ADRENALINE

SOLO PLAY DLC

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Something went wrong. Very wrong.

You're back in the arena, lying on a spawnpoint. Shaking the dizziness out of your head, you struggle to your feet. Your eyes strain to focus in the dimness. The spawnpoint no longer lights the room with a cheerful glow. Now its light feels malevolent, corrupted.

You hear footsteps. It's your old friends, your old enemies, coming to play a game with you. Right now, you're not sure you're up to it. Something about that spawning –

Three figures walk through the door. Their heads turn, and they all focus on you. Their pitiless eyes reflect the spawnpoint's sinister light. And you realize that this is not just another friendly free-for-all. A malevolent intelligence is controlling the others … and it wants you dead.

This is a single-player variant of the Adrenaline board game. If you have the Team Play DLC expansion, it works with that, too. The rules are mostly like Adrenaline, so you already know most of what you need to know.

SETUP

Set up the board as shown in the illustration. This is mostly like the standard board setup. The important differences are noted below.

1 Use the two game boards shown. The solo game is balanced for the biggest arena.

2 Cover the killshot track with the turret board. If you don't know the Turret Variant, don't worry – in Adrenaline Solo, this is the AI board.

3 Shuffle the powerup cards and place the deck face down on the AI board. It fits nicely on the space marked with skulls.

4 Deal the top 5 powerup cards to the five spaces on the AI board. These spaces have turret icons, but in this game, we use them to hold 5 programs generated by the evil AI.

5 Deal out weapons and ammo tiles as usual.

6 You'll need about 5 skulls to play this game. There's an empty space where the powerup deck normally sits, so you can keep the skulls there.

Leave the victory points in the box. In this game, you don't count points. Your goal is to kill each opponent once before they kill you twice.

OPPONENT SETUP

Choose 3 figures to represent your opponents. You can think of them as Bluebot, Yellowbot, and Redbot. It's probably simplest to let Bluebot be Banshee, let Yellowbot be :D-struct-OR, and let Redbot be, um, Violet.

*No way!
I'd never betray you!*

Well, it doesn't really matter. You can choose any three opponents. The point is that one is blue, one is yellow, and one is red. You can put blue, yellow, and red ammo cubes on their boards to remind you which is which.

*I might betray you.
Let me be red!*

Set your opponents' boards beside the main board, in a random order. They will play in this order, top to bottom. Your opponents will not use ammo or weapons. They will be dealing damage to you, so you need their damage tokens.

If you have the Team Play DLC expansion, give each bot its adrenaline rush tile. (However, they will not use character-specific abilities or weapons.)

Finish opponent setup by spawning them. Each spawns on the spawnpoint matching its color.

PLAYER SETUP

Choose a fourth character to be you. You set up as normal, even drawing powerups from the deck. For you, the powerup deck will work as it always does. For your opponents, the powerups will be evil programs.

If you have the Team Play DLC expansion, you can use your character's special ability and one character-specific weapon, as usual – unless you want to be Sprog. This game isn't balanced for Sprog's venom attacks, so, yeah, maybe you should use him as an opponent.

GAMEPLAY

The game is played in rounds. Each round has 3 steps:

1. **Program bots.**
2. **You go.**
3. **They go.**

PROGRAM BOTS

Programs are represented by the 5 powerup cards on the AI board, and their color is important. At the beginning of the game, all 5 programs are face up. After you get a chance to shoot things, some of the 5 may be face down. Face-down programs no longer have a color.

At the start of each round, give each bot a program:

If there is a program matching that bot's color, place the leftmost matching program in that bot's ammo box.

If there is no program matching that bot's color, place the leftmost face-down program in that bot's ammo box.

It is possible to have 5 face-up programs without having all three colors. If this happens, program the bots that have matching programs first. Then take the leftmost remaining card and put it face down in the ammo box of the bot that still needs a program.

Once every bot has a program, face up or face down, **slide the remaining cards to the left and deal out 3 new ones in the empty spaces.** If the powerup deck runs out of cards, shuffle the discard pile to make a new deck.

None of these programs are blue. Redbot will get the red Newton. Yellowbot will get the yellow Targeting Scope. Turn the red Teleporter face down and give it to Bluebot. Slide the remaining cards to the left and deal out three new ones.

YOU GO

You spawn on your first turn, as usual, and your turn follows the usual rules. You want to deal damage to your three opponents, because killing them is how you win the game. If you run out of your character's damage tokens, use tokens from a character not in the game as though they were your own.

In addition to damaging opponents, you can also damage spawnpoints.

DAMAGING SPAWNPOINTS

For the most part, a spawnpoint can be targeted the same way you target opponents. And damage that applies to everyone on a square or in a room will also apply to a spawnpoint there.

For each point of damage you do to a spawnpoint, turn one program of that color face down. You can choose any matching program on the AI board – they don't have to be shot in order. However, you cannot affect a program that has already been assigned to a bot.

Excess damage is wasted. For example, if there are no face-up blue programs on the AI board, then damaging the blue spawnpoint is pointless. (But it's still kind of fun.)

Marks don't apply to spawnpoints. If your attack deals marks, ignore them.

A few weapons work slightly differently when targeting a spawnpoint:

A spawnpoint can't be moved. For example, the *Tractor Beam* can damage a spawnpoint only if you can see it. To damage a spawnpoint with the *Vortex Cannon*, you must target the spawnpoint's square.

A spawnpoint grounds the *T.H.O.R.*'s lightning bolt. You can target it, and you can chain to it from a target that can see it, but you can't chain from the spawnpoint to another target.

THEY GO

Once your turn is done, resolve your opponents' turns in order, top to bottom. Each bot acts according to its program. Once a bot's program is resolved, move the card to the powerup discard pile.

TELEPORTER
1. The bot teleports to your square.
2. The bot gives you **1 damage**. If both its adrenaline actions are unlocked, it also gives you 1 mark.

TARGETING SCOPE
1. The bot moves 1 square closer to you. (Full rules are in the textbox below.)
2. If the bot can see you, it gives you **2 damage** – and also 1 mark if both its adrenaline actions are unlocked.

TAGBACK GRENADE
1. The bot moves 1 square closer to you. (Full rules are in the textbox below.)
2. If the bot can see you, it gives you **1 damage and 1 mark** – or a total of 1 damage and 2 marks if both its adrenaline actions are unlocked.

Note: As in the standard game, a bot's marks will not turn into damage until it damages you again. Each bot should use its own damage tokens so you can track which bot gave you which marks.

Movement Tiebreakers

When a bot moves because of a *Targeting Scope* or *Tagback Grenade* program, apply these rules with this priority:

0. If the bot is already on your square, it doesn't move at all. Otherwise, it moves one square closer.
1. If the bot can move to a square from which it can see you, it ignores moves that would leave it unable to see you.
2. If this leaves the bot with multiple options, it prefers the square closest to the room that matches its program's color. ("Closest" is measured the Adrenaline way – a path that goes through doors, but not through walls.)
3. If the bot still has multiple options, you choose one that meets all the above criteria.

NEWTON

1. The bot moves you closer to itself up to 2 squares in a straight line. (It doesn't move.)
2. If the bot can see you, it gives you **1 damage** – and also 1 mark if both its adrenaline actions are unlocked.

When moving you, the bot prefers to move you 2 squares closer if possible. If this criterion leaves it with multiple options, it chooses the one that leaves you closest to the room that matches the color of its program. If these two rules still leave the bot with multiple options, check again to be sure – it's a rare case. But if you're sure the bot still has multiple options, you decide which way you are moved.

GARBLED CODE

If the AI board was unable to give the bot a program matching its color, the bot received garbled code. The bot does not move and it does not damage you. In fact, it damages itself!

Give the bot 1 **short-circuit damage**. If you have the Team Play DLC expansion, represent this by sliding its adrenaline rush tile to shorten its damage track by one. If you don't have Team Play DLC, give the bot its own damage token, not one of yours.

Ignore short-circuit damage if it would deal the killshot – you have to deal the killshot yourself. Furthermore, short-circuit damage never triggers marks.

> ### Adrenaline Actions
> Your adrenaline actions work as normal. The bots' adrenaline actions follow the usual rules for bots – that is, the first adrenaline action affects nothing, but if the second is unlocked, the bot also gives you a mark when it damages you. The Bot card reminds you of this rule.
>
> If you still have problems remembering it, put a damage token on top of the bot's program when you unlock its second adrenaline action. Leave the token there even after the program is resolved, until you kill the bot and it loses its adrenaline.

ENDGAME

The goal is to kill each bot before you die twice.

If you kill each bot, you win after they finish their turns. If the bots kill you twice, they win immediately.

DEATH AND RESPAWNING

The first time you are killed, take a skull. **Respawn immediately** according to the usual rules. If there are still bots with programs left to resolve, they can start hunting you immediately.

The second time you are killed, take a second skull. Do not respawn. **You have lost.** Contemplate the red plastic symbol of your defeat.

Overkill

Revenge marks follow the usual rules. If a bot overkills you, give it a revenge mark. Similarly, a bot will give you a revenge mark if you overkill it. There are no rewards for overkill in the solo game, except the pride you can take in a job well done.

RESPAWNING BOTS

If you kill a bot, give it a red skull. If you are using the DLC adrenaline rush tile, reset it to the starting position. Remove all damage tokens from the bot's board, but do not alter its program. **At the end of your turn, before THEY GO, respawn the bot randomly.** (Draw from the powerup deck. Put the bot on that spawnpoint. Discard the powerup.)

If you kill a bot for the second time, respawn it again, but do *not* give it another red skull. You are *not* supposed to focus on one target. To win, you must kill *each* bot once.

When each bot has a red skull, you still have not won. Respawn your latest victim at the end of your turn, before THEY GO. **Each bot gets one final turn to kill you.** If they don't give you your second skull, you win!

With the thrill of victory coursing through your veins, you lower your weapon. Finally, you have won!

Footsteps echo in the doorway, and Sprog slithers into the room.

"Nah. You haven't won. That would be too easy."

Sprog nods at the corrupted spawnpoint. "You think it's confined to the arena? No. The AI is everywhere. I've been inside the darkness, and now I know its depths."

His eyes are filled with the AI's malevolent glow, but underneath lurks the glimmer of something else. Is it knowledge … or is it terror?