

Advanced Micro Medusa Solo Mode

Objective

The object of the game is to exhaust Medusa's deck and market without turning into stone.

Setup - See the 2 player rulebook.

Summary - Play as the Champion and blind draw Medusa tiles off Medusa's drafted hand; placing tiles face-down and adjacent to Medusa's head or an open Snake Section. As a reminder, the entire game repeats the Drafting, Battle and Reveal Phase.

Drafting Phase - See competitive rulebook Drafting happens once a round. Draft two tiles from the Medusa market, shuffle and keep all the tiles face down in a Medusa ready pile. Then draft one Champions Reserve equipment tile for yourself.

Battle Phase - Choose one of Medusa's tiles from Medusa's face-down ready pile at random and play it on the active field connected adjacent to either the head or an open Snake Section. Then play 1 of your equipment tiles adjacent to that played medusa tile.

Reveal Phase - This phase is very different in the solo mode, so please read carefully. Reveal Medusa's tile by flipping it face up and resolving.

Blade - If the revealed Medusa tile is a Snake head, remove the Snake head from play, and place it in a Medusa discard pile. For every Snake head tile resolved in play you must discard one of your sub equipment. When three Snake heads are revealed, instantly remove all the Snake heads to the discard pile. If there you have no more sub equipment to remove, then the Snake heads will have no effect when revealed.

Shield - If the revealed tile is an Eyeball and the Champion has played the Shield, they prevent Medusa's stare from turning you into stone. Place the eyeball in the medusa discard pile. Otherwise, the Champion flips one heart to the stone side. If all the Champion hearts in their Active Equipment are turned to stone, Medusa wins.

Torch - If the revealed tile is a Snake Section, you singe the flesh of Medusa's reptilian appendage. Remove the snake section from play and put it back into Medusa's deck. Otherwise, this Snake Section tile remains face-up allowing Medusa to grow and possibly overtake the Champion.

Once resolved do the Battle and Reveal phase once more then move into the next round until Medusa's has no more tiles to play.

If there are no paths for Medusa left to play, and there are still playable tiles, you instantly lose. You win when Medusa runs out of tiles to play.