

Dragon Canyon

Solo / 2-player Variant with AI – Revision 1.10.4

Setup

For solo: Set up as if for a 2-player game. For 2-players: Set up as if for a 3-player game.

For the AI:

- Give the AI a deck of Force cards;
- Shuffle the AI Force cards, then place them in a face-down draw pile. If the AI's Force card draw pile ever runs out, shuffle the discards to form a new face-down draw pile.
- Shuffle the AI action cards, then place them in a face-down draw pile. If the AI's action card draw pile ever runs out, shuffle the discards to form a new face-down draw pile.

For the human player (solo game only):

- Set up as above, but also shuffle and deal yourself 3 Objective cards; you will want to complete as many of these as you can by the end of the game (failure/success effects only apply at game end);

Game Play

The AI takes the first turn of the game.

The human player(s) play turns as normal. The following rules show how the AI plays in each of *its* turns. Note that the AI never uses a Force Card's ability *except* if it relates to strength during fights (including cancelling a +2 from a Guard Tower, but excluding Blink as that doesn't affect strength).

Stockpile Phase

As per standard rules, the AI moves any resources in its Caravan into its Stash.

Journey Phase

On the AI's turn, if the AI can complete a Harvest Festival line by placing a card on a specific tile this turn:

- If the only line it could complete means it would place its Force card *underneath* the dragon, it won't place here but will act as if there was no Harvest Festival line to complete;
- If there are multiple places which could complete a line of 4, the AI picks the line that would give it the most resources. If still tied, the AI picks the line that gives *the human player(s)* the *least* resources. If *still* tied, draw and play an AI action card instead (see below);
- Place the top card from the AI's Force cards pile on the appropriate tile to complete the Harvest Festival line.

If the AI can't complete a Harvest Festival:

- Flip the next card from the AI action deck;
- Place the top card from the AI's Force cards pile onto the indicated tile, if that tile has no Force card on already;
- If the tile indicated is already occupied, flip the *next* AI action deck card and check that card's indicated tile for placement; repeat as necessary until the AI *can* place a card.

*Note: In the unlikely situation that the AI has no Force Cards left in its draw pile when it starts the Journey Phase (i.e. **all** its Force Cards are still on the map), the AI skips the Journey and Action Phases entirely and*

moves straight to the Harvest Phase.

Action Phase

If the AI has placed their Force card adjacent to a human player's Force card, flip the next AI action card over and check the Action section: This will say either **Fight** or **Move Dragon**. Carry out the indicated action (see below).

Moving the Dragon

If the AI has placed their Force card on a Dragon's Canyon tile, and/or the AI's action card's Action section says to Move Dragon, the AI moves the dragon onto one of the human player's Force Cards on the map, according to this priority:

- If there are no human-player Force Cards on the map, or the only card is face-up and is the Dragon Slayer, the dragon stays where it is;
- If there is only one of the human-players' Force Cards on the map, stomp the dragon on that card;
- If there are multiple potential human-player cards on the map, find the *closest* human-player card [that isn't a face-up Dragon Slayer] to the just-played AI Force card, breaking ties using the current AI action card's Tie Break directional priority (up/down/left/right then clockwise or anti-clockwise).

Then perform the Dragon stomp action as per the standard rules: the stomped-on player randomly discards a card from hand; if it is the Dragon Slayer, the Dragon moves back to where it came, else the AI gets the resource from the discarded card.

Battle

If the AI revealed a new action card due to an Adjacency check, and the Action section on the AI card says Fight, the AI attacks a player's Force card using standard rules, with these exceptions:

- If multiple player cards are adjacent, select the card to attack by using the Tie Break direction on the AI's current action card (starting up/down/left/right, then scanning clockwise or anti-clockwise to determine the card to fight);
- Flip both the AI Force card and the player's chosen Force card face-up (if not already);
- **Player's strength:** The owning player rolls for their strength bonus and adds it to their Force card's strength;
- **AI's strength:** Add the 'Strength' section value on the current AI action card to the AI's Force card's strength (instead of rolling for the AI);

Spoils

Determine the winner (attacker wins in a tie) and award resources & a Loot card (if applicable) as per standard rules. If the AI wins, it steals the most valuable resource it can from the opponent's Caravan (priority: Bone; Stone; Food; Wood).

Harvest Phase

Harvest Festival

If the AI completed a Harvest Festival line of 4 by placing a Force card (and the line of 4 is still there after a potential fight), perform a Harvest Festival as per standard rules. If the AI harvests its Dragon Slayer, it always chooses to take a Bone resource.

Gathering

The AI gains the resources of the map tiles it currently has face-down Force cards on, as per standard rules. It then flips any of its face-up Force cards face-down.

Claim Phase

If the AI has 4 or more resources in its stash, it will buy one building for any 4 resources, and one more building if it has 4 more resources left after the first purchase. To decide which building it buys, for each buy:

- Flip up the next card from the AI action deck;
- Purchase the building specified in the 'Purchase' section. The AI does not pay the specific resource cost shown on the building card; instead, return the 4 least valuable resources the AI has to the pool (in this least-value order: Wood; Food; Stone; Bone).
- *Note: If buying a second building and the 2nd building identified is **identical** to the first, the AI does **NOT** buy that. Instead, it flips another card from the AI deck to find a different building, and repeats this until it finds a different building to the first one to purchase (i.e. the AI should never purchase two of the same type of building in the same turn).*

If it has any resources left after the 1 or 2 purchases, it keeps these for a subsequent turn.

Building Actions that trigger when AI buys them

- **Training Ground:** Each human player must randomly discard a card from their hand;
- **Tribal Village:** AI takes back *all* its discarded Force cards and shuffles them back in with their Force Card draw pile to form a new draw pile.

Defending

If, on a human player's turn, the human player attacks an AI's Force card, the AI will defend in a similar way to its attack: Flip the next AI action card to determine the strength modifier it gets to add to its Force card's value. The winner & spoils are evaluated as usual. As with attack, the AI uses a Force Card's Trick only if it modifies the fight value (so it will **not** use the Mage Knight's Blink ability if attacked, for example).

Game End

The game ends the same way as a normal 2 or 3 player game does: when 1 stack of building tiles runs out, the other player(s) have one more turn, then the game is scored. Score the AI as you would a human player. Highest score wins!

Objective Scoring – Solo game only

In a solo game, if you failed to complete any objectives, and those objectives have failure effects, apply the failure effects for each one you failed (e.g. removing some buildings). Similarly, if you succeeded at any objectives with success bonuses, apply applicable bonuses now. Then score up as usual (deducting any VPs lost from failed objectives, adding any VPs gained from successful objectives, and scoring the AI with anything it may have gained due to you failing an objective).

Varying the Difficulty

If you want an easier or a harder game to that outlined above, make the following changes during play:

Easier:

- *Solo Game only:* Select objectives from only the Success-bonus objective cards;

- The AI does not perform an adjacency action when its placement completes a Harvest Festival line – it moves straight to the Harvest Phase [it still moves the dragon if placing on a Dragon Canyon tile];
- When rolling your strength modifier during a fight, roll **both** dice and pick which one to use as your strength modifier.

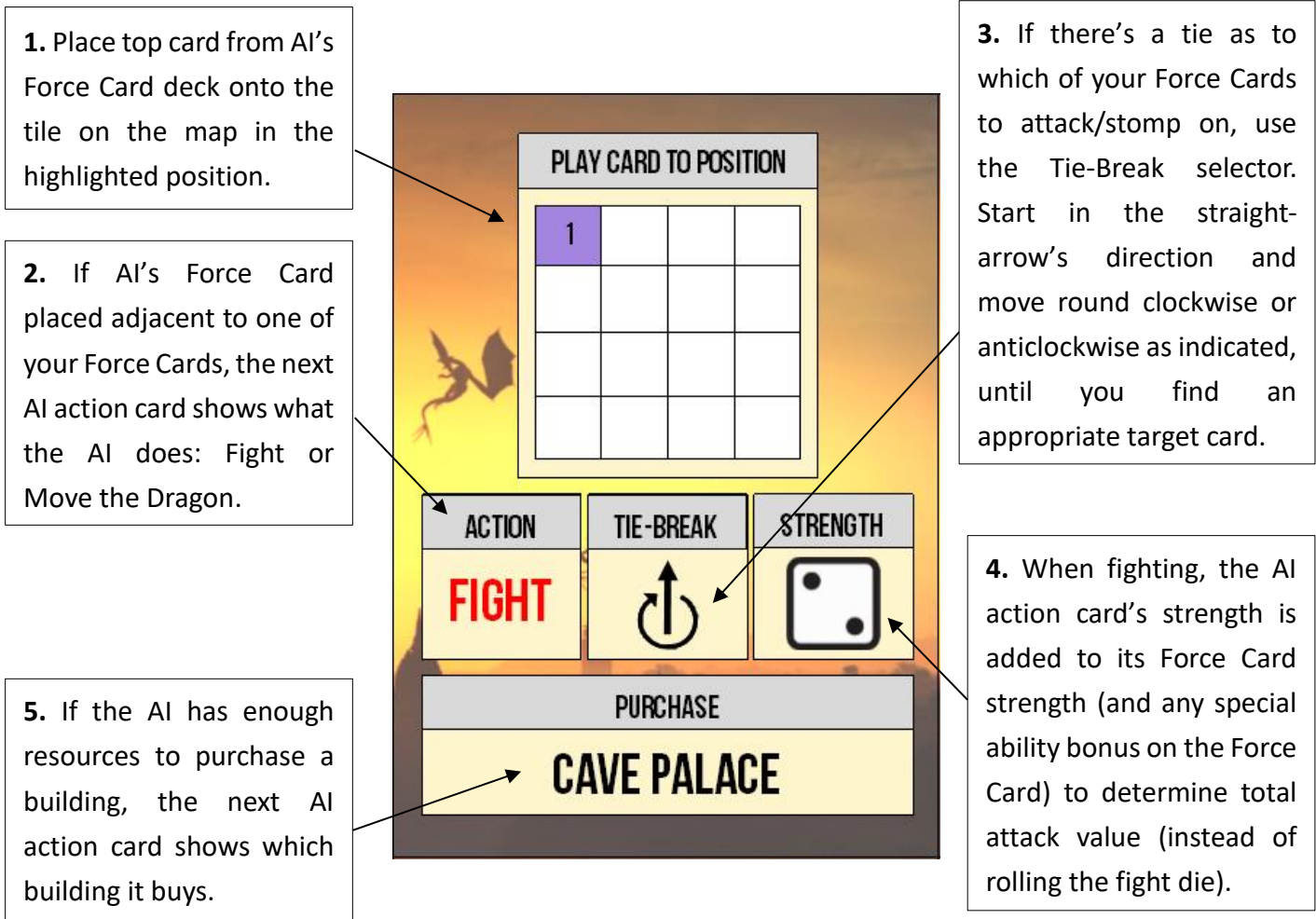
Harder (2-players):

- The AI only needs 3 resources (of any type) to purchase buildings in the Claim Phase;
- The AI wins any fights that end in draws, even if it didn't start the fight;
- The AI *starts* with 1 Loot card.

Harder (solo):

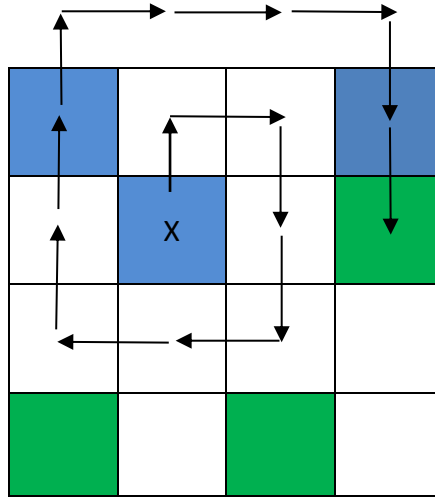
- The AI only needs 3 resources (of any type) to purchase buildings in the Claim Phase;
- You must complete ALL of the 3 objectives by game end, or you automatically lose;
- If you really want a challenge: Select objectives from only the Failure-effect objective cards.

AI Action Card Reference



Example tie-break situation

The AI is playing Blue; the human player is playing Green. The AI places a card on tile (2,2), indicated by the X in the grid below. It placed on a Dragon Canyon tile, so must move the Dragon. There are multiple face-down Green Force cards to choose from however, so it flips the next AI action card to check the tie-breaker; this indicates the tie-break as Up and anti-clockwise.



The AI therefore starts searching from the map tile just above its placed Force Card's location, then searches in an outward anti-clockwise spiral direction until it finds an opponent's Force card. It finally finds the Green player's card in tile (4,2) and performs a Dragon Stomp action on that card. (Note that the spiral continued outside the tile grid and re-entered at the next available column).