CHRISTIAN VAN DIJK
HIJACKED
ART BY THE MICO

SOLO RULES

THE BOT

The Bot acts just like a player except where the rules specify otherwise. The Bot acts as following on the actions available in the game:

CLAIMING & RESERVING PASSENGER CARDS

General rules apply when claiming or reserving a Passenger Card (unless a card says differently).

The Bot **prefers face up Passenger Cards** in a colour already obtained and not yet complete (less than 3 cards). It will only prioritize cards it can actually claim (the demands are met).

IF MULTIPLE CARD OPTIONS, PICK IN THE FOLLOWING ORDER:
1. Colour owned more by the Bot.
2. Colour owned more by player.
3. Cards the easiest obtainable (so first the one with lowest cost and if more of those are present the one with the lowest trust).
4. Random (player's choice). The Bot will strive for a pilot as long as he does not have two (thus making sets of 3). After this he will try to free passengers.

If there is no available option, move to next action.

PERFORMING A HIJACKER ACTION

The Bot prefers negotiating with a **chosen hijacker** and places his **communication disc on the dedicated spot**. Perform an action on an available hijacker matching the dice results. If no hijacker has previously been chosen, the Bot will pick the hijacker furthest to the right. From now on, when a result is rolled matching the hijacker's dice demands, play this action again until the Hijacker is convinced to surrender. Discard the hijacker tile when the hijacker has surrendered.

INFLUENCE POLICE ACTION

Perform the action as normal if the player is willing to match points (or already matched). If not, perform another action.

The player can decide if he and the Bot are playing together and will match its points in order to enable the player to do the action. The Bot needs to have enough demands to enable it to do so, but it will **never use its last demand** for this action (it prefers to keep that one in order to claim a Passenger Card during its turn). **Draw 2 cubes from the bag.** If Both are green, the both of them will cooperate. Spend demands to meet the player's points. If not, the Bot will not cooperate.

DEMANDS

The Bot will take the **demand as listed**. Note that the Bot does not care which demands it uses on actions, **all demands are considered 'wild' for the Bot.**

CLAIM A BONUS DIE

Perform the action as normal. Use an extra dice during the next turn with the following card.
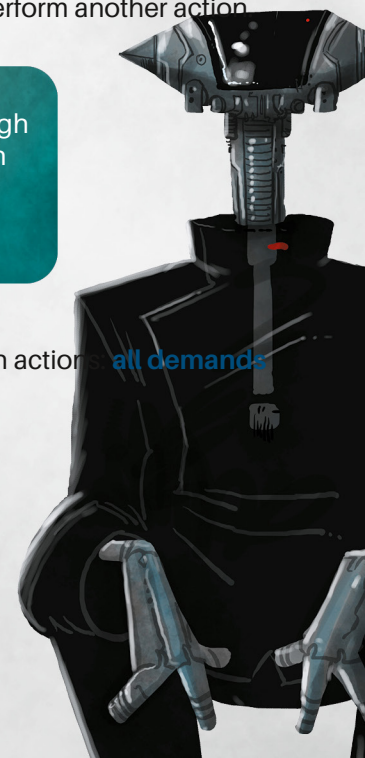
THE BOT'S TURN

FLIP A CARD & ROLL THE DICE

Use the dice as the card indicates. The card lists a number of actions which represents what the Bot will seek to do this turn. These are called priorities.

Always claim the medal with the highest number. Remaining medals may be moved to empty spots if needed.

The Bot obtains every unclaimed medal at the end of the game.

PRIORITIES

Try to perform the highest action on the priority list.

If an action is impossible due to non-matching results on the dice, or if there are not enough dice available, continue down the list on the card until you can perform the action.

Use the dice as optimal as possible, meeting the highest priority action(s) on the card this turn.

E.g. if the first action can be done with any of the dice, use the one that allows you to perform the second action.

As mentioned, the Bot does not see a difference between different demands. It does however need to meet the level of trust to claim Passenger Cards successfully.

EXCESS DICE

If you happen to have a die remaining (at the end of the list, on the card), **always use it to claim a demand.** If you have another die remaining: use it to claim another Passenger Card. If there are no more face up Passenger Cards, flip a face down Passenger Card with the highest value possible. If that is not possible or you still have a die remaining, claim a bonus die. If you still have di(c)e remaining, discard them.
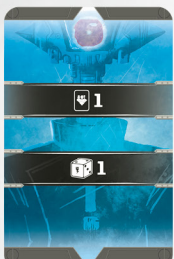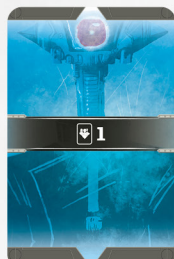
Example
The Bot claims a demand with the first die. Then, it claims a face up Passenger Card with the second die.

The Bot never uses rewards from the score track, the surrendered hijackers, or the bonus tiles. These are instead worth points at the end of the game for the Bot.
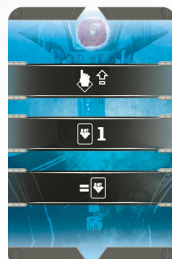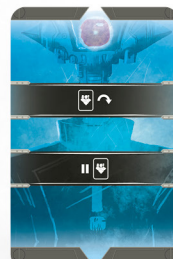
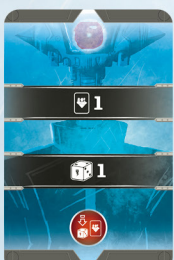# BOT CARDS

Claim a Passenger Card

Claim a bonus die

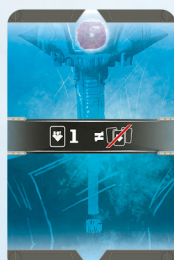**Claim a Passenger Card**

Build trust

Claim a Passenger Card
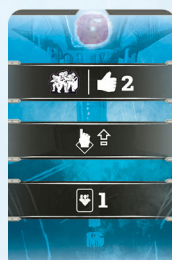
Reserve a Passenger Card

Play a face down Passenger Card

Reserve a Passenger Card

Claim a Passenger Card

Claim a bonus die

Keep this card as a reminder for the next turn and prioritize using the bonus die to claim another Passenger Card.


Claim a Passenger Card of the colour matching Passenger Cards needed to form a set.

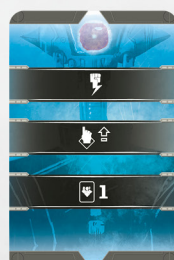If there are no incomplete sets or no face up Passenger Cards, claim a Passenger Card.

Influence Police
Even if not possible, move up the Bot's thumb and take the topmost bonus tile in the Bot's supply.

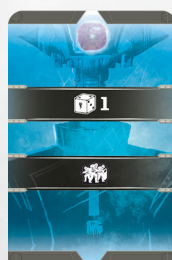**Build trust**

Claim a Passenger Card

Influence Police

Claim a Passenger Card of the colour matching Passenger Cards needed to form a set.
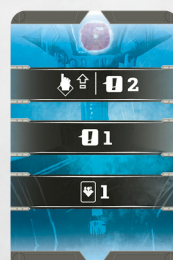If there are no incomplete sets or no face up Passenger Cards, claim a Passenger Card.
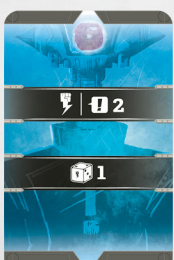
Influence Hijackers
If not possible, use up to 2 demands (if owned) to enable.

Claim bonus die

Influence Hijackers

Build trust

Claim a Passenger Card

Claim bonus die

Influence Police
Even if not possible, move up the Bot's thumb and take the topmost bonus tile in the Bot's supply.

Build trust
If this is not possible, use up to 2 demands (if owned) to enable.

Get a demand

Claim a Passenger Card

Special thanks to Frank de Jong