

# DUNGEON LORDS

## SOLOPLAY RULES

(Original game concept and design by Vlaada Chvatil, Asmadi Games 2009)  
Additional rules 2011 SoloPlayGames™ (BGG User – GameRulesForOne)

**Introduction:** The game Dungeon Lords was designed for 2-4 players. The SoloPlay™ rules have been designed to give a single player the opportunity to play a game with a similar level of challenge. The following rules have been play-tested extensively to ensure that the game is balanced and is as true as possible to the original concept. It is assumed that the player has a good knowledge of the game to be able to play this variant. This variant requires the use of the expansion tiles that are included with the game.

**Game Goal:** To reach a scoring goal by building a better dungeon, capturing adventurers, gaining titles for various game conditions along with other end game scoring opportunities.

**SoloPlay Expansion (optional):** As an added bonus with this variant I have included 10 special option tiles that will provide an additional opportunity to the player mostly after the regular events have been completed. Each option will be known when the current year begins so that you might be able to incorporate them into your plans. Any items gained are taken from the box supply (unless otherwise noted) and any gold or food payments may be returned in full to the central board or placed out of play. All tiles can be used for solo gaming. Those with “fall” on them are more “tempting” at the end of the fall season and should be shuffled and placed separately.

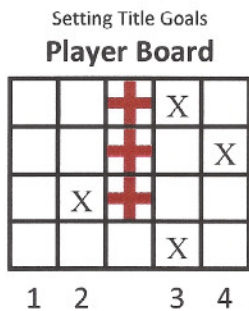
1. Material Exchange: You may exchange 3 food for 2 gold or 2 gold for 3 food.
2. Making Amends: You may pay 2 gold to return a damage counter from your “Dead Letter Office”.
3. Extra Dig: You may dig one tunnel (taking the expansion tile, explained below) if you have 1 unemployed troll and 1 unemployed imp or 3 unemployed imps.
4. Taking up Space: You may pay 1 food or 2 evil to place a food token on the central board to block any space in the coming season that is not currently occupied. Place the food on the # of the open action space.
5. Get a Trap: For 2 evil and 1 gold, you may look at the top 2 traps, choose one and move the other to the bottom of the trap stack.
6. Snack Time: You may take 1 food from the board or box supply. Additionally, you may pay 1 gold to perform this exchange before the execution of the event tile. This might prevent the loss of a monster or the gaining of a damage counter.
7. Get Rid of a Little Excess: If you have 2 unemployed imps, you may remove 2 items (gold or food) same or different or 1 tunnel tile from the central board.
8. Adjust Combat Plan: You may swap any monster (not ghost) for 2 traps from the top of the draw stack or exchange 2 traps for any faceup or the top, facedown monster. You do not have to pay the monster cost. Move returned items to the bottom of their respective stacks.
9. Making Life a Little Easier: You may pay 2 gold to move any 1 title marker down 1 position.
10. Bring on an Extra Hand: For 2 food you may gain an imp from either the board or the box supply.
11. End Game Scoring Note: For using 3/4/5/6 expansion tiles during your game you will reduce your score 1/2/3/4 points. The 1<sup>st</sup> 2 are free to use.

### Game Setup:

1. Layout the central board, the progress board and the distant lands “supply” board, if desired.
2. Retrieve the 4 order decks and choose your color. The 3 other colors will be used for the game players.
3. Retrieve 1 player board matching your color.
4. Retrieve 6 damage counters (red cubes) and the player aid placing the cubes in a horizontal row next to the starting position for the level of game that you desire to play.
5. Retrieve the minion and evilometer markers for all colors. Place all 4 evilometer cubes on the starting position. Place the minions near the matching order cards for each player. Set your opponents items in a way that will make viewing turn order easy to do.
6. Take 3 imps, 3 gold and 3 food into your personal supply. Place these on your player board.
7. Shuffle the 12, 1<sup>st</sup> year monsters and draw 7. You may look at the monsters drawn, shuffle again and place facedown in the monster den on the central board. Place the 5 remaining 1<sup>st</sup> year monsters into the box.
8. Shuffle the 8, 1<sup>st</sup> year rooms and draw 5. You may look at the rooms that will be available. Shuffle the rooms again and place facedown in the room section of the central board. Place the 3 remaining 1<sup>st</sup> year rooms into the box.



9. Shuffle the blue event cards, draw 3 (you may look at them), shuffle again and place near the progress board. 2 will be used, 1 each year with the 3<sup>rd</sup> remaining out of play. Set the remaining cards aside.
10. Shuffle the 1<sup>st</sup> and 2<sup>nd</sup> year battle cards and draw 4 for each year. Set the remaining cards aside. Place the cards in the noted position on the central board.
11. Place 7 tunnels, 5imps and 5/4/3/2 food/gold onto the central board for the easy/normal/challenging/insane level of play. **Example:** For normal play, place 4 gold and 4 food on the central board.
12. Go through the trap cards and retrieve 1 each of the 9 types setting all remaining aside. Shuffle the 9 trap cards and place in the trap position on the central board.
13. Place 3 tunnel tiles on the player board leading down from the stairway.
14. Retrieve the 20 expansion tiles. Mix the tiles and place 1 onto each vacant dungeon space facedown setting the 3 remaining to the side. Turn over all of the expansion tiles on the player board.
15. Based on the positions of the "X" expansion tiles on the player board, the title goals will be moved up or down from their starting positions as the following explains:



Each vertical column except the middle one will be used to determine the # of the respective elements the game will have to determine titles. Only the "X" tiles are considered. If a column has (0/1/2/3/4) "X's" then the title goal marker is moved (down 1/up 1/up 2/up 3/all levels remain in starting positions, including riches and conquered rooms)

**Column1: Rooms; Column2: Tunnels; Column3: Monsters; Column4: Imps**

For the following titles 2 columns are considered using the movement as noted above considering one column at a time.

**Columns 1 & 2: Riches; Columns 3 & 4: Conquered tiles**

Example, using the diagram to the left: move the rooms goal down 1 (no "X" in column 1), move the tunnels goal up 1 (1 "X" in column 2), move the monster goal up 2 (2 "X's" in column 3), move the imp goal up 1 (1 "X" in column 4), move the riches goal down 1 and then up 1 (no "X's" in column 1 and 1 in column 2) and finally move the conquered tiles goal up 2 and then up 1 (2 "X's" in column 3 and 1 "X" in column 4).

16. Shuffle the order decks for the game players (not you) and turn the top card from each stack faceup and to the side. This order card will not be used by the respective color in the 1<sup>st</sup> 2 seasons.
17. Shuffle your order cards, draw 3 and place 2 cards of your choice onto the 2 inaccessible order card positions. Take note of the order cards that your opponents have faceup.
18. Randomly choose a starting color and place the starting marker near this color.
19. Retrieve, mix and place the 3 event tiles facedown in their positions and then turn faceup the one for the end of the spring season.
  - a. **Optional** (SoloPlay Expansion: Special Options): If using the SPE:SO tiles, shuffle and randomly choose 3 to place beneath the regular event tiles. Choose 3 more tiles to be used in the 2<sup>nd</sup> year. It is recommended that the "fall" options are placed at the end of the fall season.
20. **Optional (adjusting the central supply board):** You may choose to remove 1 or more tunnels/imps from the central board for 1 gold each and/or add 2 food/gold (in any combination) to the central board for 1 food each. You pay for the removal/additions from your starting material.
  - a. After removing/adding the items from/to the central board, you must choose to return the full payment of each type (gold/food, considered separately) to the central board or place it out of play. **Example:** You choose to remove 2 tunnels and add 1 food and 1 gold to the central board. The cost is 2 gold (removing 2 tunnels) and 1 food (adding 1 food and 1 gold). You decide to add the gold payment to the central supply board and then to set the food payment out of play from your player board.
    - i. **End Game Note:** There is a scoring opportunity for managing the central board supply.
  - b. It is important to take note of the title goals and the monsters/rooms that you looked at earlier to determine which area you may want to remove/add pieces from/to, if any.
21. Shuffle the 1<sup>st</sup> year adventurers and lay out 4 for the spring season using the normal rules (sorted in increasing glyph complexity).
22. The game is setup for play.

**Tunneling Order/Expansion Tiles Explained:**

1. When you choose to add tunnels to your dungeon, you place a new tunnel tile in a permitted position (no 2 x 2 builds) and take the expansion tile (unless rebuilding into an earthquake zone) placing it near the adventurer positions on the player board with one exception and one option:
  - a. **Exception:** The "X" tiles cannot be tunneled through for the course of the game.



- b. Option: If the tunnel room "Tool Shed" is being used in the production phase, you can choose whether to take the expansion tile or to place it out of the game.
2. Expansion Tiles: (the "straightforward" rules for the tiles will be used. For a more detailed explanation, you can download the rules from the CGE web site.) The tiles are assigned to the matching adventurers that the player attracts just before the combat phase starting with the adventurer furthest back. If there are more tiles than adventurers, then starting from the back and coming forward add 1 more tile until all tiles matching the adventurer types have been distributed. If there are no adventurers that apply to the tiles, they are set aside until the following year, if applicable.
    - a. Expansion Tile Functions: (no tile changes the type of the adventurer it matches)
      - i. Wizard tile: add 1 hit point (use a food (from out of play) to indicate) for each tile to the related wizard.
      - ii. Warrior tile: adds 1 magic point to the party for each tile.
      - iii. Thief tile: adds 1 healing point to the party for each tile.
      - iv. Healer tile: adds 1 trap point to the party for each tile.
  3. The expansion tiles will make it harder to beat the adventurers but as a result when you beat the adventurer you collect the tile for additional end game scoring explained later.

### Starting and playing through a season (winter, spring, summer and fall):

1. Turn faceup 2 monster and 2 room tiles.
2. Choose your orders and place minions: perform the following in order (you may always review the faceup cards that each opposing color has played)
  - a. Select your 1<sup>st</sup> order only and place it facedown in the 1<sup>st</sup> position. Unlike the normal rules, and to reduce a little luck to your choices, you will choose your orders one at a time.
  - b. In turn order, turn the top card (game) or your 1<sup>st</sup> order and place a minion in the lowest numbered position available in the area selected if space is available. Set aside the minion, if not.
  - c. Select your 2<sup>nd</sup> order only and place it facedown in the 2<sup>nd</sup> position.
  - d. In turn order, turn the top card (game) or your 2<sup>nd</sup> order and place a minion as follows, space permitting:
    - i. You: place a minion on the lowest numeric position available in the area selected.
    - ii. Game: consider the following positions in order and place a minion: the 2<sup>nd</sup> / the largest sized (1 for the monster/room area and 3 for all other areas)/the smallest sized position for the area turned (3 for the monster/room area and 1 for all other areas)
  - e. Select your 3<sup>rd</sup> order and place it facedown in the 3<sup>rd</sup> position.
  - f. In turn order, turn the top card (game) or your 3<sup>rd</sup> order and place a minion as follows, space permitting:
    - i. You: place a minion on the lowest numeric position available in the area selected.
    - ii. Game: place a minion on the smallest sized position (for the monster and room area this would be the 3<sup>rd</sup>/2<sup>nd</sup>/1<sup>st</sup> positions in order) still available for the area turned.
3. Executing the order sections in sequence: You may perform all of the actions normally when it is your turn to take the order result. The game, however, will either not take the action or will perform a modified action. The following outlines the game's actions:
  - a. Get Food:
    - i. 1<sup>st</sup> position: do nothing
    - ii. 2<sup>nd</sup> position: advance 1 space on the evilometer
    - iii. 3<sup>rd</sup> position: advance 2 spaces on the evilometer
  - b. Improve Reputation:
    - i. 1<sup>st</sup> position: move down 1 space on the evilometer
    - ii. 2<sup>nd</sup> position: move down 2 spaces on the evilometer
    - iii. 3<sup>rd</sup> position: move down 2 spaces on the evilometer
      1. **Player note**: If you choose to take this action and get to view a card, leave it face up in the combat order. If you want to have a memory element in this variant, feel free to keep it face down. If 2 or more cards are viewed they will also remain faceup/facedown in its order.
  - c. Dig Tunnels:
    - i. 1<sup>st</sup> position: do nothing
    - ii. 2<sup>nd</sup> position: do nothing
    - iii. 3<sup>rd</sup> position: move up 1 space on the evilometer

- d. Mine Gold:
  - i. 1st position: do nothing
  - ii. 2nd position: do nothing
  - iii. 3rd position: move up 1 space on the evilometer
- e. Recruit Imps:
  - i. 1st position: do nothing
  - ii. 2nd position: do nothing
  - iii. 3rd position: move up 1 space on the evilometer
- f. Buy Traps:
  - i. 1st position: do nothing
  - ii. 2nd position: do nothing
  - iii. 3rd position: move up 1 space on the evilometer
- g. Hire Monster: (resolved in 3, 2, 1 order per normal rules)

**(Opponent)**

**Monster Selection in Descending Order:**

**Dragon** (2 food/2 evil)  
**Demon** (Monster/evil)  
**Golem** (Trap/gold)  
**Troll** (2 food)  
**Vampire** (2 evil)  
**Witch** (1 food/1 evil)  
**Goblin** (1 food)[strength]  
**Slime** (1 food)  
**Ghost** (1 evil)

Depending on the position that the opponent occupies one monster/ghost may be taken before another.

**Example:** If an opponent is on the 3<sup>rd</sup> position and a demon and witch are available, the witch is taken due to having a food cost.

- i. 1st position: take a faceup monster with an evil or trap cost, in that order. Advance the evilometer as needed and discard the monster/ghost.
- ii. 2nd position: take a faceup monster with an evil or trap cost, in that order. Advance the evilometer as needed and discard the monster/ghost.
- iii. 3rd position: take a faceup monster with a food or trap cost, in that order. Advance the evilometer as needed and discard the monster/ghost.

1. **Monster Notes:**

- a. The monster that the game takes is the one with the largest cost of evil/food, depending on its position with ties broken by any other costs associated (highest total cost).
- b. The game will not take a facedown monster.
- c. If there are no monsters that meet the order position requirements, then no monster is taken by the game and the corresponding color advances 1 on the evilometer.

2. **Player Notes:**

- a. If you chose to place the monster order card in the 1<sup>st</sup> slot and take a monster, you **must** pay 1 gold for the privilege.
- b. Instead of choosing a faceup monster you may instead choose to take the top facedown monster. You **must pay the cost** or take a damage counter (-3 VP) to move the monster to the bottom of the stack.

- h. Build Room: (resolved in 3, 2, 1 order per normal rules)

- i. 1<sup>st</sup> year:

- 1. 1<sup>st</sup> position: move up 1 space on the evilometer
- 2. 2<sup>nd</sup> or 3<sup>rd</sup> position: take a room from the following order:
  - a. Gold room (Souvenir Shop or Mint)
  - b. Food room (Chicken Coop or Mushroom Bed)
  - c. Trap room (Workshop)
  - d. Tunnel room (Tool Shed)
  - e. Imp room (Magic)
  - f. "Happy" room (Printing Press)

- ii. 2<sup>nd</sup> year:

- 1. 1<sup>st</sup> position: move up 1 space on the evilometer
- 2. 2<sup>nd</sup> or 3<sup>rd</sup> position: take a room from the following order: (if no rooms are in the supply then move the color up 1 space on the evilometer)
  - a. Hall of Fame room: (+1 point for each title)
  - b. Pandemonium or Chapel room: (+2 points for particular monsters)
  - c. Cafeteria room: (+1 point for particular monsters)
  - d. Anti-Magic room: (no magic affect for battles in this room)
  - e. Dark and Training rooms: (+1 strength for particular monsters)
  - f. Labyrinth room: (may use 2 traps(no gold) and 1 monster in this room)
    - i. **Note:** if rooms of the same type appear you decide which room the game takes.



- i. **Player Notes:**
  - i. When making a payment in food or gold, you have the option of returning the payment to the central board or putting it out of play by considering each item paid separately (**all or nothing** of each type).
    1. **Example:** If you had to pay 2 food and 1 gold for your monsters. You can choose to put the 2 food on the central board and the 1 gold out of play.
  - ii. When a tunnel is overbuilt with a room, the tunnel is placed out of play.
  - iii. You may choose (or might be forced) not to execute 2 orders. As compensation, you may take 1 gold **or** 1 food (from any location in either case) **or** return 1 damage counter.
  - iv. If you are at the top of the evilometer, you **may not pay** evil for any items on the central supply board. See the Full Rules for a more detailed explanation.
  - v. If a supply area is empty, the corresponding order card **may not be selected** for play.
    1. However, if there is some but not enough of an item, you may take what is there.
    2. In the extreme case where you are unable to play 3 valid order cards, you must take 1 damage counter for each order that you cannot play.
4. **Execute Production:** If you have a room and the imps to activate it, you can take the item(s) from the board **or** from the "box" supply.
5. **Arrange your cards;** making 2 new cards inactive using the normal rules.

#### Setting up and playing the spring season:

1. Remove all minions from the central board.
2. Turn over enough monsters and rooms to replace any that were taken. Only the monsters/rooms taken are replaced.
3. Do not shuffle the game opponent's cards. They will play 1 more season from the remaining 4 cards with the last card remaining facedown.
4. Advance the starting player marker to the left/next player.
5. Play the spring season as you did the winter.
6. Execute production phase.
7. Resolve the event tile per normal rules with the following exceptions/additional actions for the noted blue special event cards: (**Note:** a SoloPlay expansion option tile "Snack Time" may be executed first)
  - a. **Witch Hunt:** Each game opponent **in the monster area** gains 3 evil unless a witch was taken (it does not matter by whom) requiring all opponents in the monster area to move down 1 position on the evilometer.
  - b. **Earthquake:** After discarding 2 tunnels/rooms, you may move down 2 **different** title positions 1 space. If the tunnel track is chosen you may move it down 2 positions instead of 1.
  - c. **Danse Macabre:** All opponents **in the monster area** gain 1 evil. You perform the action normally.
  - d. **Extra Tax:** **If rooms are lost**, reduce the room title track 2 spaces **or** any 2 other tracks 1 position. The tunnel(s) replacing the room(s) may come from the board or the box supply.
  - e. **Title Envy:** The opposing color who is the **highest** on the evilometer will gain 1 evil for **every** exclusive title the game earns. Compare your current position to the evilometer and the player aid.
    - i. Any item you "lose", unless otherwise noted, is **returned to the central supply board**.
8. **Optional:** (SoloPlay Expansion: Special Options) If SPE:SO tiles are in play, you may choose to use the option that is shown. You have the option of placing your **entire** payment (gold or food) onto the central board or out of play. If gaining food, gold or tunnels, these are taken from those **out of play** and **not** from the central board, unless otherwise noted.
  - a. If an expansion option tile has been used, keep it for end game scoring otherwise set it out of play.
9. Determine which adventurer you will gain referring to the evilometer and using turn order to break ties as in the normal rules. The opponents will not gain adventurers. Set all remaining out of play.
10. Arrange your cards; making 2 new cards inactive using the normal rules.

#### Setting up and playing the summer season:

1. Draw a new set of adventurers for the summer season and turn the event tile over so that you can prepare for the next event.
2. The only difference between the spring and summer seasons is that your opponents' order cards are shuffled with the top card once again being set aside faceup, not to be used over the next 2 seasons.
3. **Note:** If there are not enough monster or room tiles, you will play the season with fewer or even none.



### Setting up and playing the fall/autumn season:

1. Draw a new set of adventurers for the fall/autumn season and turn the event tile over so that you can prepare for the next event.
2. The fall/autumn season is played exactly like the spring season.

### Resolving Combat:

1. Move the combat cards for the current year to the combat board leaving any that were viewed earlier faceup in their respective position(s).
2. Assign the expansion tiles to the proper adventurers as noted above setting aside any that do not apply retaining them for the following year if applicable and discarding if not needed in the 2<sup>nd</sup> year.
3. Place a minion on the tunnel/room closest to the entrance of the dungeon per normal rules.
4. Choose a trap(s) and monster(s)/ghost(s) that will be involved in the battle placing them into the positions noted on the player board.
5. Resolve combat using the normal rules, activating the magic at the proper time and then proceeding through the healing, fatigue and conquering steps, reducing a position on the evilometer if at least 1 adventurer continues the fight.
  - a. **Reminder:** If you are expected to "lose" an item (imp, gold or food), you must return it to the central board.
6. **Opponents have a paladin?:** If the opponents have gained a paladin, the fatigue for the current combat card is applied. If the paladin has not been overcome then the opposing color which is the highest on the evilometer moves down 1 position after each turn that you fight your adventurers. The same color will take **all** evil reductions even if passing another. **Suggestion:** To help to track of this, keep the paladin near the cards of the color who earned it.
  - a. If you are able to become the most evil, you gain the paladin with its fatigue markers (unless he has gained enough to match his strength) for the next combat round and now must try to defeat him.
    - i. If you become nicer than your opponents before the paladin is beaten, the paladin returns to your opponents who may retain him for scoring.
    - ii. If you are unable to beat the paladin and he remains in your party, he is placed out of play and is not considered beaten by anyone.
7. Continue to battle until the 4 rounds have been completed or until you have beaten all of the adventurers that have come to face you.
8. When combat is concluded, move all opponents' markers on the evilometer down 1 position.

#### Combat Sequence:

1. Combat
2. Reduce evilometer as needed
- 3a. Opponents have a paladin?
- 3b. Apply fatigue
- 3c. If enough to reduce hit points to 0 the game gains the paladin
- 3d. Reduce evilometer 1 position in not beaten
4. Check if paladin transfer is needed, move accordingly
5. Repeat for the next 3 rounds or until all adventurers are defeated
6. If fatigue does not overcome the paladin by the end of the last round of combat, the paladin runs off and is not gained by any player

### Setting up the New Season:

1. Remove the 1<sup>st</sup> year monsters/rooms remaining, shuffle all 2<sup>nd</sup> year monsters/rooms and place 7, monsters and 5 rooms into their positions. Place the remaining out of play. You may not look at either stack.
2. Shuffle the 2<sup>nd</sup> year adventurers and prepare them for placement.
3. Shuffle the event tiles, including the SPE:SO tiles if being used, and place them in their designated positions turning over the spring event.
4. Move the start player marker backward 1 player as noted in the normal rules for 4 players.
5. The 2<sup>nd</sup> year is played just like the 1<sup>st</sup> as noted above except that your rooms may produce twice and you get to look at 1 additional trap card when taking an action in the trap section of the central board. You only get to keep the number of traps indicated by the space you are on.

**End Game Condition:** After 8 seasons and 2 combat rounds the game is over and the final score is tallied.

### End Game Scoring:

1. +1 point for each monster (not ghost)
2. +2 points for each unconquered room
3. +2 points for each imprisoned adventurer
4. +5 points for each imprisoned paladin
  - a. **Subtract** 5 points for each paladin captured by the game opponents
5. **Subtract** 2 points for each conquered dungeon tile
6. **Subtract** 3 points for each damage counter (red cube) still in your possession
7. +? points for each point scoring room
8. For each title score 3/2/-1 for an exclusive/shared/lost title comparing the positions of the markers on the evilometer and the 6 cubes on the player aid to your results.
9. **Subtract** 1/2/3/4 points for using 3/4/5/6 of the expansion special option tiles.

10. Score 4/2/1 for 0/1/2 items (food/tunnel/gold/imps, combined) remaining on the central board.
  - a. -1 point for every item remaining over 4 (6 items: -2 points)
    - i. **Important note:** Each troll token in your possession can remove up to 2 items or 1 tunnel before scoring the items remaining on the central board.
11. Use the following to determine the points gained for the expansion tiles you have collected:

**How to score expansion tiles:  
(a maximum of 8 tiles can be scored)**

Determine how many different types of tiles you have collected. Set aside 1 of each type. Now count how many additional tiles that you have left. Move this number to the right on the chart above. This will be your score for the expansion tiles.

	Set#	+1	+2	+3	+4	+5	+6	← Additional tiles after set creation
1 type	1	1	1	2				Example: 4 of 1 type: 2 points
2 types	2	2	3	3	4	4	5	Example: 6 of 2 types: 4 points
3 types	4	5	6	7	8	9		Example: 4 of 3 types: 5 points
4 types	7	8	10	12	15			Example: 7 of 4 types: 12 points

**Rating Your Results: (Paladin advantage: you have more paladins than the game)**

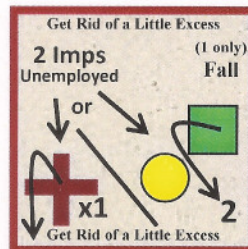
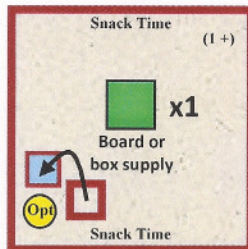
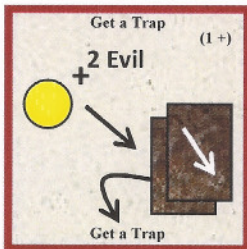
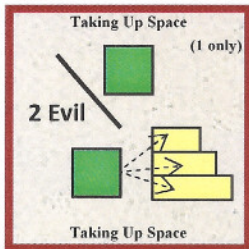
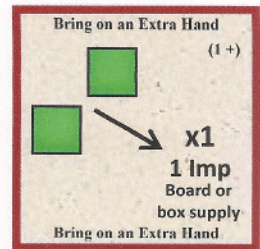
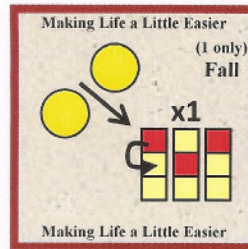
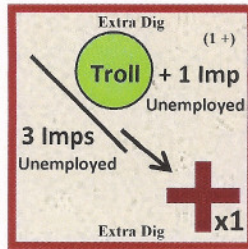
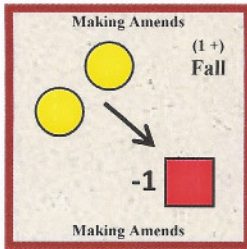
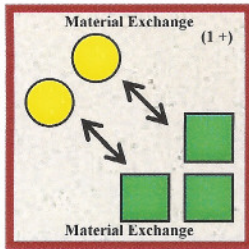
1. 10+: Easy Game Victory
2. 15+: Game Victory (Easy Victory with Paladin advantage)
3. 20+: Major Victory (Game Victory with Paladin advantage)
4. 25+: Complete Victory (Major Victory with Paladin advantage)
5. 30+: Master Victory (Complete Victory with Paladin advantage)
6. 35+: Master Victory with Paladin advantage

**Strategy Session:**

1. It is very important to manage your resources at all times. You need food for monsters and imps and gold for almost everything else. Additionally, you can gain an end game bonus for clearing the central board of all supplies or reducing them to very minimal quantities.
2. Since you are playing each order one at a time instead of all at once (normal rules) you will need to re-evaluate your options with each play taking note of how the game changes its placement each round. It is important to note how the monster and room placements differ from the other areas on the central board.
3. Gaining a Paladin advantage will not necessarily have an effect on your game result since the ratings are altered by this advantage. However, if you are able to beat 2 Paladins and not get completely decimated in the process you can use those extra 5 points to get a higher victory condition. The opposite is also true, too. Allowing the game to score both Paladins will be detrimental to your game.
4. This variant was put together to try and reduce some of the randomness of the game play while still keeping the core mechanics intact. Noting which cards have been played and where the game's placement will be each round is important to maximizing your order results. There is still a measure of risk and chance in selecting your orders so plan your turns wisely.
5. The SoloPlay Expansion: Special Option tiles have been included to provide the solo player with additional information to assist in planning your game and to increase the variety in play. The tiles can be very situational and only through good planning can you take full advantage of them.
  - a. Multi-player option: Most of the tiles could be used in multi-player play in the same fashion but only with the inclusion of the expansion tiles to toughen up the base play. A scoring penalty of 0/1/2/3/4/5 for using 1/2/3/4/5/6 of the tiles should be applied. Starting with the player with the most lost tiles, then most evil and then turn order gets the option of using or passing on the special option. Once 1 player chooses the option no other player may do so.
  - b. It is recommended that you refrain from completely random selection and separate the "fall" tiles from the others drawing 2 fall tiles and 4 other tiles. Place the fall tiles on the fall season event space with the others being placed in spring and summer. This will make all options more relevant and potentially increase its purpose.



# SoloPlay Expansion Option Tiles



## End Game Scoring

- +1 for each monster
- +2 for each unconquered room
- +2 for each imprisoned adventurer
- +5 for each imprisoned paladin
- 5 for each paladin captured by opponents
- 2 for each conquered dungeon tile
- 3 for each damage counter
- +? for each point scoring room
- +3/+2/-1 for each exclusive/shared/lost title using evilometer & player aid
- 1/-2/-3/-4 for using 3/4/5/6 special option tiles
- +4/+2/+1 for 0/1/2 items (food/tunnel/gold/imps) remaining on the central board/ -1 each >4
- +? points refer to the expansion tile scoring

## Game Ratings

- (No Paladin Advantage)
- 10+ Easy / 15+ Game /
  - 20+ Major / 25+ Complete /
  - 30+ Master Victory
- (Paladin Advantage)
- 15+ Easy / 20+ Game /
  - 25+ Major / 30+ Complete /
  - 35+ Master Victory

## Determining Title Awards

						Starting Title Positions, Food & Gold (for Central Board)
						↓
The Lord of Halls	The Tunnellord	The Monsterlord	The Lord of the Imps	The Lord of Riches	The Battlerrord	Insane (2 food/gold)
5	8	5	8	6	3	
4	7	4	8	6	4	
4	7	4	7	5	4	Challenging (3 food/gold)
3	6	3	7	5	5	
3	6	3	6	4	5	Normal (4 food/gold)
2	5	2	6	4	6	
2	5	2	5	3	6	Easy (5 food/gold)
Rooms	Tunnels	Monsters	Imps	Riches	Lost Tiles	

Place opposing minions on the spaces noted below in the sequence indicated by the order round

Food ... Trap
I / II / III
Monster/Room
I / II / III

1<sup>ST</sup> ORDER

Food ... Trap
II / III / I
Monster/Room
II / I / III

2<sup>ND</sup> ORDER

Food ... Trap
I / II / III
Monster/Room
III / II / I

3<sup>RD</sup> ORDER