Dragon Castle™

Single Player Mode

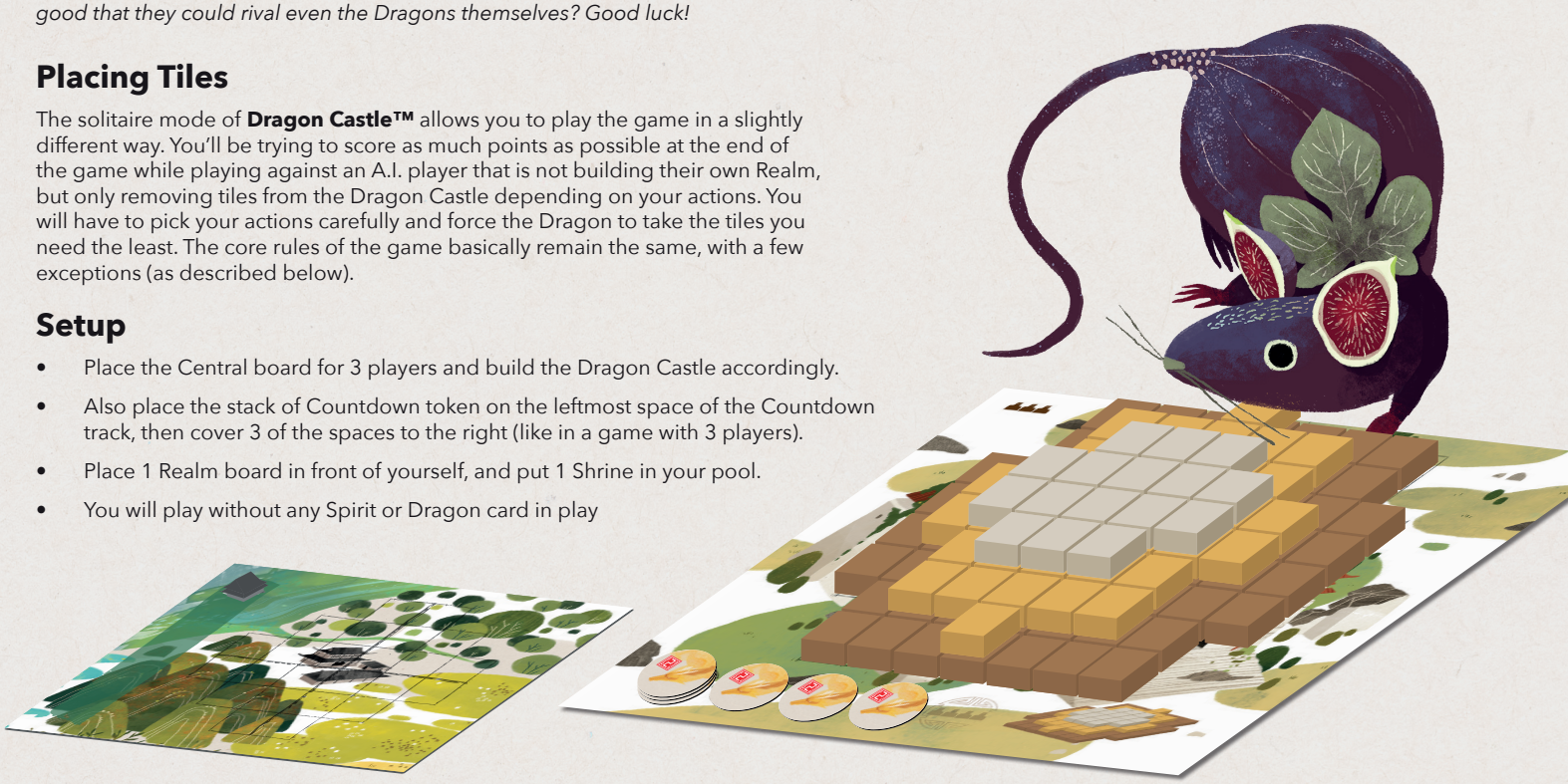
The omniscient Dragon of Ingenuity has challenged you to a duel of wits! You'll have to try building the most magnificent Realm you can, while they will do their best to hamper your efforts and steal the tiles you need from the Dragon Castle. The Dragon will abide to very strict rules though: if you're smart enough, you'll be able to bend those rules in your favor. Do you have what it takes to prove your worth and become a Grand Master? Or are your skills so good that they could rival even the Dragons themselves? Good luck!

Placing Tiles

The solitaire mode of **Dragon Castle™** allows you to play the game in a slightly different way. You'll be trying to score as much points as possible at the end of the game while playing against an A.I. player that is not building their own Realm, but only removing tiles from the Dragon Castle depending on your actions. You will have to pick your actions carefully and force the Dragon to take the tiles you need the least. The core rules of the game basically remain the same, with a few exceptions (as described below).

Setup

- Place the Central board for 3 players and build the Dragon Castle accordingly.
- Also place the stack of Countdown token on the leftmost space of the Countdown track, then cover 3 of the spaces to the right (like in a game with 3 players).
- Place 1 Realm board in front of yourself, and put 1 Shrine in your pool.
- You will play without any Spirit or Dragon card in play



VARIANTS

Different Castles: In this rulebook we describe the „official" way to play Dragon Castle in single player mode, but feel free to experiment with other castle layout. Always setup the **Countdown tokens** like in a **game with 3 players**, though.

Spirits & Dragons: If you want to play with Spirits and Dragons, randomly draw 1 of each at the beginning of the game. Before comparing your score to the scoring table (see next page), **subtract 15 points** to your total.

A.I. Actions

During their round, the Dragon of Ingenuity will always perform the topmost possible action from the following priority list:

1. Summon the Dragon
2. Pick a tile of the same kind of the tile(s) you took during your last turn
3. Pick a Dragon tile
4. Pick a Special tile
5. Pick a Faction tile

When the Dragon picks a tile, place it face up next to the Central board, so that you can keep track of what was taken from you by the A.I.

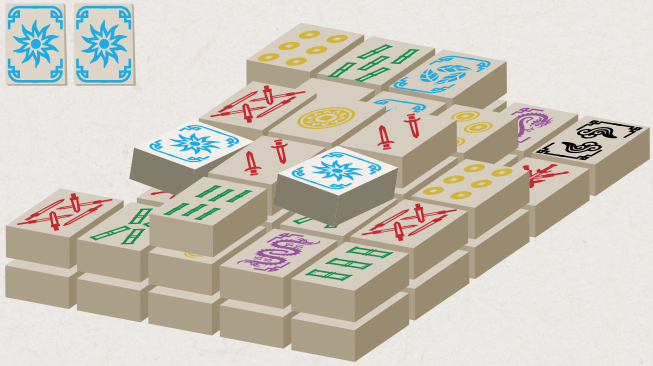
There are additional rules the Dragon of Ingenuity will abide to when performing their actions:

1. they can only make legal moves (so the first tile they pick each turn must always come from the topmost floor; also, they cannot Summon the Dragon until only the last floor of the Dragon Castle is remaining, but when this happens, they will always do this)
2. if there is more than one tile they could take that round, they will always take the northernmost tile and, in case of more than one tile on that same row, they will take the westernmost one among those
3. if, after the tile is chosen, the Dragon's action can be completed as a Pair of Tiles action, the Dragon will do so and take a second available tile identical to the first one, following the same rules described on point number 2 (the floor of the second tile is irrelevant)
4. when taking a single tile, instead, they will not take a Shrine from the pool, nor they will score any VPs for discarding the tile

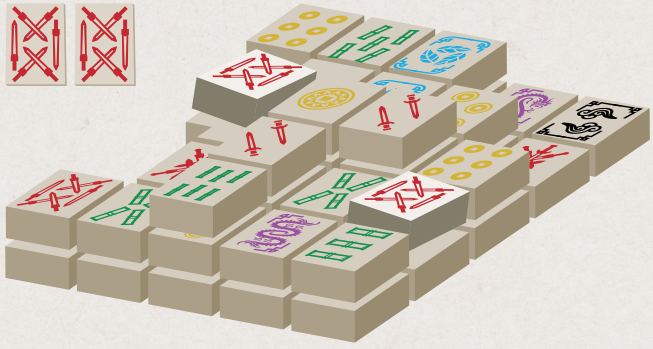
End game scoring

When the game ends, add up the points you have earned from the VP tokens you collected, the Shrines you built and the Countdown tokens you have collected (if any), then compare your score with the following table to verify your rank:

Final Score	Rank
0-39	Student
40-45	**Devotee**
46-49	Master
50-52	**Grand Master**
53-54	Dragon
55-56	**Silver Dragon**
57-58	Gold Dragon
59	**Jade Dragon**
60+	Diamond Dragon



Example: You take a pair of Season tiles and place them on your Realm board. It's now the Dragon of Ingenuity's turn. They will perform the first possible Action, checking from the top of the priority list.



1. Summon the Dragon: The central castle still has tiles on the second floor, so they can't Summon the Dragon.

2. Pick a tile of the same kind of the tile(s) you took during your last turn: There's no Available Season tile on the topmost floor, so they can't pick a tile of the same kind you took.

3. Pick a Dragon tile: Since there's no Available Dragon tile on the topmost floor, the Dragon can't pick a tile of that kind, either.

4. Pick a Special tile: The topmost floor of the castle has no Available Special tile either, so this action is also not possible for the Dragon.

5. Pick a Faction tile: The only option left to the Dragon of Ingenuity this turn is to pick a Faction tile. They must pick the northernmost Available tile. Since there's two of them on the second row from north, they will take the westernmost one. After this, since there are also two Available tiles that are identical to the picked tile, the Dragon of Ingenuity must complete their action as a Pair of Tiles action. Again, they must take the northernmost Available tile (as marked in the image above).

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