

BEGINNER ♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥

STANDARD ♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥

HARD ♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥

LEVEL 1: WELCOME TO ARCADIA!

Terrain: Forests, Swamps, Caves, Graveyards*, Camps, Dungeons

Boss: Kazanna

- The Dark Forest (Scheme 1):** Build a group of 3+ Forest tiles. At least 1 Forest must have a matching kobold.
- Swamplandia (Scheme 2):** Build 3+ Swamp tiles worth 9+ points.
- Score (Scheme 3):** 50+ points.

*For ALL Solo play, gain +2 pts if you collect at least 2 Graveyards and +5 if you collect 4 or more.

LEVEL 2: LET'S GO EXPLORING

Terrain: Forests, Swamps, Caves, Camps, Deserts, Dungeons

Boss: Kirax or Cleopatra

- The Great Desert:** Build a group of 4+ Desert tiles. At least 1 Desert must have a matching sandworm.
- Let Sleeping Dragons Lie:** Build 3+ Caves bordering mountainous edges of the map. At least 2 Caves must have a matching dragon.
- Score:** 52+ points.

LEVEL 3: BUILDING CIVILIZATION

Terrain: Swamps, Caves, Camps, Desert, Castles, Dungeons

Boss: Porkus or Belladonna

- Orc-tropolis:** Build a 2x2 group of Camps. Camps do not have to all be unique.
- Castle-mania:** Build 3 Castles with matching vampires.
- Score:** 54+ points.

LEVEL 4: GATHERING STORM

Terrain: Caves, Deserts, Castles, Clouds, Summoning Circles, Dungeons

Boss: Cerebellus or Xyzax

- Scattered Showers:** Build 3+ Cloud Islands. Each must be worth 3+ points AND may not border another Cloud Island.
- Dark Ritual:** Build 4+ Summoning Circles. Each must have a matching sorcerobe.
- Score:** 56+ points.

LEVEL 5: RAGNAROK

Terrain: Graveyards, Castles, Clouds, Summoning Circles, Volcanoes, Dungeons

Boss: Killa or Explodo

- Tectonic Activity:** Destroy 6+ tokens (Monsters or Minibosses) with Volcano placement.
- Death On All Sides:** Each edge of the map must border a Graveyard. Your map must also have a band of Skeletons.
- Score:** 58+ points.

LEVEL 6: DUNGEON MASTER

Terrain: Dungeons and 5 Terrain types of your choice

Boss: King Croak

- Themed Dungeon:** Build a Dungeon surrounded by the same Tile type on all sides.
- Dungeon Run:** Score 10+ points with Dungeons.
- Score:** 65+ points.

SIDE QUESTS

Minibosses 0 1 2 3

Crystals 0 1 2 3

Monsters 4 5 6 7

Bands (size 2) 2 3 4 5

Bands (size 3) 1 2 3

Bands (size 4) 1 2

DIFFICULTY SCORING

BEGINNER: Very

STANDARD: Extremely

HARD: Supremely

OF VILLAINY ICONS

0: Spooky
1: Scary
2: Fiendish
3: Ferocious

4: Terrifying
5: Monstrous
6: Relentless

OF SOUL GEMS

0-7: Minion
8-12: Monster
13-17: Miniboss
18-22: Boss Monster

23-27: Overboss
28-31: Dark Deity
32: Abomination

SOLO CAMPAIGN SCORE - You are a...

DIFFICULTY SCORE

VILLAINY SCORE

SOUL GEM SCORE

Camp Castle Cave Cloud Island Volcano Dungeon Desert Summoning Circle Forest Graveyard Swamp

Difficulty **Villainy Icon** **Soul Gem**