

## SOLO PLAY

The solo gameplay is the same as with multiple players except:

### SETUP

Start out with 9 Heroic Feats instead of 4, each with a Common Equipment under it.



### HEROIC FEATS

If you fail at a Heroic Feat, that Feat and its Equipment go on the bottom of their respective deck. Heroic Feats do **not** get replenished, no matter whether you succeed or fail, so the 9 Heroic Feats act as your "9 lives" in the solo game.

### END GAME

You **win** if you defeat the Villain. You **lose** if either:

You fail against the Villain.

OR

You do not have any Heroic Feats left to attempt.

## COMPONENTS



2 Hero Tokens



4 Premium Equipment



12 Common Equipment



8 Heroic Feats

8 Scoundrels

8 Villains

## CREDITS

**Game Design:** Brian Henk  
Clayton Skancke

**Art:** Loic Billiau  
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# THE ZORRO

## DICE GAME

### HEROES AND VILLAINS

#### SETUP CHANGES

Setup with this expansion just like the base game except:

**Player Markers:** You can now play up to 8 players.

**Equipment:** Remove any Equipment cards that have a number of dots in the bottom-left corner greater than the number of players in the game. Shuffle all of the Equipment from the base game and expansion together to form the Equipment deck.



**Heroic Feats:** Shuffle all of the Heroic Feats from the base game and expansion together to form the Heroic Feats deck.

**Scoundrels and Villains:** Combine the Scoundrels and Villains from the base game and expansion together. Shuffle each Scoundrel and Villain location type into its own face-down pile. Set a Hero Die matching each type on each pile so it looks like the image to the right.



#### GAMEPLAY CHANGES

The gameplay is the same as the base game except:

**Scoundrels and Villains:** They are now face-down until activated. When a Hero Die is unlocked, draw the top Scoundrel or Villain from the deck that was underneath it and place it face-up in the middle of the table and fight it just as you did in the base game.

**Heroic Feats:** When you are attempting a Heroic Feat, up to 2 players can join you rather than just 1.