DICE CRAWL ADVANCED SOLO RULES

Dice Crawl Dice Crawl is a quick, fun dungeon-crawling tile game for 1 to 4 players. The main game comes with variant rules for solo play, which advance a single player through a small version of the dungeon. These rules pit the player again one or two A.I. opponents in a full-scale Dice Crawl dungeon.

SETTING UP

1. Remove all the intersection tiles.

2. Shuffle the dungeon tiles (keeping the dragon tile to one side)

3. Lay out 24 dungeon tiles facedown in a 5 x 5 grid, with the dragon tile in the center of the grid.

4. Determine how many artificial opponents you will play against (1 or 2).

5. Randomly draw a race tile and class tile for yourself, as well as an adventurer marker in your favorite color. Draw a race tile and class tile for each artificial opponent.

6. Start with 25 six-sided dice of one color. Each artificial opponent begins play with 25 dice as well.

7. Place your marker on any corner tile. If there is one artificial opponent, place it at the opposite corner. If there are two artificial opponents, place them both at the nearest corners.

8. You always go first.

9. Start playing.

OVERVIEW OF PLAY

These rules assume you know how to play Dice Crawl. The following overview details how the artificial opponents operate during play.

On your turn, play normally. However, your opponent's turns are different, though you will roll their dice for them as well.

The first artificial opponent always places dice rolled during the crawl onto the tiles first — closest to the corner first — while the second artificial opponent always uses doubles to unlock powers before placing onto the 'board.'

The first artificial opponent uses dice to trigger powers only after all the dice space options have been exhausted. When attacking, the first artificial opponent attacks a space that provides the best mathematical benefit.

The second artificial opponent uses dice to trigger powers before anything, though reinforcements is only used if the dice provide no options. When attacking, the second artificial opponent attacks your spaces only, starting with those closest to your corner tile.

When exploring, the first artificial opponent explores closer to you, while the second explores further from you. Tiles are always rotated to best benefit the artificial opponents and limit your options. Both artificial opponents use 6s to claim hoard spaces (when possible) and explore toward the center when possible, as well.

If there is ever a situation where a left-right, up-down, or yes-no option is available to any artificial opponent, roll one die and use the high-low method to determine the result..