

THUNDERSTONE

A Game of Heroic Adventure for 1 Player

SOLO PLAY

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Thunderstone Solo Play rules are a variant on the standard 2 to 5 player model. Feel free to break this version out every time you want to play Thunderstone, but find yourself unable to convince anyone to visit you. We especially endorse this variant for kids with chicken pox, the mumps, or scarlet fever.

NORMAL LEVEL

Set up the game normally, but do not fill the dungeon halls (only the deck).

At the end of each turn, after drawing a new hand of cards, a monster fills up the third rank of the dungeon, pushing Monsters forward into the second and first rank. If a monster is ever pushed beyond Rank 1 into "Rank 0," he enters the village instead.

Monsters that enter the village go into the village score pile face down and Rank 3 is filled normally.

Any monster that is attacked and not defeated, also goes into the village score pile, however, the monsters do not advance (i.e. do not move the monsters in such a way that a Rank 1 monster moves into Rank 0). In addition, if a monster is defeated, the hall refills but the monsters do not advance during the next turn.

The game ends when the Thunderstone reaches the front rank. If the player defeats the monster in front of the Thunderstone, the player receives the Thunderstone and the game ends immediately.

When the game is over, total up the Victory Points in the players deck. Separately, total up the Victory Points in the village score pile.

If the total is higher than the total of the points in the village face down score pile, the player saves the village from destruction and wins the game.

Otherwise...

WARRIOR LEVEL

Warrior Level is the same as Normal level with these exceptions.

- Remove half the cards from each Hero Level and Village card stack during setup.
- Only when a monster worth 2 XP or more is defeated does the player stop the monsters from advancing.

NIGHTMARE LEVEL

Nightmare Level is the same as Normal level with these exceptions.

- Remove half the cards from each Hero Level and Village card stack during setup, using only three Heros and six Village cards.
- Monsters continue to advance every round, even after one is defeated.

In all versions of Solo Play, *Banish* (and any spell that moves around the Monsters in the Dungeon ranks) is not allowed.