

Game Variant: Open Information and Solo Play

A single player can play the game as a solo experience by controlling two or more characters at once. Part of the game's difficulty, however, comes from not knowing exactly what the other characters will be doing on their turn. Because a solo player has precise information about what each character is doing and can coordinate more effectively, the game becomes easier. To compensate for this, solo players should **increase the monster level and trap damage by 1 for any given scenario without increasing gold conversion and bonus experience.**

Scenario level	Monster level	Gold conversion	Trap damage	Bonus experience
0	1	2	3	4
1	2	2	4	6
2	3	3	5	8
3	4	3	6	10
4	5	4	7	12
5	6	4	8	14
6	7	5	9	16

Additionally, if they wish, a group of players may also play with fully open information by increasing the difficulty in the same way as for solo play. Playing with open information means that players can share the exact contents of their hands and discuss specific details about what they plan on doing. **This is not the recommended way to play the game,** but it may be desirable for certain groups.

Round Overview

A scenario consists of a series of **rounds** that are played until players either meet the victory conditions of the scenario or fail the scenario. A round consists of the following steps:

1. **Card selection:** Each player will either select two cards from his or her hand to play or declare he or she is performing a **long rest action** for the round.
2. **Determining initiative:** Players reveal their cards for the round, and an ability card for each monster type currently in play is also revealed. An initiative order is then determined based on the initiative values of these revealed cards.
3. **Character and monster turns:** Starting with the lowest initiative, players and monsters will act out their **turns**, performing the actions on their cards, possibly modified by character item cards.
4. **Cleanup:** Some cleanup may be required at the end of the round (see End of Round on p. 32 for details).

Card Selection

At the beginning of a round, each player will secretly select two cards from his or her hand to play facedown in front of them. Of the two cards, one should be selected as the **leading card**, which will determine the player's order in the initiative for the round (see Determining Initiative on p. 18 for details).