- If modules 1 and/or 2 are in play, you will be playing against Elisabeth, using the Elisabeth instruction deck.
- Otherwise, you will be playing against Leopold, using the Leopold instruction deck.

Apply all setup and rules changes as detailed in the individual modules. When playing against Elisabeth, all rules that apply to Leopold also apply to her.*

*Of course, there is no inherent mechanical difference whether you call the virtual opponent "Leopold" or "Elizabeth". The only thing that matters is which deck you use.