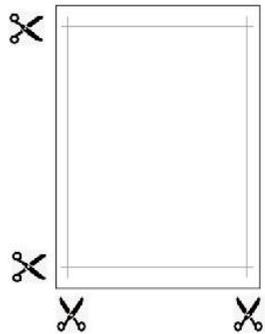


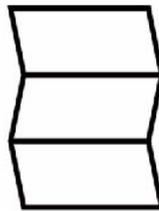
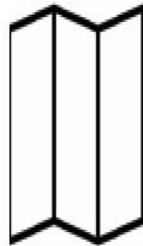
**SOLO STAGES / SOLO CAMPAIGN FOR  
ADVENTURE OF D (second edition)**

Print the next two pages back to back (no need to print this page),  
then follow these three steps so your Solo Stages/Solo Campaign  
sheet will fit nicely in your regular/small box!

1. Cut the borders.



2. Trifold the sheet vertically 3. Trifold the sheet horizontally



## SOLO STAGES FOR ADVENTURE OF D (second edition)

Note that this is just a guide, you may mix and match anything you like :)

[ver. 23 Oct 2020]

### TRAINING MODE

- During setup, set aside **8** timer cards and use underlined locations.
- To complete the training mode and win the game, you must REST on **Castle of Light** with  /  /  =4 before time runs out.

### STAGE 1:

Defeat Elzoof with **8** timer cards using underlined locations. After you can win at least two times, continue to Stage 2.

### STAGE 2:

Beat the game with **7** timer cards using a non-underlined **Tower of Death** (you may choose which **Tower of Death** to use).

After you can beat all versions of **Tower of Death**, continue to Stage 3.

### STAGE 3:

Beat the game with **6** timer cards. Starting from this stage, you will always use a random **Tower of Death** and random locations in your game.

Here's how to randomize all locations during setup:

- > CHECK 1, match the result (type) with the symbol on the lower left symbol on each version of **Tower of Death**, that's the **Tower of Death** you will use.
- > Shuffle the other 11 locations, flip some cards during shuffling to randomize the sides.
- > Put the chosen **Tower of Death** together with the 11 location cards, shuffle again (no flipping this time), place randomly in 4x3 grid.

After you can win at least two times, choose to continue to Stage 4A or Stage 4B (only if you have an **Upgrade Pack**).

### STAGE 4A: (randomize all locations)

Beat the game with **5** Timer cards (expert level). Read [here](#) if you want to see whether the game is winnable in expert level or not.

If you can win expert level, beat the game in heroic mode (Rulebook, **9.Heroic Mode**).

If you can win heroic mode, you have beaten the hardest level, CONGRATULATIONS!

### STAGE 4B: (randomize all locations, you need the **Upgrade Pack** to play this stage)

1. Beat the game with **6** timer cards and use 1 environment card of your choice. After you can win the game using each environment card, continue below.
2. It is time to start the solo campaign: **THE PORTAL OF CHAOS** (see next page).



## THE PORTAL OF CHAOS

This is a three part solo campaign for **Adventure of D (second edition)**.

Use solo rules in the rulebook except mentioned otherwise in this campaign.

If you want to make this campaign easier, use 7 timer cards in Part 1 and Part 2.

**What you need:** a copy of Adventure of D (second edition) and the Upgrade Pack.

### PART 1: THE CHAOS RIDERS

Elzoof took over the Tower of Death and now he sends his Chaos Riders.

**Your Mission:** defeat Elzoof in the **Tower of Death** before it's too late!

#### Use this SETUP instead:

1. Shuffle all environment cards to form the environment deck, reveal the top card.
2. Choose a hero card, you will use this hero during this campaign.
3. Your hero starts with  =  =  =0, then choose  /  /  +1.
4. Shuffle all power cards to form the power deck. *Randomize all locations*.
5. Shuffle the hero deck, set aside 6 timer cards; you get 4  and draw 6 power cards;
6. Put your hero token on the **Castle of Light**. Put **3** unused hero tokens on the **Tower of Death** as Rider tokens.

#### Additional GAMEPLAY rules:

- At the beginning of **End Turn Phase**: CHECK X, where X is the number of Rider tokens in play, then teleport a Rider token to each of those locations. Resolve these teleports at the same time.
- If any Rider teleports to your location at the beginning of End Turn Phase, or you move / TELEPORT to a location with any Rider tokens, immediately spend 1  or LOSE 1 for each Rider token on that location.
- If you are in a location with one or more Rider tokens, you may take this action  :



#### Banish a Rider

Discard  /  /  : remove a Rider token on this location from the game.

### PART 1 ENDINGS

**If your HP=0 or time is up** (there is no timer card left when you have to put a timer card on the top of the hero deck): Elzoof conquers the island, game over!

**If you defeat Elzoof:** to your surprise, Elzoof stands up once more and casts an unblockable spell, ZZZRHHKKKTTT!!, knocking you out. Continue to Part 2:

- keep your hero card and upgrade cards (keep your  &  &  from Part 1);
- discard all your additional skills (put them on the top of hero deck) and discard all your items;
- note the number of surviving Rider tokens, you will use them again in Part 2.

## PART 2: CHAOS RODS AND THE GIANT GARGOYLE

You wake up with the Great Elder standing in front of you, he was the one who teleported you back to safety, to the Castle of Light. He explains that glowing rods planted by the Chaos Riders have been discovered throughout the land, creating a disturbance in time and space. And now a giant gargoyle is guarding Tower of Death!

**Your Mission:** defeat the Giant Gargoyle before time runs out!

**Use this SETUP instead:**

- Put the top card of the environment deck at the bottom of the deck, reveal the (current) top card.
- Shuffle all power cards to form the power deck, draw 6 power cards.
- Randomize all locations. All locations start in normal position (not exhausted).
- Shuffle the hero deck, set aside 6 timer cards; your ⚙️ becomes 2.
- Put your hero token on the **Castle of Light**. Put any surviving Rider tokens from Part 1 on the **Tower of Death**.
- Reveal 4 power cards, put them nearby as Rod cards.

Each card represents a Chaos Rod and it's location. Note that Rod cards are not events.

*Example (picture):* two Rods are in **Village of Dawn**, one is in **Woods of Mana**, one is in **Plain of Sorrow**.



**Additional GAMEPLAY rules:**

- As long as there are any Rider tokens in play, implement additional GAMEPLAY rules from Part 1.
- Each Rod rises all test difficulties by 1, *example:* 🧠 5 will become 🧠 8 if there are 3 Rods in play.
- If your hero is in the same location with any Rod, you may take this action 🖐️ :

### 🖐️ Destroy a Rod

Spend 3 ⚙️: put a Rod card in this location on the discard pile.

- Change the special action 🖐️ on the **Tower of Death** to:

🖐️ **Giant Gargyle** (only if your ❤️/🧠/🔧 = 8 and there is no Rider token in play)  
HEAL 1. SHOW 🗨️🧠🔧 to defeat it. If you can't, you are slammed, **game over!**

## PART 2 ENDINGS

**If your HP=0 or time is up or you're slammed by the Giant Gargyle:** game over!

**If you defeat the Giant Gargyle:** as the monster crumbles, you enter the tower again but a new magic barrier shocks and throws you outside. You can hear Elzoof's laughter echoes from the tower, 'At last, the Portal of Chaos has opened!' Continue to Part 3:

- keep your hero card and keep all your items, but discard all your additional skills;
- your ❤️ = 🧠 = 🔧 = 0, then choose ❤️ / 🧠 / 🔧 +1 ;
- bring all Rod cards still in play (if any) at the end of Part 2 to Part 3.

## PART 3: THE PORTAL OF CHAOS

The sky turns red. The wind blows stronger. The land cracks. The trees shake violently. Evil magic is in the air...

**Your Mission:** defeat Elzoof in the **Tower of Death** once and for all!

**Use this SETUP instead:**

- Put the top card of the environment deck at the bottom of the deck, reveal the (current) top card. Put any surviving Rod cards from Part 2 nearby.
- Shuffle all power cards (except your items and surviving Rod cards) to form the power deck. *Randomize all locations.* All locations start in normal position (not exhausted).
- Shuffle the hero deck, you will use no timer cards (ignore all timer card rules);
- Your ⚙️ becomes 6, then draw 6 power cards.
- Put your hero token on **Tower of Death**.

**Additional GAMEPLAY rules:**

- If there are any Rods in play, implement additional GAMEPLAY rules from Part 2 for Rods (each Rod rises all test difficulties by 1, and the 🖐️ **Destroy a Rod**).
- At the beginning of **End Turn Phase**:
  - Count the number of exhausted locations, that's the Portal Force (PF). If PF > 0 then spend ⚙️ ≥ PF or discard power card(s) of any type with total power ≥ PF. If you can't, the island has collapsed, **game over!**
  - CHECK 2, choose one of the result then EXHAUST that location.
  - You may spend 2 ⚙️ or discard 1 power card to ignore the CHECK 2 result then repeat step 2 above.

Note: nothing can revert an exhausted location back again. If you EXHAUST **Tower of Death** or EXHAUST an already exhausted location: the island has collapsed, **game over!**

## PART 3 ENDINGS

**If your HP=0 or the island has collapsed:** game over!

**Read only after you have defeated Elzoof:**

*You have saved the island, congratulations!  
You have the right to write an epilogue.  
How did you defeat Elzoof? Was he thrown out of the tower's window? Was he absorbed by the chaos portal?  
Did he explode (eww)?  
Will you become the new King? Will you go back to your village and settle down? Will you leave the award ceremony to seek out a new challenge just like Ryu (wait, what?)  
It's up to you, you have won!  
Please share your winning story in [Aod2 BGG page](#).  
Thank you for playing :)*

