

MKD: SOLITAIRE

THE FOLLOWING RULES ARE FOR USE WITH THE STANDARD RULES OF
Mage Knight™ Dungeons: Pyramid.

MKD: Solitaire is a single-player game in which you play all the figures, Heroes and Mage Spawn. It's played much like a computer game. When you control the Heroes, try to gather gold ... and survive. But when you control the Mage Spawn, you try to take out the Heroes, in the worst possible ways. Since you control all the actions, it is important, as in all solitaire games, that you **DO NOT CHEAT!**

When playing **MKD: Solitaire**, the player must navigate the dungeon and exit the map. The more treasure the player exits with, the greater the victory.

STEP 1: CHOOSE YOUR HEROIC TEAM

MKD: Solitaire uses the standard 100-point Heroic team.

STEP 2: CREATE THE DUNGEON

MKD: Solitaire can be played using any map or the tiles.

If using the map, choose an entrance, but not an exit.

If using the tiles, use 9–12 tiles with a minimum of two corridors. (Tiles are included in the **Mage Knight Dungeons Builder's Kits**.) One hallway must be used as an entrance tile. Indicate the entrance as soon as all the tiles are laid out.

STEP 3: FILL THE POOLS

The Treasure Chest pool should consist of six treasure chests.

The Wandering Monster pool should consist of ten tokens. We suggest five blue and five yellow wandering monster tokens.

Fill the Mage Spawn pool with any and all figures you own.

Place a total of ten different terrain markers, doors, or artifacts in a pool.

STEP 4: SET THE SCENE

If using a map, only the entrance you choose functions as an actual entrance. For now, treat all other entrances as if they don't exist, and place items in those rooms per the standard rules.

Mix up the treasure chests. Randomly choose one and place it in any chamber, using all standard placement rules. Repeat until three chests have been placed.

Mix up the wandering monster tokens. Randomly choose one and place it in a chamber with a treasure chest. Place the next two in the other chambers with treasure chests. Randomly choose three more tokens and place each in any other chamber that does not already have a treasure chest or a wandering monster token.

Roll a six-sided die for each terrain marker, door, and artifact. If the result is an even number, place the item in the dungeon. If the result is an odd number, do not place the item. When placing any object, make sure you follow the standard rules for correct placement. Note: the first two Teleport markers count as a single marker for placement, and any other teleport square counts as one marker.

Set aside any treasure chests, wandering monster tokens, terrain markers, doors, and/or artifacts not placed in the dungeon. They may be used later.

STEP 5: ENTER THE DUNGEON . . . AND FIND AN EXIT

The exit is determined once you have attempted to disarm two different treasure chests.

Once you have attempted to disarm the second treasure chest, the exit appears at the point farthest away from that chamber. For example, if the second treasure chest opened was in the northwest corner tile, then the exit would be the entrance closest to the southeast corner tile. Use your best judgment.

GAME PLAY

The game plays just like a standard game of *Mage Knight Dungeons: Pyramid*, with the following exceptions:

- You receive a number of activations equal to the number of Heroes in your Heroic team. If a Hero is eliminated, you lose that activation. If the Hero is somehow brought back into the dungeon (by using an artifact or Necromancy, for example) you regain that activation.
- To determine the number of Mage Spawn activations, roll a six-sided die. The result equals the number of activations for the current turn. Make this roll every turn.
- Heroes always move first by entering the dungeon.

OPERATING WANDERING MONSTER TOKENS

In *MKD: Solitaire*, wandering monster tokens will always move toward the closest Hero, using the standard speed points. Use the standard rules for converting wandering monster tokens.

OPERATING MAGE SPAWN

In *MKD: Solitaire*, Mage Spawn are fearless attackers. Unless Demoralized, they will either attack with their best attack option (ranged or close) or move to a position to attack. That's right, you must move Mage Spawn into attack positions and attack your Heroes! Also, they will always use special abilities to help themselves or hurt the Heroes. If there is any question regarding the type of action you should take with a Mage Spawn, use the following guidelines:

First: Attack, or move and attack. Mage Spawn will always attack the nearest Hero. If there is a choice between targets, they will attack the one with the lowest defense value first. (Mage Spawn love the smell of blood!)

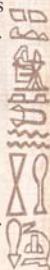
Second: Move into a position to attack. Those with ranged attacks should move within range to attack. Those with close combat attacks will spend their speed points to move into range, trying to leave enough points left over to attack (when possible).

Third: Move wandering monster tokens into position to convert.

Finally: Move Demoralized figures away from the Heroes to give them a chance to heal. (Never give the Heroes those free points. . . .)

SPECIAL ABILITY CHANGE

If you have a Hero with the Command ability and succeed in the die roll to gain the extra activation(s), the activation(s) are used by the Heroes to "command" Mage Spawn. These Mage Spawn can be moved away from the Heroes. If a Mage Spawn has Command and succeeds in the die roll to gain the extra activation(s), add those



activations to the number of Mage Spawn activations. Mage Spawn cannot “command” Heroes.

If you have a Hero with Quickness, add 1 to its printed speed value. Mage Spawn with Quickness use the special ability as normal.

THE LIVING DUNGEON

You should have three treasure chests, four wandering monster tokens, and some terrain/artifacts features left after you set the scene.

Every time a Hero enters a new chamber (after the first one) you must roll a Living Dungeon die. A new chamber is defined as a chamber a Hero has not yet entered. Wait for the current Hero Activation to end, and then roll one die. On a result of 2 or greater, you can add an item to that tile.

If the result indicates a pool of items that is empty, then you don't place anything from that pool. If you roll a 6, you still need to place the other items.

- On a result of 2 or 3, add one wandering monster token to that chamber in a square not adjacent to the Hero. The token is instantly converted.
- On a result of 4, add a new artifact, door, or piece of terrain in the chamber the Hero just entered. If you can't decide what to add, assign each piece a number on a six-sided die and roll to determine what to add.
- On a result of 5, add one treasure chest. If a treasure exists in this chamber, place the treasure in an empty chamber anywhere in the dungeon, following all the standard rules.
- On a result of 6, add one treasure chest, one wandering monster token, and one terrain piece, artifact, or door to the chamber that the Hero just entered. Even if there is a treasure already there, add the new one to the tile.

OPTIONS

Taking on the Toughest: Once you have set up the dungeon, add a red wandering monster token and one Master Adversary token to the mix of remaining tokens. That will ensure tougher creatures and a tougher game.

The Extended Campaign: Place the stairway token on the board at the same time you place your exit arrow. You can place it anywhere you wish. The staircase represents the next level. At this point you have two choices:

- Clear out the dungeon or
- Exit the dungeon

If you choose to clear out the dungeon, go right ahead and keep playing. To clear out a dungeon, you must eliminate all Mage Spawn and wandering monster tokens, gather all treasure chests, and encounter each exotic artifact at least once.

If you decide to exit the dungeon, you must leave the dungeon with all your surviving Heroes. Once all your Heroes are out of the dungeon, you can heal them up to their current level. Also, all Mage Spawn in the dungeon are healed and reset to the same tile as any remaining treasure chests. If there are no more treasure chests, place the Mage Spawn in the tile with the stairway.

Heroes can re-enter the dungeon in order to clear it out. Heroes may use any magic items found in treasure chests, following the standard rules for assigning the items. Not all treasure chests have to be assigned or used. Each chamber tile after the first will be considered a new chamber, and you must roll for the living dungeon

effect. Use the remaining pieces left in the pools. Once the pool is empty, you can no longer use items from that pool.

You cannot go to the next dungeon level until the current level is cleared out. Once the level is cleared, you can recruit a new member to your team. You must exit the dungeon to recruit a new member. To recruit a new member, you must “cash in” one treasure chest (rather than paying a Point Value cost). The other treasure chests remain with your team for use on the next level. The maximum number of figures in a Heroic team is four. Non-Hero faction figures cannot be recruited in this fashion. You can recruit only one new Hero per level cleared.

Once you have cleared out the current dungeon level and recruited a new Hero (if desired), you must create the next dungeon level. Use the rules in Step 2 for creating a dungeon, with the following exceptions:

The entrance is a stairwell, which is placed at the end of a hallway tile. Each level should be tougher than the last; swap out one or more yellow tokens for a blue, red, or Master Adversary token when placing them in the dungeon. You may choose to leave your treasure chests behind; they will be safe until you exit the dungeon again, but you cannot assign the abilities in those treasure chests to your Heroes. Remember that if you do take your treasure chests into the dungeon, you may lose them if you don't have enough Heroes to carry them.

Once two treasure chests have been disarmed, you can place another staircase, exit arrow, or both, according to the standard rules. The staircase continues to another dungeon level; the exit arrow is an exit out of the dungeon. Use the rules above for exiting and clearing out the dungeon.

You can create as many levels as you want, depending on the length of the game you want to play.

