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.



Game Design: Brian Henk Clayton Skancke

Art: Loic Billiau Adrienne Ezell



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.

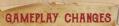
Scoundrels and Villains: Combine the Scoundrels and Villains from the base game and expansion together. Shuffle each Scoundrel and Villain location type into its own face-down pile. Set a Hero Die matching each type on each pile so it looks like the image to the right.











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.